Model

+ virtual ~Model()

+ virtual const string getName() const =0

+ virtual bool setName (string)=0

+ virtual const int getClock () const =0

+ virtual bool removeSystem (System *system)=0

+ virtual bool removeSystem (string name)=0

+ virtual bool updateSystem (string currentName, double value, string newName="")=0

+ virtual bool removeFlow (Flow *flow)=0

+ virtual bool removeFlow (string name)=0

+ virtual bool updateFlow (string currentName, System *source, System *target, string newName="")=0

+ virtual bool run(int startTime, int endTime)=0

+ virtual SystemIterator systemsBegin()=0

+ virtual SystemIterator systemsEnd()=0

+ virtual int systemsSize()=0

+ virtual FlowIterator flowsBegin()=0

+ virtual FlowIterator flowsEnd()=0

+ virtual int flowsSize()=0

+ virtual ModelIterator modelsBegin()=0

+ virtual ModelIterator modelsEnd()=0

+ virtual bool removeModel (ModelIterator model)=0

+ virtual System * createSystem (string="", double=0.)=0

+ Flow * createFlow(string name="", System *source =NULL, System *target=NULL)

+ static int modelsSize()

+ static Model * createModel (string name="")

virtual bool add(Flow *)=0

virtual bool add(System *)=0

static bool add(Model *model)