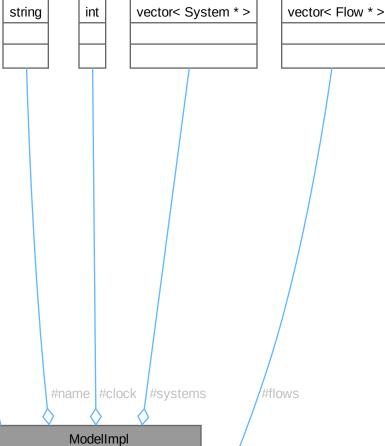
## Model + virtual ~Model() + virtual bool setName (string)=0 + virtual const string getName() const =0 + virtual bool add(System \*)=0 + virtual bool removeSystem (System \*system)=0

- + virtual bool removeSystem (string name)=0
- + virtual bool update (string name, System \*system)=0
- + virtual bool add(Flow \*)=0
- + virtual bool removeFlow (Flow \*flow)=0
- + virtual bool removeFlow (string name)=0
- + virtual bool update (string name, Flow \*flow)=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



- + ModelImpl(string="")
- + virtual ~ModelImpl()
- + const string getName () const
- + bool setName(string)
- + bool add(System \*)
- + bool add(Flow \*)
- + bool removeSystem(System \*system)
- + bool removeSystem(string name)
- + bool removeFlow(Flow \*flow)
- + bool removeFlow(string name)
- + bool update(string name, System \*system)
- + bool update(string name, Flow \*flow)
- int endTime)
- + SystemIterator systemsBegin()
- + SystemIterator systemsEnd()
- + int systemsSize()
- + FlowIterator flowsBegin()
- + FlowIterator flowsEnd()
- + int flowsSize()
- ModelImpl(const ModelImpl
- ModelImpl & operator =(const ModelImpl &)