```
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
      /alue, string newName='''
   + 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)
             ModelHandle
+ ModelHandle()
+ ModelHandle(string
  name)
+ ~ModelHandle()
+ bool removeModel(ModelIterator
  model)
+ const string getName
  () const
+ bool setName(string
  name)
+ const int getClock
  () const
+ bool add(Flow *flow)
+ bool removeFlow(Flow
   *flow)
+ bool removeFlow(string
  name)
+ bool add(System *system)
+ bool removeSystem(System
   *system)
+ bool removeSystem(string
  name)
+ bool updateSystem(string
  currentName, double value,
  string newName="")
+ bool updateFlow(string
  currentName, System *source,
   System *target, string newName="")
+ bool add(Model *model)
+ bool run(int startTime,
   int endTime)
+ SystemIterator systemsBegin()
+ SystemIterator systemsEnd()
+ int systemsSize()
+ FlowIterator flowsBegin()
+ FlowIterator flowsEnd()
+ int flowsSize()
+ ModelIterator modelsBegin()
+ ModelIterator modelsEnd()
+ int modelsSize()
+ Model * createModel()
+ Model * createModel
  (string name)
+ System * createSystem()
+ System * createSystem
  (string name)
```

+ System * createSystem (string name, double

value)