```
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 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)
              ModelImpl
# string name
# int clock
# vector< System * >
  systems
# vector< Flow * > flows
# static vector< Model
  * > models
+ ModelImpl(string="")
+ virtual ~ModelImpl()
+ const string getName
  () const
+ bool setName(string)
+ const int getClock
  () const
+ bool add(System *)
+ bool add(Flow *)
+ bool removeSystem(System
  *system)
+ bool removeSystem(string
  name)
+ bool removeFlow(Flow
   *flow)
+ bool removeFlow(string
+ bool updateSystem(string
  currentName, double value,
  string newName="")
+ bool updateFlow(string
  currentName, System *source,
   System *target, string newName="")
+ bool run(int startTime,
  int endTime)
+ SystemIterator systemsBegin()
+ SystemIterator systemsEnd()
+ int systemsSize()
+ FlowIterator flowsBegin()
+ FlowIterator flowsEnd()
+ int flowsSize()
+ virtual ModelIterator
  modelsBegin()
+ virtual ModelIterator
  modelsEnd()
+ System * createSystem
  (string name="", double
  value=0.)
+ static bool add(Model *)
+ static int modelsSize()
+ static Model * createModel
  (string name="")
  ModelImpl(const Model
  &model)
```

ModelImpl & operator =(const ModelImpl &)