Body int refCount + Body() + void attach() + void detach() + int refCount() + virtual ~Body() - Body(const Body &) Body & operator=(const Body &) ModelBody # string name # int clock # vector< System * > systems # vector< Flow * > flows # static vector< Model * > models + ModelBody(string="") + virtual ~ModelBody() + 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 name) + bool removeModel(ModelIterator model) + 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="") ModelBody(const Model &model) ModelBody & operator =(const ModelBody &)