int

Body
+ Body()
+ void attach()
+ void detach()
+ int refCount()
+ virtual ~Body()
- Body(const Body &)
- Body & operator=(const Body &)

-refCount_

#clock

string

vector< System * >

vector< Flow * >

static vector< Model * >

T *

#name

#systems

#flows

#models

#pImpl_

ModelBody
+ 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 &)

Handle< T >
+ Handle()
+ virtual ~Handle()
+ Handle(const Handle &hd)
+ Handle< T > & operator=(const Handle &hd)

#pImpl_

< ModelBody >

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)

Handle< ModelBody >
+ Handle()
+ Handle(const Handle &hd)
+ virtual ~Handle()
+ Handle< ModelBody > & operator=(const Handle &hd)

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)