T * pImpl

+ Handle()

+ virtual ~Handle()

+ Handle(const Handle &hd)

Handle<T>

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

< 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
- + virtual SystemIterator systemsEnd()=0

systemsBegin()=0

- + virtual int systemsSize()=0 + virtual FlowIterator
- + virtual FlowIterator flowsEnd()=0

flowsBegin()=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()
- (string name= # virtual bool add(Flow *)=0

*model)

virtual bool add(System *)=0 # static bool add(Model

+ static Model * createModel

ModelHandle

+ ModelHandle(string

+ ~ModelHandle() + bool removeModel(ModelIterator model)

+ ModelHandle()

name)

- + const string getName () const
- + bool setName(string name)

+ const int getClock

() const

name)

*system)

- + bool add(Flow *flow) + bool removeFlow(Flow
- *flow) + bool removeFlow(string
- + bool add(System *system) + bool removeSystem(System
- + bool removeSystem(string name)
- currentName, double value, string newName="") + bool updateFlow(string

+ bool updateSystem(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)

+ Handle()

Handle< ModelBody >

+ Handle(const Handle &hd)

ModelBody * pImpl

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