Model + virtual ~Model() + virtual const string getName() const =0 + virtual bool setName (string)=0 + virtual const int getClock () const =0+ virtual bool add(System *)=0 + virtual bool removeSystem (System *system)=0 + virtual bool removeSystem (string name)=0 + virtual bool update (string name, System *system)=0 + virtual bool add(Flow *)=0

+ virtual bool removeFlow (Flow *flow)=0

+ virtual bool removeFlow (string name)=0+ virtual bool update

+ virtual bool run(int

+ virtual FlowIterator flowsBegin()=0+ virtual FlowIterator flowsEnd()=0

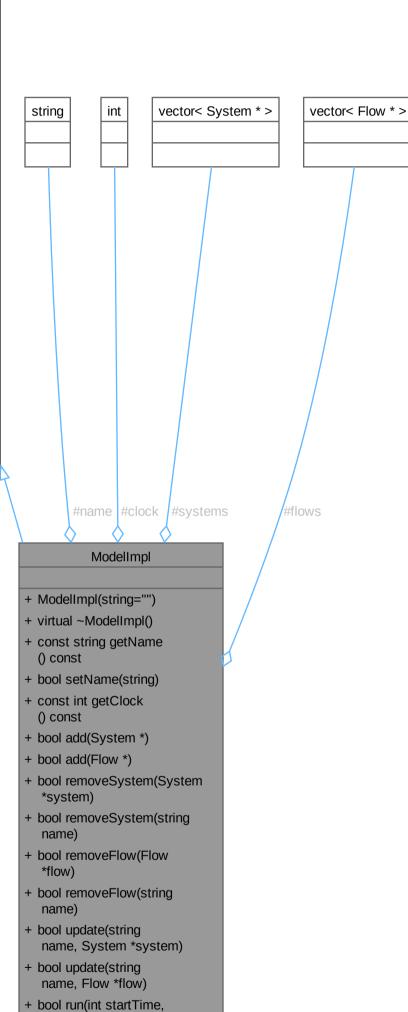
+ virtual SystemIterator systemsBegin()=0+ virtual SystemIterator systemsEnd()=0

(string name, Flow *flow)=0

startTime, int endTime)=0

+ virtual int systemsSize()=0

+ virtual int flowsSize()=0



int endTime)

+ int systemsSize()

+ int flowsSize()

&model)

+ FlowIterator flowsBegin()+ FlowIterator flowsEnd()

- ModelImpl(const Model

ModelImpl & operator
=(const ModelImpl &)

+ SystemIterator systemsBegin()+ SystemIterator systemsEnd()