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 *)

FlowBody

string name

System * source

System * target

*, System *)

&flow)

() const

() const

() const

+ FlowBody(string="")

+ virtual ~FlowBody()

+ FlowBody(const Flow

+ const string getName

+ bool setName(string)

+ System * getSource

+ System * getTarget

+ bool clearSource()

+ bool clearTarget()

+ FlowBody & operator

=(const FlowBody &flow)

+ virtual double equation()=0

+ bool setSource(System *)

+ bool setTarget(System *)

+ FlowBody(string, System

- + 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
- ModelBody & operator =(const ModelBody &)

SystemBody

- # string name
- # double value
- + SystemBody(string ="", double=0.)
- + virtual ~SystemBody()
- + const string getName () const
- + bool setName(string)
- + const double getValue () const
- + bool setValue(double)
- SystemBody(const System &system)
- SystemBody & operator =(const SystemBody &)

ExponentialFlow

- + ExponentialFlow(string name="")
- + ExponentialFlow(string name, System *source, System *target)
- + double equation()
- + ExponentialFlow(string name="")
- + ExponentialFlow(string name, System *source, System *target)
- + double equation()
- + FlowBody & operator =(const FlowBody &flow)
- + FlowBody & operator =(const FlowBody &flow)

FlowTest

- + FlowTest()
- + FlowTest(string name)
- + FlowTest(string name, System *source, System *target)
- + FlowTest(Flow &flow)
- + double equation()
- + FlowBody & operator =(const FlowBody &flow)

LogisticFlow

- + LogisticFlow(string name="")
- + LogisticFlow(string name, System *source, System *target)
- + double equation()
- + FlowBody & operator =(const FlowBody &flow)

logisticFlow

- + logisticFlow(string name="")
- + logisticFlow(string name, System *source, System *target)
- + double equation()
- + FlowBody & operator =(const FlowBody &flow)