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 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)

string

int

vector< System * >

vector< Flow * >

static vector< Model * >

#name #clock #systems #flows #models

ModelImpl

+ ModelImpl(string="")
+ virtual ~ModelImpl()
+ 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 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="")
- ModelImpl(const Model &model)
- ModelImpl & operator =(const ModelImpl &)