System

- + virtual ~System()
- + virtual double getValue () const =0
- + virtual bool setValue (double value)=0
- + virtual const string getName() const =0
- + virtual bool setName (string name)=0
- + virtual bool operator ==(const System &other) const =0

Handle < Systemimpl >

Systemimpl * plmpl

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

SystemHandle

- + virtual ~SystemHandle()
- + SystemHandle()
- + SystemHandle(double value)
- + SystemHandle(string name)
- + SystemHandle(double value, string name)
- + SystemHandle(System &system)
- + bool setValue(double value)
- + double getValue() const
- + bool setName(string name)
- + const string getName () const
- + bool operator==(const System &other) const