| | Body | |
|--------------------|--|----------|
| | - int refCount_ | |
| | + Body() | |
| | + void attach() | |
| | + void detach() | |
| | + int refCount() | |
| | + virtual ~Body() | |
| | - Body(const Body &) | |
| | - Body & operator=(const Body &) | |
| | Ť | |
| | Flowimpl | |
| # | string name | \dashv |
| | double value | |
| # | System * origin | |
| | System * destination | |
| _ | Flowimpl() | |
| + | Flowimpl(Flow &flow) | |
| + | Flowimpl(string name, | |
| | double value, System | |
| | *origin, System *destinatio | n) |
| | virtual ~Flowimpl() | |
| | virtual double run()=0 | |
| + | bool setOrigin(System *system) | |
| + | bool setDestination (System *system) | |
| + | System * getOrigin () const | |
| + | System * getDestination () const | |
| + | bool setName(string name) | |
| + | bool setValue(double value) | |
| + | string getName() const | |
| + | double getValue() const | |
| + | bool operator==(const Flow &other) const | |
| | Ą | |
| | | |
| | LogisticalFlow | |
| I LogisticalFlam() | | |
| | LogisticalFlow() | |
| + | LogisticalFlow(string name, double value, System | n |
| | *origin, System *Destinatio | |
| + | LogisticalFlow(Flow &flow) | |
| + | double run() | |