

Flow

- + virtual ~Flow()
- + virtual double run()=0
- + virtual bool setOrigin
 (System *system)=0
- + virtual bool setDestination
 (System *system)=0
- + virtual System * getOrigin
 () const =0
- + virtual System * getDestination
 () const =0
- + virtual bool setName
 (string name)=0
- + virtual bool setValue
 (double value)=0
- + virtual string getName
 () const =0
- + virtual double getValue
 () const =0
- + virtual bool operator
 ==(const Flow &other)
 const =0