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 System const =0

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SystemHandle

- + virtual ~SystemHandle()
- + SystemHandle()
- + SystemHandle(double value)
- + SystemHandle(string name)
- + SystemHandle(double value, string name)
 - + SystemHandle(System &system)
 - value)
 + double getValue() const

+ bool setValue(double

- + bool setName(string
- name)
- + const string getName
 () const
- + bool operator==(const System &other) const