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 System & operator
  =(const System &other)=0
+ virtual bool operator
  ==(const System &other)
  const =0

Systemimpl

double value
string name

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