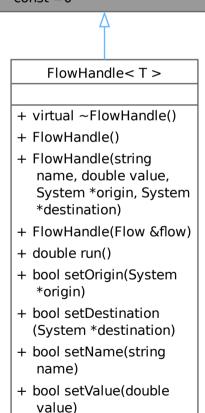
Flow + virtual ~Flow() + virtual double run()=0 + virtual bool setOrigin (System *system)=0 virtual bool setDestination (System *system)=0 + virtual System * getOrigin () const = 0+ virtual System * getDestination () const =0+ virtual bool setName (string name)=0 + virtual bool setValue (double value)=0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

() const =0
+ virtual double getValue
() const =0
+ virtual bool operator
==(const Flow &other)
const =0



+ System * getOrigin

+ System * getDestination

+ string getName() const+ double getValue() const+ Flow & operator=(const

+ bool operator==(const Flow &other) const

Flow &other)

() const

() const