

FlowHandle< T >

- + virtual ~FlowHandle()
- + FlowHandle()

Flow

+ virtual ~Flow()

() const =0

() const = 0

() const =0

() const = 0

const = 0

+ virtual double run()=0 + virtual bool setOrigin (System *system)=0

(System *system)=0

+ virtual bool setName

+ virtual bool setValue (double value)=0

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

(string name)=0

- + FlowHandle(string name, double value, System *origin, System *destination)
- + FlowHandle(Flow &flow)
- + double run()
- + bool setOrigin(System *origin)
- + bool setDestination (System *destination)
- + bool setName(string name)
- + bool setValue(double value)
- + System * getOrigin () const
- + System * getDestination () const
- + string getName() const
- + double getValue() const
- + Flow & operator=(const Flow &other)
- + bool operator==(const Flow &other) const