Body
- int refCount_
+ Body()
+ void attach()
+ void detach()
+ int refCount()
+ virtual ~Body()
- Body(const Body &)
- Body & operator=(const Body &)
4
Flowimpl
string name
double value
System * origin
System * destination
+ Flowimpl()
+ Flowimpl(Flow &flow)
+ Flowimpl(string name,
double value, System
*origin, System *destination)
+ virtual ~Flowimpl()
+ virtual double run()=0
+ bool setOrigin(System *system)
+ bool setDestination (System *system)
+ System * getOrigin () const
+ System * getDestination () const
+ bool setName(string name)
+ bool setValue(double value)
+ string getName() const
+ double getValue() const
+ bool operator==(const
Flow &other) const
ExponentialFlow
+ ExponentialFlow()
+ ExponentialFlow(string name, double value, System *origin, System *Destination)
+ ExponentialFlow(Flow &flow)
+ double run()