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 = 0Systemimpl

double value# string name+ Systemimpl()

&system)

value)

name)

value)

() const

name)

+ Systemimpl(System

+ Systemimpl(double

+ Systemimpl(string

+ Systemimpl(double value, string name)
+ virtual ~Systemimpl()
+ double getValue() const
+ bool setValue(double

const string getName

+ bool setName(string

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