Flow + virtual ~Flow() + virtual double run()=0 + virtual bool setOrigin System (System *system)=0 + virtual bool setDestination + virtual ~System() (System *system)=0 + virtual double getValue + virtual System * getOrigin () const =0() const =0+ virtual bool setValue + virtual System * getDestination (double value)=0string double () const =0+ virtual const string + virtual bool setName getName() const =0 (string name)=0+ virtual bool setName + virtual bool setValue (string name)=0(double value)=0+ virtual System & operator + virtual string getName =(const System &other)=0 () const = 0+ virtual bool operator + virtual double getValue ==(const System &other) () const = 0const = 0+ virtual Flow & operator =(const Flow &other)=0 + virtual bool operator ==(const Flow &other) const = 0#destination #name #value #origin Flowimpl + 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
- + Flow & operator=(const Flow &other)
- + bool operator==(const Flow &other) const

LogisticalFlow

- + LogisticalFlow()
- + LogisticalFlow(string name, double value, System *origin, System *Destination)
- + LogisticalFlow(Flow &flow)
- + double run()
- + Flow & operator=(const Flow &other)