int

-refCount_

Body

+ Body()
+ void attach()
+ void detach()
+ int refCount()
+ virtual ~Body()
- Body(const Body &)
- Body & operator=(const Body &)

string

double

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 bool operator==(const System &other) const =0

#name #value

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

LogisticalFlow

+ LogisticalFlow()
+ LogisticalFlow(string name, double value, System *origin, System *Destination)
+ LogisticalFlow(Flow &flow)
+ double run()