Body

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

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

ComplexFlow

- + ComplexFlow()
- + ComplexFlow(string name, double value, System *origin, System *destination)
- + ComplexFlow(Flow &flow)
- + double run()

ExponentialFlow

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

LogisticalFlow

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