Body

- int refCount_

+ Body()

+ void attach()

+ void detach()

+ int refCount()

+ virtual ~Body()

- Body(const Body &)

- Body & operator=(const Body &)

Systemimpl

---

double value

string name

+ Systemimpl()

+ Systemimpl(System &system)

+ Systemimpl(double value)

+ Systemimpl(string name)

+ Systemimpl(double value, string name)

+ virtual ~Systemimpl()

+ double getValue() const

+ bool setValue(double value)

+ const string getName() const

+ bool setName(string name)

+ Systemimpl & operator=(const Systemimpl &other)

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