

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

Handle< T >
T * plmpl_
+ Handle() + virtual ~Handle() + Handle(const Handle &hd) + Handle< T > & operator =(const Handle &hd)

FlowHandle< T >
+ virtual ~FlowHandle() + FlowHandle() + FlowHandle(string name, double value, System *origin, System *destination) + FlowHandle(Flow &flow) + double run() + bool setOrigin(System *origin) + bool setDestination (System *destination) + bool setName(string name) + bool setValue(double value) + System * getOrigin () const + System * getDestination () const + string getName() const + double getValue() const + Flow & operator=(const Flow &other) + bool operator==(const Flow &other) const