## 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 Flow & operator =(const Flow &other)=0 + virtual bool operator ==(const Flow &other) const =0 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 + 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)