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

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

ComplexFlow

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