

## 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