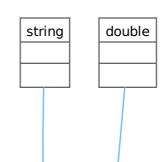


- + void detach()
- + int refCount()
- + virtual ~Body()
- Body(const Body &)
- Body & operator=(const Body &)



## 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 bool operator ==(const System &other) const = 0

#destination #origin

## Flowimpl

#name

#value

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

## ComplexFlow

- + ComplexFlow()
- + ComplexFlow(string name, double value, System \*origin, System \*destination)
- + ComplexFlow(Flow &flow)
- + double run()