

- + 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

ExponentialFlow

- + ExponentialFlow()
- + ExponentialFlow(string name, double value, System *origin, System *Destination)
- + ExponentialFlow(Flow &flow)
- + double run()