System + virtual ~System() + virtual double getValue () const = 0+ virtual bool setValue (double value)=0double string + 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#value #name Systemimpl + Systemimpl() + Systemimpl(System &system) + Systemimpl(double value) + Systemimpl(string name) + Systemimpl(double value, string name) + virtual ~Systemimpl() + double getValue() const + bool setValue(double value) + const string getName () const + bool setName(string name) + System & operator= (const System &other)

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