Handle<T> # T * plmpl_ + Handle() + virtual ~Handle() + Handle(const Handle &hd) + Handle< T > & operator =(const Handle &hd) FlowHandle< T > + virtual ~FlowHandle() + FlowHandle() + FlowHandle(string name, double value, System *origin, System *destination) + FlowHandle(Flow &flow) + double run()

+ bool setOrigin(System

+ bool setDestination (System *destination)+ bool setName(string

+ bool setValue(double

+ System * getOrigin

+ System * getDestination

+ string getName() const+ double getValue() const+ Flow & operator=(const

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

Flow &other)

*origin)

name)

value)

() const

() const