#### 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

#### Flowimpl

- # string name
- # double value
- # System \* origin
- # System \* destination
- + 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
- + Flow & operator=(const Flow &other)
- + bool operator==(const Flow &other) const

# ComplexFlow

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

### ExponentialFlow

- + ExponentialFlow()
- + ExponentialFlow(string name, double value, System \*origin, System \*Destination)
- + ExponentialFlow(Flow &flow)
- + double run()
- + Flow & operator=(const Flow &other)

# LogisticalFlow

- + LogisticalFlow()
- + LogisticalFlow(string name, double value, System \*origin, System \*Destination)
- + LogisticalFlow(Flow &flow)
- + double run()
- + Flow & operator=(const Flow &other)