

- + SystemHandle()
- + SystemHandle(double value)
- + SystemHandle(string name)
- + SystemHandle(double value, string name)+ SystemHandle(System
- + SystemHandle(System &system)
- + bool setValue(double value)
- + double getValue() const+ bool setName(string
- + bool setName(string name)
- () const+ bool operator==(const System &other) const

+ const string getName