	Body	
	- int refCount_	
	+ Body()	
	+ void attach()	
	+ void detach()	
	+ int refCount()	
	+ virtual ~Body()	
	- Body(const Body &)	
	- Body & operator=(const Body &)	
	Δ	
	Flowimpl	
#	# string name	
†	# double value	
#	# System * origin	
#	# System * destination	
+	Flowimpl()	
+	Flowimpl(Flow &flow)	
+	Flowimpl(string name,	
	double value, System	,
	*origin, System *destination	1)
	F virtual ~Flowimpl()	
	rirtual 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)	
4	+ string getName() const	
	+ double getValue() const	
	+ bool operator==(const	
_	Flow &other) const	
	A T	
	ComplexFlow	
	L Complex Flavy()	
	+ ComplexFlow()	

+ ComplexFlow() + ComplexFlow(string name, double value, System *origin, System *destination) + ComplexFlow(Flow &flow)

+ double run()