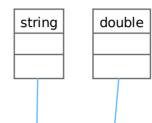


Body

- + Body()
- + void attach()
- + void detach()
- + int refCount()
- + virtual ~Body()
- Body(const Body &)
- Body & operator=(const Body &)



System

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

#destination #origin

Flowimpl

#name

#value

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