```
System
 # value
 # name
 + System()
 + System()
 + System()
 + ~System()
 + setvalue()
 + getvalue()
 + setName()
 + getName()
 + output()
        #destinv
         #origin
     Flow
# value
# name
# function
+ Flow()
+ Flow()
+ Flow()
+ ~Flow()
+ setOrigin()
+ getOrigin()
+ setDestiny()
+ getDestiny()
+ setValue()
+ getValue()
+ setName()
+ getName()
+ setFunction()
+ execute()
+ output()
```