```
Body
  + Body()
  + attach()
  + detach()
  + refCount()
  + ~Body()
   FlowBody
# source
# destiny
# ID
# function
# lastValue
# varBool
+ connection()
+ setFunction()
+ getSource()
+ setSource()
+ getDestinv()
+ setDestiny()
+ getLastValue()
+ setLastValue()
+ getId()
+ setId()
+ clearSource()
+ clearDestiny()
+ getVarBool()
+ setVarBool()
+ execute()
```