

Flow

- + ~Flow()
- + connection()
- + getSource()
- + setSource()
- + getDestiny()
- + setDestiny()
- + getLastValue()
- + setLastValue()
- + getId()
- + setId()
- + clearSource()
- + clearDestiny()
- + getVarBool()
- + setVarBool()
- + execute()