```
Body
   + Body()
   + attach()
   + detach()
   + refCount()
   + ~Body()
  SystemBody
# nome
# valorInicial
+ SystemBody()
+ ~SystemBody()
+ getNome()
+ setNome()
+ getValorInicial()
+ setValorInicial()
+ operator+()
+ operator+()
+ operator-()
+ operator-()
+ operator*()
+ operator*()
+ operator/()
+ operator/()
```