Flow

- # System * source
- # System * target
- # std::string name
- + virtual ~Flow()
- + Flow()
- + Flow(System *source, System *target, std ::string name)
- + Flow(const Flow &flow)
- + void setSource(System *source)
- + System * getSource (void)
- + void setTarget(System
 *target)
- + System * getTarget (void)
- + void setName(std::string name)
- + std::string getName (void)
- + void connect(System
 *source, System *target)
- + void update(System *source, System *target, std::string name)
- + virtual double equation()=0
- + Flow & operator=(const Flow &flow)

ComplexFlow

- + ComplexFlow()
- + ComplexFlow(string name, double stock, System *source, System *target)
- + double run()

ExponentialFlow

- + ExponentialFlow()
- + ExponentialFlow(string name, double stock, System *source, System *target)
- + double run()

LogisticalFlow

- + LogisticalFlow()
- + LogisticalFlow(string name, double stock, System *source, System *target)
- + double run()