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)

LogisticalFlow

+ LogisticalFlow()

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

+ double run()