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)

ExponentialFlow

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

+ ExponentialFlow()