```
System
  # name
  # value
  + System()
  + System()
  + ~Svstem()
  + setName()
  + setValue()
  + getValue()
  + getName()
  + operator=()
         #destination
           #source
      Flow
+ Flow()
+ Flow()
+ ~Flow()
+ setSources()
+ setDestination()
+ getSource()
+ getDestination()
+ run()
+ operator=()
```