```
Body
  - refCount
  + Body()
  + attach()
  + detach()
  + refCount()
  + ~Body()
  - Body()
  - operator=()
    FlowBody
# source
# destination
+ FlowBody()
+ FlowBody()
+ ~FlowBody()
+ setSources()
+ setDestination()
+ getSource()
+ getDestination()
+ run()
+ operator=()
    FlowUnit
  + FlowUnit()
  + ~FlowUnit()
  + run()
```