Body

- refCount_

+ Body()
+ attach()
+ detach()
+ refCount()
+ ~Body()
- Body()
- operator=()

SystemBody

vecStock
vecFlow
systemContainer

+ SystemBody()
+ ~SystemBody()
+ add()
+ add()
+ run()
+ getVecStock()
+ getVecFlow()
+ createStock()
+ createFlowExp()
+ createFlowLog()
+ remove()
+ remove()
+ addSystemToSystem()
+ execute()
+ createSystem()
- operator=()