Body refCount + Body() + attach() + detach() + refCount() + ~Body() - Body() - operator=() SystemBody # vecStock # vecFlow # systemContainer StockBody + SystemBody() + ~SystemBody() # energy + add() + StockBody() + add() + ~StockBody() + run() + StockBody() + getVecStock() + getEnergy() + getVecFlow() + setEnergy() + createStock() + createFlowExp() + run() - StockBody() + createFlowLog() operator=() + remove() + remove() + addSystemToSystem() + execute() + createSystem() - operator=()

FlowBody

target

value

source

+ FlowBody()

+ setSource()

+ getSource()

+ setTarget()

+ getTarget()

+ connect()

+ equation()

+ getValue()

+ setValue()

- operator=()

+ run()

+ ~FlowBody()

+ isConnected()