## System # string name # double value + System() + System(const string &name, const double &value) + System(const string &name) + System(const double &value) + System(System &system) + virtual ~System() + string getName() const + void setName(const string &name) + double getValue() const + void setValue(const double &newValue) System & operator= (const System &system) #source #target Flow # string name + Flow() + Flow(const string &name, System \*source, System \*target) + Flow(const string &name) + Flow(System \*source, System \*target) + Flow(Flow &flow) + virtual ~Flow() + System \* getSource () const + void setSource(System \*source) + System \* getTarget () const + void setTarget(System \*target) + string getName() const + void setName(const string name) + Flow & operator=(const Flow &flow) + virtual double executeEquation()=0 FlowComplexo FlowComplexo(const string &name, System source, System \*target) + virtual double executeEquation()