

System

```
+ virtual ~System()  
+ virtual string getName  
  () const =0  
+ virtual void setName  
  (const string &name)=0  
+ virtual double getValue  
  () const =0  
+ virtual void setValue  
  (const double &newValue)=0  
+ virtual System & operator  
  =(const System &system)=0  
+ virtual bool operator  
  ==(const System &s1)  
  const =0
```