Flow

- # string name
- # System * source
- # System * target
- + 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()

FlowExponencial

- + FlowExponencial(const string &name, System *source, System *target)
- + virtual double executeEquation()

FlowLogistico

- + FlowLogistico(const string &name, System *source, System *target)
- + virtual double executeEquation()