Flow

- + virtual ~Flow()
- + virtual System * getSource () const =0
- + virtual void setSource (System *source)=0
- + virtual System * getTarget () const =0
- + virtual void setTarget (System *target)=0
- + virtual string getName () const =0
- + virtual void setName (const string name)=0
- + virtual Flow & operator =(const Flow &flow)=0
- + virtual double executeEquation()=0

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



FlowImpl

string name

- + FlowImpl()
- + FlowImpl(const string &name, System *source, System *target)
- + FlowImpl(const string &name)
- + FlowImpl(System *source, System *target)
- + FlowImpl(FlowImpl &flow)
- + virtual ~FlowImpl()
- + 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



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