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

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