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

FlowImpl

string name
System * source
System * target

+ 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

FlowLogistico

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