## System

- + virtual ~System()
- + virtual string getName
- () const =0
- + virtual void setName
- (const string &name)=0
- + virtual double getValue
- () const =0
- + virtual void setValue

==(const System &s1)

- (const double &newValue)=0
- + virtual System & operator
- =(const System &system)=0 + virtual bool operator
  - const =0

## Cont

- SystemImpl # string name
- # double value
- + SystemImpl()
- + SystemImpl(const string
- &name, const double &value)+ SystemImpl(const string
- &name)+ SystemImpI(const double &value)
- + SystemImpl(System &system)
  - + virtual ~SystemImpl()
  - + string getName() const+ void setName(const
  - string &name)
    + double getValue() const
  - + void setValue(const
  - double &newValue)
    + System & operator=
- (const System &system)
- + bool operator==(const System &s1) const