System # string name # double value + System() + System(const string &name, const double &value) + System(const string &name) + System(const double &value) + System(System &system) + virtual ~System() + string getName() const + void setName(const string &name) + double getValue() const + void setValue(const double &newValue) System & operator= (const System &system) #source #target Flow # string name + 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

FlowExponencial

+ FlowExponencial(const string &name, System *source, System *target)

+ virtual double executeEquation()