

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