

Flow
<ul style="list-style-type: none"> + 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

System
<ul style="list-style-type: none"> + virtual ~System() + virtual string getName () const =0 + virtual void setName (const string &name)=0 + virtual double getValue () const =0 + virtual void setValue (const double &newValue)=0 + virtual System & operator =(const System &system)=0 + virtual bool operator ==(const System &s1) const =0

FlowImpl
string name
<ul style="list-style-type: none"> + 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

