```
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)
                  #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
```