#### 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

### System

- + 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

- + 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



# + FlowLogistico()

- + FlowLogistico(const string &name, System \*source, System \*target)
- + FlowLogistico(const string &name)
- + FlowLogistico(System \*source, System \*target)
- + virtual double executeEquation()