Flow # string name # System * source # System * target + 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)
 - "source, System "target)
- + virtual double executeEquation()