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

FlowComplexo

+ FlowComplexo(const
 string &name, System
 *source, System *target)

+ virtual double executeEquation()