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 FlowImpl # string name # System * source # System * target + 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 FlowExponencial + FlowExponencial() + FlowExponencial(const string &name, System source, System *target)

 + FlowExponencial(const string &name)

FlowExponencial(System
*source, System *target)
virtual double executeEquation()