## 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

## SystemImpl

- # string name
- # double value + SystemImpl()
- + SystemImpl(const string &name, const double &value)
- + SystemImpl(const string &name)
  - + SystemImpl(const double &value)
- + SystemImpl(System &system)
- + virtual ~SystemImpl()+ string getName() const
- + void setName(const
- + double getValue() const
- + void setValue(const double &newValue)

string &name)

- + System & operator= (const System &system)
- (const System &system)
  + bool operator==(const
- System &s1) const