

System

string name

double value

+ System()

+ System(const string
 &name, const double
 &value)

+ System(const string
 &name)

+ System(const double
 &value)

+ System(System &system)

+ virtual ~System()

+ string getName() const

+ void setName(const
 string &name)

+ double getValue() const

+ void setValue(const
 double &newValue)

+ System & operator=
 (const System &system)