```
Flow
+ virtual ~Flow()
+ virtual std::string
   getName() const = 0
+ virtual void setName
  (const std::string &name)=0
+ virtual System * getSource
  () const =0

    virtual void setSource

  (System *source)=0
+ virtual System * getTarget
  () const =0

    virtual void setTarget

  (System *target)=0
+ virtual double execute()=0
           FlowIMP
# std::string name
# System * source
# System * target
+ virtual ~FlowIMP()
    override
+ std::string getName
   () const override
+ void setName(const
    std::string &name)
    override
   System * getSource
   () const override
+ void setSource(System
    *source) override
+ System * getTarget
   () const override
+ void setTarget(System
    *target) override
+ virtual double execute()=0
   virtual bool operator
   ==(const FlowIMP &other)
   const
+ virtual bool operator!
=(const FlowIMP &other)
    const
   FlowIMP & operator
   =(const FlowIMP &other)
        Flow unit test
 Flow_unit_test(const
 std::string &name="NO
_NAME", System *source
=NULL, System *target=NULL)
 =NULL,
virtual ~Flow_unit
 _test()
 virtual double execute
 () override
```

Flow_unit_test(const Flow_unit_test &other)