```
┌─────────────┐          ┌─────────────┐
│   string    │          │   double    │
├─────────────┤          ├─────────────┤
├─────────────┤          ├─────────────┤
└─────────────┘          └─────────────┘
```

#name   #value

System

+ System(const std::
  string &name="NO_NAME",
  const double &value=0.0)

+ System(const System
  &other)

+ virtual ~System()

+ std::string getName
  () const

+ void setName(const
  std::string &name)

+ double getValue() const

+ void setValue(const
  double &value)

+ System & operator=
  (const System &other)

+ bool operator==(const
  System &other) const

#name

#source
#target

Flow

+ std::string getName
  () const

+ void setName(std::string
  &name)

+ System * getSource
  () const

+ void setSource(System
  *source)

+ System * getTarget
  () const

+ void setTarget(System
  *target)

+ virtual double execute()=0

+ Flow & operator=(const
  Flow &other)

+ bool operator==(const
  Flow &other) const

Exponencial

+ Exponencial(const
  std::string &name="NO
  _NAME", System *source
  =NULL, System *target=NULL)

+ Exponencial(const
  Exponencial &other)

+ virtual ~Exponencial()

+ virtual double execute
  () override