Flow + virtual ~Flow() System + virtual std::string getName() const = 0+ virtual ~System() + virtual void setName + virtual std::string (std::string &name)=0 string getName() const = 0+ virtual System * getSource + virtual void setName () const = 0(const std::string &name)=0 + virtual void setSource + virtual double getValue (System *source)=0 () const =0+ virtual System * getTarget + virtual void setValue () const =0(const double &value)=0 + virtual void setTarget (System *target)=0 + virtual double execute()=0 #source #name #target **FlowIMP** + virtual ~FlowIMP() + 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 + bool operator==(const FlowIMP &other) const - FlowIMP & operator =(const FlowIMP &other) Exponencial

- + Exponencial(const std::string &name="NO _NAME", System *source =NULL, System *target=NULL)
- + virtual ~Exponencial()
- + virtual double execute
 () override
- Exponencial (const Exponencial &other)