System

- + virtual ~System()
- + virtual std::string getName() const =0
- + virtual void setName (const std::string &name)=0
- + virtual double getValue () const =0 + virtual void setValue

(const double &value)=0



SystemIMP

- # std::string name # double value
- + SystemIMP(const std
- ::string &name="NO_NAME", const double &value=0.0)
- + virtual ~SystemIMP()
- + std::string getName () const
- + void setName(const std::string &name)
- + double getValue() const + void setValue(const
- double &value)
- + bool operator==(const SystemIMP &other) const- SystemIMP(const SystemIMP
 - &other)
 SystemIMP & operator
 - =(const SystemIMP &other)