Flow # std::string name # System * source # System * target + 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

Logistical

- ::string &name="NO_NAME", System *source=NULL, System *target=NULL)
- + Logistical(const Logistical &other)
- + virtual ~Logistical()

+ Logistical(const std

+ virtual double execute
() override