

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