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

## Logistical

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