System

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



SystemIMP

- # std::string name
- # double value

() const = 0

- + 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
- + bool operator!=(const SystemIMP &other) const
 - SystemIMP(const SystemIMP &other)
 - SystemIMP & operator =(const SystemIMP &other)