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