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