## Flow + virtual ~Flow() System + virtual std::string getName() const = 0+ virtual ~System() + virtual void setName + virtual std::string (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(std::string &name) + System \* getSource () const + void setSource(System \*source) + System \* getTarget () const + void setTarget(System \*target) + virtual double execute()=0 + bool operator==(const FlowIMP &other) const - FlowIMP & operator =(const FlowIMP &other) Logistical + Logistical(const std ::string &name="NO NAME", System \*source=NULL, System

## \*target=NULL) + virtual ~Logistical() + virtual double execute

() override

- Logistical(const Logistical &other)