Flow

- + virtual ~Flow()
- + virtual std::string getName() const =0
- + virtual void setName (const std::string &name)=0
- + virtual System * getSource () const =0
- + virtual void setSource (System *source)=0
- + virtual System * getTarget () const =0
- + virtual void setTarget (System *target)=0
- + virtual double execute()=0

FlowIMP

- # std::string name
- # System * source
- # System * target
- + 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)

Exponencial

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

Flow_unit_test

- + Flow_unit_test(const std::string &name="NO _NAME", System *source =NULL, System *target=NULL)
- + virtual ~Flow_unit _test()
- + virtual double execute () override
- Flow_unit_test(const Flow_unit_test &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)