## Flow + virtual ~Flow() System + virtual std::string getName() const = 0+ virtual ~System() + virtual void setName + virtual std::string (const std::string &name)=0 strina 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) 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)