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

string

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

#name

#source
#target

FlowIMP

+ virtual ~FlowIMP()
  override
+ std::string getName
  () const override
+ void setName(const
  std::string &name)
  override
+ System * getSource
  () const override
+ void setSource(System
  *source) override
+ System * getTarget
  () const override
+ void setTarget(System
  *target) override
+ 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)