

## System

- + System(const std:: string &name="NO\_NAME", const double &value=0.0)
- + System(const System &other)+ virtual ~System()
- + std::string getName
- () const + void setName(const
- std::string &name)
  + double getValue() const
- + void setValue(const
- + System & operator= (const System &other)

double &value)

+ bool operator==(const System &other) const