Flow # std::string name # System * source # System * target + 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 + Flow & operator=(const Flow &other) + bool operator==(const Flow &other) const

Exponencial

std::string &name="NO _NAME", System *source =NULL, System *target=NULL)

+ Exponencial(const Exponencial &other)

+ virtual ~Exponencial()

+ Exponencial(const

+ virtual double execute
() override