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)

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)