Flow + virtual ~Flow() System + virtual std::string getName() const = 0+ virtual ~System() + virtual void setName + virtual std::string (const std::string &name)=0 string 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) + virtual bool operator! =(const FlowIMP &other) const FlowIMP & operator =(const FlowIMP &other) Logistical + Logistical(const std ::string &name="NO_NAME", System *source=NULL, System *target=NULL) + virtual ~Logistical()

+ virtual double execute

Logistical(const Logistical

() override

&other)