Flow + virtual ~Flow() + virtual std::string getName() const = 0virtual void setName (const std::string &name)=0 virtual System * getSource () const = 0virtual 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() 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) Exponencial Exponencial(const std::string &name="NO _NAME", System *source =nullptr, System *target =nullptr) virtual ~Exponencial () override virtual double execute () override Exponencial(const Exponencial &other)