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

+ Exponencial(const
  std::string &name="NO
  _NAME", System *source
  =NULL, System *target=NULL)
+ Exponencial(const
  Exponencial &other)
+ virtual ~Exponencial()
+ virtual double execute
  () override

Logistical

+ Logistical(const std
  ::string &name="NO_NAME",
  System *source=NULL, System
  *target=NULL)
+ Logistical(const Logistical
  &other)
+ virtual ~Logistical()
+ virtual double execute
  () override