

Flow

- + 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