System

- + virtual ~System()
- + virtual std::string getName() const =0
- + virtual void setName
- (const std::string &name)=0
 + virtual double getValue
 () const =0
- + virtual void setValue (const double &value)=0



SystemIMP

- # std::string name
- # double value
- + SystemIMP(const std ::string &name="NO_NAME",
 - const double &value=0.0)
 + virtual ~SystemIMP
 - () override
 - + std::string getName
 - () const override+ void setName(const
 - std::string &name)
 override
 - + double getValue() const override
 - + void setValue(const double &value) override
 - + bool operator==(const
 - SystemIMP &other) const
 - + bool operator!=(const SystemIMP &other) const- SystemIMP(const SystemIMP
 - &other)
 SystemIMP & operator
 - =(const SystemIMP &other)