Flow

- + virtual ~Flow()
- + virtual std::string getName() const =0
- + virtual void setName (const std::string &name)=0
- + virtual System * getSource () const =0
- + virtual 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)

Flow unit test

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

Logistical

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