Flow + virtual ~Flow() + virtual std::string getName() const = 0+ virtual 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() std::string getName () const void setName(const std::string &name) System * getSource () const void setSource(System *source) System * getTarget () const + void setTarget(System *target) + virtual double execute()=0 virtual bool operator ==(const FlowIMP &other) + virtual bool operator! =(const FlowIMP &other) const FlowIMP & operator =(const FlowIMP &other) Exponencial + Exponencial(const std::string &name="NO _NAME", System *source =NULL, System *target=NULL) + virtual ~Exponencial() virtual double execute

() override

Exponencial (const Exponencial & other)