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)