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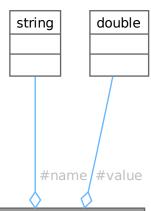
+ virtual ~System()
+ virtual std::string getName() const =0
+ virtual void setName (const std::string &name)=0
+ virtual double getValue () const =0
+ virtual void setValue (const double &value)=0

## string

## double

#name    #value

## SystemIMP

+ 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)