## Flow

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

+ void setTarget(System

- \*target)
  + virtual double execute()=0
- + 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)

## Logistical

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