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) Logistical Logistical(const std ::string &name="NO NAME", System *source=NULL, System *target=NULL) + virtual ~Logistical()

virtual double execute

Logistical(const Logistical

() override

&other)