Flow + virtual ~Flow() System + virtual std::string getName() const = 0+ virtual ~System() + virtual void setName + virtual std::string (const std::string &name)=0 string getName() const = 0+ virtual System * getSource + virtual void setName () const =0(const std::string &name)=0 + virtual void setSource + virtual double getValue (System *source)=0 () const = 0+ virtual System * getTarget + virtual void setValue () const = 0(const double &value)=0 + virtual void setTarget (System *target)=0 + virtual double execute()=0 #source #name #target **FlowIMP** + virtual ~FlowIMP() override + std::string getName () const override + void setName(const std::string &name) override + System * getSource () const override + void setSource(System *source) override + System * getTarget

() const override+ void setTarget(System *target) override

+ virtual bool operator

+ virtual bool operator! =(const FlowIMP &other)

- FlowIMP & operator

+ virtual double execute()=0

==(const FlowIMP &other)

=(const FlowIMP &other)