Flow

| |
| |

+ virtual ~Flow()

+ virtual std::string
  getName() const =0

+ virtual void setName
  (const 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

string

| |
| |

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

#name

#source
#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 double execute()=0

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

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

- FlowIMP & operator
  =(const FlowIMP &other)

Exponencial

| |
| |

+ Exponencial(const
  std::string &name="NO
  _NAME", System *source
  =nullptr, System *target
  =nullptr)

+ virtual ~Exponencial
  () override

+ virtual double execute
  () override

- Exponencial(const
  Exponencial &other)