Flow

+ virtual ~Flow()
+ virtual double executeEquation()=0
+ virtual void setSource
  (System *s)=0
+ virtual System * getSource
  () const =0
+ virtual void setTarget
  (System *s)=0
+ virtual System * getTarget
  () const =0
+ virtual Flow & operator
  =(const Flow &f)=0

System

+ virtual ~System()
+ virtual void setName
  (const string &name)=0
+ virtual string getName
  () const =0
+ virtual void setValue
  (const double &value)=0
+ virtual double getValue
  () const =0
+ virtual System & operator
  =(const System &s)=0

#source
#target

FlowImpl

+ FlowImpl()
+ FlowImpl(System *source,
  System *target)
+ FlowImpl(const Flow &f)
+ virtual ~FlowImpl()
+ void setSource(System *s)
+ System * getSource
  () const
+ void setTarget(System *s)
+ System * getTarget
  () const
+ virtual double executeEquation()=0
+ Flow & operator=(const
  Flow &f)

Complex

+ Complex()
+ Complex(System *source,
  System *target)
+ Complex(const Flow &f)
+ double executeEquation()