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



SystemImpl

- # string name # double value
- + SystemImpl(const string
- &name="", const double
- &value=0.0)
 + SystemImpl(const System &s)
- + virtual ~SystemImpl()
 - string &name)
- + string getName() const+ void setValue(const

+ void setName(const

- double &value)
- + double getValue() const
- + System & operator= (const System &s)