Flow

- + virtual ~Flow()
- + virtual double executeEquation()=0
- L vintual vaid autCourag
 - + 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

FlowHandle< T >

- + FlowHandle()
- + FlowHandle(System *source, System *target)
- + FlowHandle(const Flow &f)
- + void setSource(System *s)
- + System * getSource () const
- + void setTarget(System *s)
- + System * getTarget

() const

- + double executeEquation()
- + Flow & operator=(const
- + Flow & operator=(const Flow &f)