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)