Body

+ Body()
+ void attach()
+ void detach()
+ int refCount()
+ virtual ~Body()

FlowBody

System * source
System * target

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

Complex

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

Exponential

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

Logistic

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