```
System
   # string name
   # double value
   + System(const string
      &name="", const double
      &value=0.0)
   + System(const System &s)
   + virtual ~System()
   + void setName(const
      string &name)
   + string getName() const
   + void setValue(const
      double &value)
   + double getValue() const
   + System & operator=
      (const System &s)
                  #source
                  #target
               Flow
+ Flow()
+ Flow(System *source,
  System *target)
+ Flow(const Flow &f)
+ virtual ~Flow()
+ void setSource(System *s)
+ System * getSource
  () const
+ void setTarget(System *s)
+ System * getTarget
  () const
+ virtual double executeEquation()=0
+ Flow & operator=(const
  Flow &f)
              Logistic
    + Logistic(System *source,
       System *target)
    + double executeEquation()
```