## Body

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

## 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



## FlowBody

- + 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