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) Exponential + Exponential(System *source, System *target) + double executeEquation()