

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



Exponential

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