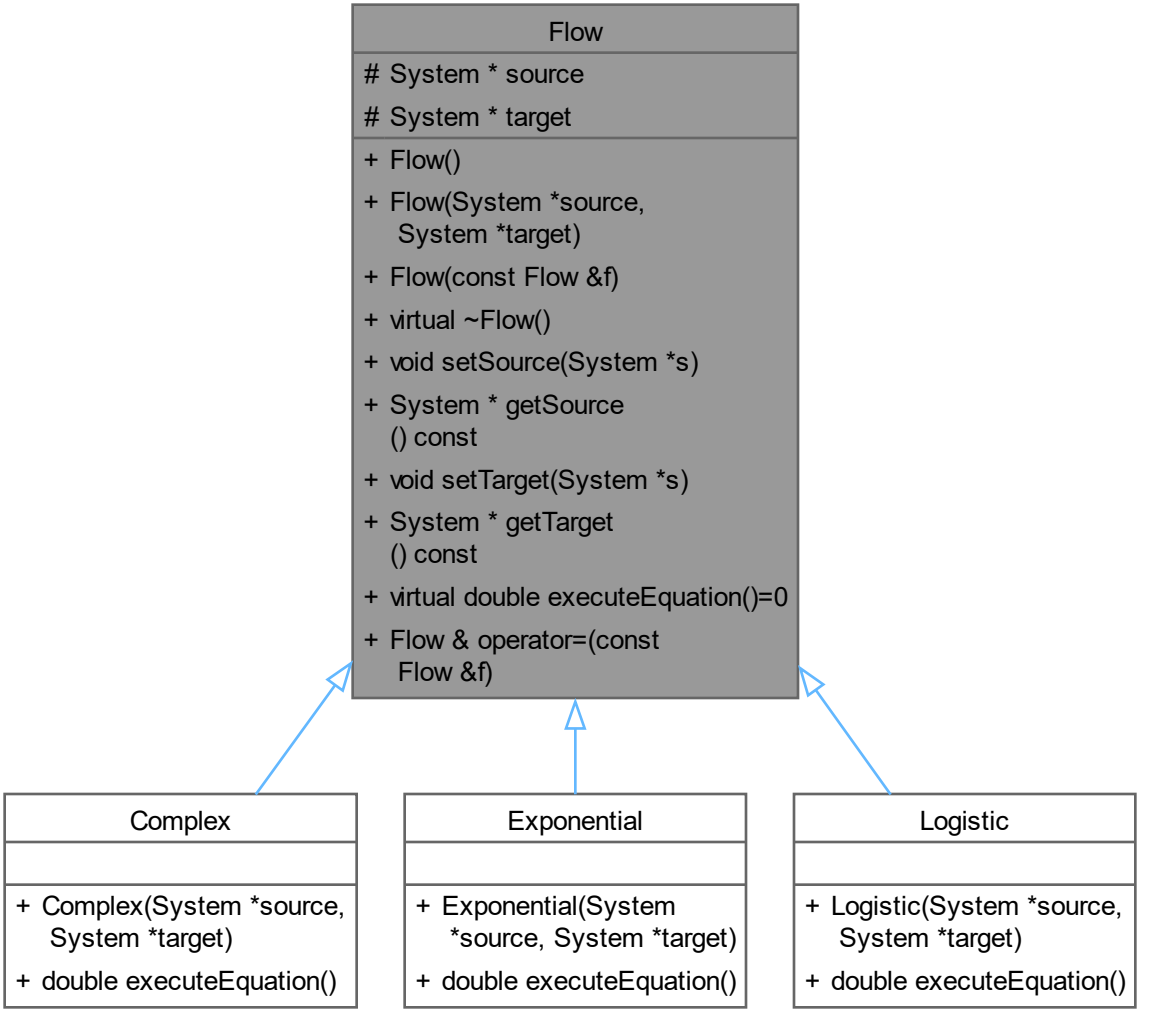
Flow
System * source
System * target
+ Flow()
+ Flow(System *source, System *target)
+ Flow(const Flow &f)
+ virtual ~Flow()
+ void setSource(System *s)
+ System * getSource () const
+ void setTarget(System *s)
+ System * getTarget () const
+ virtual double executeEquation()=0
+ Flow & operator=(const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