## 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) Complex + Complex(System \*source, System \*target) + double executeEquation()