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

Handle< SystemBody >

\# SystemBody * pImpl_

+ Handle()
+ Handle(const Handle &hd)
+ virtual ~Handle()
+ Handle< SystemBody > & operator=(const Handle &hd)

SystemHandle

+ SystemHandle(const string &name="", const double &value=0.0)
+ SystemHandle(const System &s)
+ void setName(const string &name)
+ string getName() const
+ void setValue(const double &value)
+ double getValue() const
+ System & operator= (const System &s)
+ SystemHandle & operator =(const SystemHandle &s)