Body

- + Body()
- + void attach()
- + void detach()
- + int refCount()
- + virtual ~Body()

SystemBody

- # string name
- # double value

- + SystemBody(const string &name="", const double &value=0.0)
- + SystemBody(const System &s)
- + virtual ~SystemBody()
- + void setName(const string &name)
- + string getName() const
- + void setValue(const double &value)
- + double getValue() const

#pImpl_

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 >

- + 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)