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



SystemImpl

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