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()