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