Flow + virtual ~Flow() + virtual double executeEquation()=0 + virtual void setSource (System *s)=0 + virtual System * getSource () const =0 + virtual void setTarget (System *s)=0 + virtual System * getTarget () const =0 + virtual Flow & operator =(const Flow &f)=0 FlowImpl # System * source # System * target + FlowImpl() + FlowImpl(System *source, System *target) + FlowImpl(const Flow &f) + virtual ~FlowImpl() + 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() + Complex(System *source, System *target) + Complex(const Flow &f) + double executeEquation()