Handle< T >

- # T * plmpl_ + Handle()
- + virtual ~Handle()
- + Handle(const Handle &hd)
- + Handle< T > & operator =(const Handle &hd)



FlowHandle< T >

+ FlowHandle()

() const

- + FlowHandle(System *source, System *target)
- + FlowHandle(const Flow &f)
- + void setSource(System *s)
- + System * getSource () const
- + void setTarget(System *s)
- + System * getTarget
- + double executeEquation()
- + Flow & operator=(const Flow &f)