## System

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

#source #target

## Flow

- + 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)