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

Handle< T >

- # T * pImpl_

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

FlowHandle< T >

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