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

System

- + virtual ~System()
- + virtual void setName (const string &name)=0
- + virtual string getName () const =0
- + virtual void setValue (const double &value)=0
- + virtual double getValue () const =0
- + virtual System & operator =(const System &s)=0



FlowImpl

- + 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)

Logistic

- + Logistic()
- + Logistic(System *source, System *target)
- + Logistic(const Flow &f)
- + double executeEquation()