Flow

- # System * source
- # System * target
- + 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)



Exponential

- + Exponential(System *source, System *target)
- + double executeEquation()