```
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)