## System + virtual ~System() Body virtual void setName (const string &name)=0 + Body() + virtual string getName + void attach() () const = 0+ void detach() + virtual void setValue (const double &value)=0 + int refCount() + virtual double getValue + virtual ~Body() () const =0 + virtual System & operator =(const System &s)=0 #target FlowBody + FlowBody() + FlowBody(System \*source, System \*target) + FlowBody(const Flow &f) + virtual ~FlowBody() + void setSource(System \*s) + System \* getSource () const + void setTarget(System \*s) + System \* getTarget () const + virtual double executeEquation()=0 Logistic + Logistic() + Logistic(System \*source, System \*target) + Logistic(const Flow &f) + double executeEquation()