## Body

+ Body()
+ void attach()
+ void detach()
+ int refCount()
+ virtual ~Body()

## 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

#source
#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

## Complex

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