

## 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