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

+ System * getTarget

+ Exponential()

+ Exponential(System

+ Exponential(const Flow &f)

+ void setTarget(System *s)

+ virtual double executeEquation()=0

Exponential

*source, System *target)

+ double executeEquation()

() const

() const