System

+ ~System()
+ setName()
+ getName()
+ setValue()
+ getValue()
+ operator=()
+ operator==()

Handle< SystemBody >

#	pImpl_
+	Handle()
+	Handle()
+	~Handle()
+	operator=()

SystemHandle

+ SystemHandle()
+ SystemHandle()
+ ~SystemHandle()
+ SystemHandle()
+ operator=()
+ operator=()
+ setName()
+ getName()
+ setValue()
+ getValue()
+ operator==()