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