```
Flow
+ virtual ~Flow()
+ virtual const string
  getName() const =0
+ virtual bool setName
  (string)=0
+ virtual System * getSource
  () const = 0
+ virtual bool setSource
  (System *)=0
+ virtual System * getTarget
  () const = 0
+ virtual bool setTarget
  (System *)=0
+ virtual bool clearSource()=0
+ virtual bool clearTarget()=0
+ virtual double equation()=0
      FlowHandle< T >
 + FlowHandle()
 + FlowHandle(string
    name)
 + FlowHandle(string
    name, System *source,
    System *target)
 + virtual ~FlowHandle()
 + FlowHandle(const Flow
    &flow)
 + const string getName
   () const
 + bool setName(string
    name)
 + System * getSource
   () const
 + bool setSource(System
    *source)
 + System * getTarget
   () const
 + bool setTarget(System
    *target)
 + bool clearSource()
 + bool clearTarget()
 + double equation()
```