Flow # string name # System * source # System * target + Flow(string="") + Flow(string, System *, System *) + virtual ~Flow() + Flow(const Flow &flow) + const string getName () const + bool setName(string) + System * getSource () const + bool setSource(System *) + System * getTarget () const + bool setTarget(System *) + bool clearSource() + bool clearTarget() + Flow & operator=(const Flow &) + virtual double equation()=0 logisticFlow + logisticFlow(string name="") + logisticFlow(string name, System *source, System *target) + double equation()