Body

- int refCount
- + Body()
- + void attach()
- + void detach()
- + int refCount()
- + virtual ~Body()
- Body(const Body &)
- Body & operator=(const Body &)

FlowBody

- # string name
- # System * source
- # System * target
- + FlowBody(string="")
- + FlowBody(string, System *, System *)
- + virtual ~FlowBody()
- + FlowBody(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()
- + FlowBody & operator =(const FlowBody &flow)
- + virtual double equation()=0

ExponentialFlow

- + ExponentialFlow(string name="")
- + ExponentialFlow(string name, System *source, System *target)
- + double equation()
- + FlowBody & operator =(const FlowBody &flow)

FlowTest

- + FlowTest()
- + FlowTest(string name)
- + FlowTest(string name, System *source, System *target)
- + FlowTest(Flow &flow)
- + double equation()
- + FlowBody & operator =(const FlowBody &flow)

logisticFlow

- + logisticFlow(string name="")
- + logisticFlow(string name, System *source, System *target)
- + double equation()
- + FlowBody & operator =(const FlowBody &flow)