

Flow
<ul style="list-style-type: none"> + 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

Handle< T >
T * pImpl_
<ul style="list-style-type: none"> + Handle() + virtual ~Handle() + Handle(const Handle &hd) + Handle< T > & operator =(const Handle &hd)

FlowHandle< T >
<ul style="list-style-type: none"> + 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()

