# Handle< T >

### # T \* pImpl\_

- + Handle()
- + virtual ~Handle()
- + Handle(const Handle &hd)
- + Handle< T > & operator =(const Handle &hd)



## System

- + virtual ~System()
- + virtual const string getName() const =0
- + virtual bool setName (const string)=0
- + virtual const double getValue() const =0
- + virtual bool setValue (const double)=0
- + virtual System & operator =(const System &system)=0

### Handle< SystemBody >

- # SystemBody \* pImpl\_
- + Handle()
- + Handle(const Handle &hd)
- + virtual ~Handle()
- + Handle< SystemBody > & operator=(const Handle &hd)

#### SystemHandle

- + SystemHandle()
- + SystemHandle(string name)
- + SystemHandle(double value)
- + SystemHandle(string name, double value)
- + virtual ~SystemHandle()
- + SystemHandle(const System &system)
- + SystemHandle & operator =(const System &system)
- + const double getValue () const
- + bool setValue(double val)
- + const string getName () const
- + bool setName(string id)