

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