int

Body

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

-refCount_

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

string

FlowBody

+ 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

#name

#source
#target

LogisticFlow

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