Flow + virtual ~Flow() + virtual const string System getName() const =0 + virtual bool setName + virtual ~System() (string)=0 + virtual const string + virtual System * getSource getName() const = 0() const = 0string + virtual bool setName + virtual bool setSource (string)=0 (System *)=0+ virtual const double + virtual System * getTarget getValue() const =0 () const =0+ virtual bool setValue + virtual bool setTarget (double)=0 (System *)=0 + virtual System & operator + virtual bool clearSource()=0 =(const System &system)=0 + virtual bool clearTarget()=0 + virtual Flow & operator =(const Flow &flow)=0 + virtual double equation()=0 #name #target FlowImpl + FlowImpl(string="") + FlowImpl(string, System *, System *) + virtual ~FlowImpl() + FlowImpl(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() + Flow & operator=(const Flow &flow) + virtual double equation()=0