Flow

+ 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

string

System

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

#name

#source
#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 &)
+ virtual double equation()=0