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



SystemImpl

- # string name # double value
- + SystemImpl(string
 - ="", double=0.)
 + virtual ~SystemImpl()
 - + SystemImpl(const System
 - &system)
 + const string getName
 - () const+ bool setName(string)
 - + const double getValue () const
- + bool setValue(double)
- + System & operator= (const System &)