

SystemHandle

+ SystemHandle()

System

+ virtual ~System()

+ virtual const string

getName() const = 0

+ virtual bool setName

(const string)=0

+ virtual const double

+ virtual bool setValue (const double)=0

getValue() const = 0

- + SystemHandle(string name)
- + SystemHandle(double value)
- + SystemHandle(string name, double value)
- + virtual ~SystemHandle()
- + SystemHandle(const System &system)
- + SystemHandle & operator =(const System &system)
- + const double getValue () const
- + bool setValue(double val)
- + const string getName () const
- + bool setName(string id)