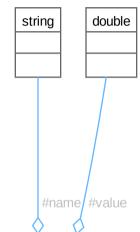## System

+ 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

string

double

#name #value

SystemImpl

+ 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 &)