## Body - int refCount\_ + Body() + void attach() + void detach() + int refCount() + virtual ~Body() - Body(const Body &) - Body & operator=(const Body &)

## SystemBody

## # string name # double value

- + SystemBody(string
- ="", double=0.)
  + virtual ~SystemBodv()
- + const string getName
  () const
- + bool setName(string)
  + const double getValue
- () const+ bool setValue(double)
  - SystemBody(const System &system)
  - SystemBody & operator =(const SystemBody &)