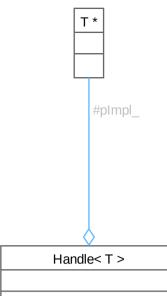
Flow

- + 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

FlowHandle< T >

- + FlowHandle()
- + FlowHandle(string name)
- + FlowHandle(string name, System *source, System *target)
- + virtual ~FlowHandle()
- + FlowHandle(const Flow &flow)
- + const string getName () const
- + bool setName(string name)
- + System * getSource () const
- + bool setSource(System *source)
- + System * getTarget () const
- + bool setTarget(System
 *target)
- + bool clearSource()
- + bool clearTarget()
- + double equation()



- + Handle()
- + virtual ~Handle()
- + Handle(const Handle &hd)
- + Handle< T > & operator =(const Handle &hd)