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 Flow & operator =(const Flow &flow)=0
+ virtual double equation()=0

FlowImpl

\# string name
\# System * source
\# System * target

+ FlowImpl(string="")
+ FlowImpl(string, System *, System *)
+ virtual ~FlowImpl()
+ FlowImpl(const Flow &flow)
+ const string getName () const
+ bool setName(string)
+ System * getSource () const
+ bool setSource(System *)
+ System * getTarget () const
+ bool setTarget(System *)
+ bool clearSource()
+ bool clearTarget()
+ Flow & operator=(const Flow &flow)
+ virtual double equation()=0

ExponentialFlow

+ ExponentialFlow(string name="")
+ ExponentialFlow(string name, System *source, System *target)
+ double equation()