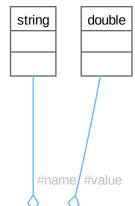


Body

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



SystemBody

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