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()

Flow &flow)

Flow & operator=(const