Flow

- # string name
- # System * source
- # System * target
- + Flow(string="")
- + Flow(string, System *, System *)
- + virtual ~Flow()
- + Flow(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 &)
- + virtual double equation()=0

ExponentialFlow

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

logisticFlow

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

myFlow

- + myFlow(string name="")
- + myFlow(string name, System *source, System *target)
- + myFlow(string name="")
- + myFlow(string name, System *source, System *target)
- # double equation()
- # double equation()