System

- + virtual ~System()
- + virtual const string
 - getName() const =0
- + virtual bool setName (string)=0
- + virtual const double getValue() const =0
- + virtual bool setValue

(double)=0

+ virtual System & operator =(const System &system)=0



SystemImpl

- # string name
- # double value
- + SystemImpl(string ="", double=0.)
- + virtual ~SystemImpl()+ SystemImpl(const System
- # Systemimpi(const System &system)
- + const string getName() const
- + bool setName(string)
- + const double getValue () const
- + bool setValue(double)
- + System & operator= (const System &)