#### 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 & operator=(const Flow &flow)

## FlowTest

- + FlowTest(string name="")
- + FlowTest(string name, System \*source, System \*target)
- + FlowTest(Flow &flow)
- + Flow & operator=(const Flow &flow)
- # double equation()

### MyFlow

- + MyFlow(string name="")
- + MyFlow(string name, System \*source, System \*target)
- + Flow & operator=(const Flow &flow)
- # double equation()

## logisticFlow

- + logisticFlow(string name="")
- + logisticFlow(string name, System \*source, System \*target)
- + double equation()
- + Flow & operator=(const Flow &flow)