Flow

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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()