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

---

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()