

## 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 double equation()=0