

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