## Flow + virtual ~Flow() System + virtual const string getName() const =0 + virtual ~System() + virtual bool setName + virtual const string (string)=0 getName() const = 0+ virtual System \* getSource string + virtual bool setName () const =0(string)=0 + virtual bool setSource + virtual const double (System \*)=0 getValue() const = 0+ virtual System \* getTarget () const =0+ virtual bool setValue (double)=0 + virtual bool setTarget + virtual System & operator (System \*)=0 =(const System &system)=0 + virtual bool clearSource()=0 + virtual bool clearTarget()=0 + virtual double equation()=0 #name #target FlowImpl + 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 &) + virtual double equation()=0 logisticFlow + logisticFlow(string name="") + logisticFlow(string name, System \*source, System \*target)

+ double equation()