

## 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 Flow & operator  
    =(const Flow &flow)=0
- + virtual double equation()=0