

- + 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()