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

FlowImpl

- # string name
- # System * source
- # System * target
- + 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 &flow)
- + virtual double equation()=0

ExponentialFlow

- + ExponentialFlow(string name="")
- + ExponentialFlow(string name, System *source, System *target)
- + double equation()

FlowTest

- + FlowTest(string name="")
- + FlowTest(string name, System *source, System *target)
- + FlowTest(Flow &flow)
- # double equation()

MyFlow

- + MyFlow(string name="")
- + MyFlow(string name, System *source, System *target)
- # double equation()

logisticFlow

- + logisticFlow(string name="")
- + logisticFlow(string name, System *source, System *target)
- + double equation()