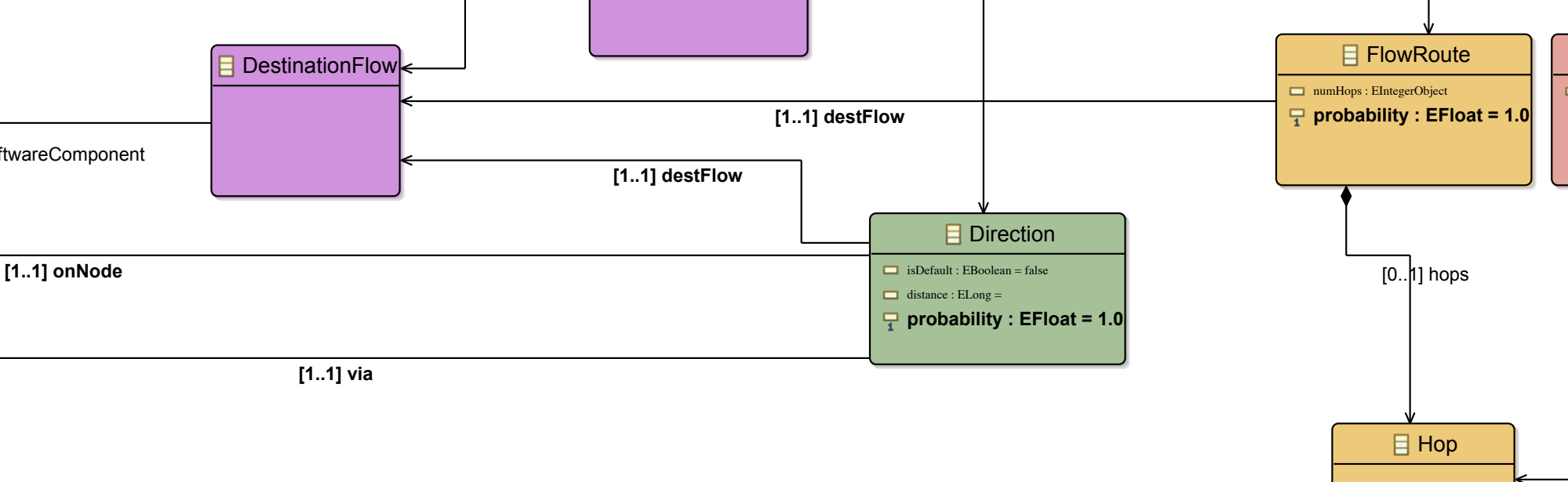
DestinationFlow
FlowRoute
numHops : EIntegerObject
probability : EFloat = 1.0
[1..1] destFlow
ftwareComponent
[1..1] destFlow
Direction
isDefault : EBoolean = false
distance : ELong =
probability : EFloat = 1.0
[1..1] onNode
[0..1] hops
[1..1] via
Hop