#### World

-nodes:Node

+pipeDiamete: double

addNode(Node): void

draw(): void



# SuperNode

+type: Node

+number: int

+orientation: double

+daimater: double

+discovered: Time

+distPrevNode: double

+anomalies: List

setPostion(): void

setOrientation(): void

addAnomaly(): void

drawEdges(): void



### StartNode

+type : StartNode

-color : Yellow

### R-bend

+type: R-BendNode

-color : Red

# T-Junction

+type : T-JunctionNode

-color : Green