

Edge

```
+ Edge(sf::RenderWindow
      *window, const std::array
      < int, 2 > &vertexIndices,
      int number)
+ ~Edge()
+ void update(const sf
      ::Vector2f &mousePosition)
+ void draw()
+ void placeRoad(Road
      *road)
+ const std::array< int,
      2 > & getOwnedVertices
      () const
+ sf::FloatRect getBox
      () const
+ bool getAvailability
      () const
+ bool isHighlighted
      () const
+ void setHighlight(bool
      highlight)
+ void setAvailability
      (bool availability)
+ bool isOwnedByPlayer
      (size_t playerId) const
+ bool containsVertex
      (int vertexIndex) const
+ const std::array< int,
      2 > & getVertices() const
```