

-ecartVitesse: float +GetLayout: Texture2D +Route: Route +Position: Vector2 +Colored: Color -colored: Color «constructor»+OtherCar() -randomSpeed(): int +LoadContent(): void -randomSkin(): void

+update(gametime: GameTime): void

+getTopLeft(): Vector2 +getTopRight(): Vector2 +getBottomLeft(): Vector2 +getBottomRight(): Vector2 +suivreUneVoiture(): void +Collide(other: OtherCar): bool

+Draw(gameTime: GameTime, spriteBatch: SpriteBatch): void