## Captain::Node::IVehicleContainableUnit

+ MaxSpeed
+ ParentLinkUnitType
# m_identifier
# m_stopVehicleMap
# m_eventRecorder
# m_signalMap

+ IVehicleContainableUnit()
+ ~IVehicleContainableUnit()
+ IVehicleContainableUnit()
+ IVehicleContainableUnit()
+ operator=()
+ operator=()
+ GetCurrentNumVehicles()
+ GetCurrentNumWaitingVehicles()
+ GetLeadingVehiclePtr()
+ GetFollowingVehiclePtr()
  and 14 more...
+ IsEqual()

## Captain::Node::SinkUnit

# m_followerConnectionInfo
# m_vehicleQueue

+ SinkUnit()
+ ~SinkUnit()
+ SinkUnit()
+ SinkUnit()
+ operator=()
+ operator=()
+ GetCurrentNumVehicles()
+ GetCurrentNumWaitingVehicles()
+ GetLeadingVehiclePtr()
+ GetFollowingVehiclePtr()
  and 15 more...