```
Captain::Node::ILinkable
    + ILinkable()
    + ILinkable()
    + ILinkable()
    + operator=()
    + operator=()
    + ~ILinkable()
    + GetIdentifier()
    + GetID()
    + GetLaneSize()
    + Initialize()
    + GetLeadingVehiclePtr()
    + GetLastVehiclePtr()
    + GetLane()
    + GetWeight()
Captain::Node::EnhancedMicroLink
   m microLaneVector
+
   newQueue
   m_sinkPathMap
+
# m_identifier
   m_parentIdentifier
#
  m_freeFlowSpeedInfoVector
#
# m_qmaxInfoVector
   m_waveSpeedInfoVector
#
#
  m_maxVehicleInfoVector
# m_numLane
  m_numSect
#
  m_waveSpeed
#
# m_freeFlowSpeed
   and 10 more...
   EnhancedMicroLink()
+
   GetIdentifier()
+
+
   GetID()
   GetLaneSize()
+
   Initialize()
+
   GetWeight()
+
+
   GetLeadingVehiclePtr()
   GetLeaderVehicle()
+
   GetLastVehiclePtr()
+
   GetLane()
+
   and 37 more...
   m_updateApproach()
#
  m_reserveStation()
#
#
  m_updateStationState()
   m_requireLC()
#
  m_requireLCWithSegments()
#
# m findLCLeaders()
   m_requireSpeedAdjustment()
#
  m_updateStationMode()
#
#
   m_requireSendingMessage()
#
   m_isInELCRegion()
   and 9 more...
   m_updateCF()
   m findLeaderLanes()
   Captain::Node::Intersection
            MicroLink
   + IntersectionMicroLink()
```

+ MoveFromNearbyLane()+ UpdateV2XMessage()# m_updateLaneChange()