## track : Track
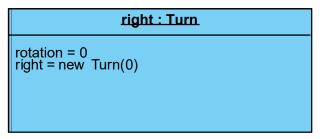
crash = false
sections = vector < Sections* >
sections = Section
observerList = Observer

## chicane : Chicane

chicane = new Chicane()

## right : Turn

rotation = 0
right = new Turn(0)

## left : Turn

rotation = 180
left = new Turn(180)

## straight : Straight

straight = new Straight()