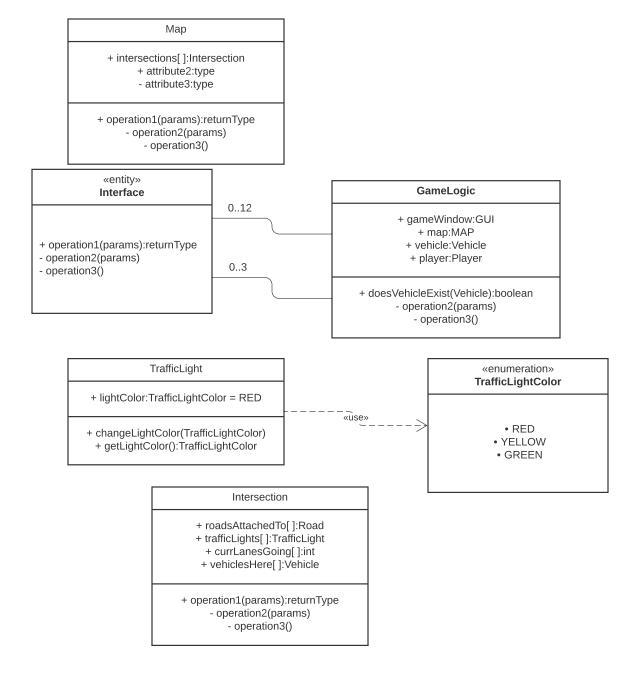
## **Assignment 1**

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## Road

- + maxLanes:int
- + maxVehiclesPerLane:int
- + topIntersection:Intersection
- + bottomIntersection:Intersection
- + vehiclesOnThisRoad:Vehicle[]
- + addVehicle(lane):boolean
- + removeVehicle(Vehicle):Vehicle
- updateVehiclesOnRoad(Vehicle)
- + setTopIntersection(Intersection):boolean
- + setBottomIntersection(Intersection):boolean
- + isVehicleOnThisRoad(Vehicle):boolean

## Vehicle

- + topSpeed:int = 100
  - + currSpeed:int
  - + inLane:int = 1
    - + carID:int
- + carColor:String
- + carMake:String
- + currRoad:Road
- + currIntersection:Intersection
- + increaseSpeed(int = 5):boolean
- + decreaseSpeed(int = 5):boolean
  - + changeLane(int):boolean
  - + changeCarColor(String)
  - + changeCarID(int):boolean
  - + updateCurrRoad(Road)
- + updateCurrIntersection(Intersection)