Controller:

* start
* placeTrainAtStation
* setCurrentTrain
* findRoute
* readXml
* linkRails
* linkDiagonalTrackAndSwitches
* findCorrectTopSwitch
* findCorrectBottomSwitch

Light:

* setMyTrack
* setLocked
* setSignal
* isGoingRight
* getSignal
* getLocked
* toString

Station:

* getStationNumber
* setNeighborTrack
* getneighborTrack
* toString

Switch:

* getState
* setState
* setDiagonalTrack
* getDiagonalTrack
* passTrainToDiagonalTrack
* passTrainToTrackOn
* passRouteToDiagTrack
* passRouteToTrackOn
* passRouteToDiagonalTrackAnyPoss
* passRouteToTrackOnAnyPoss
* run
* toString

Track:

* getTopSwitch
* getBottomSwitch
* passTrackInfo
* setRightNeighbor
* setTrain
* setPassToRight
* setLocked
* getLocked
* isTrainonMe
* getLight
* receiveTrain
* passTraintoRight
* passTrainToLeft
* findRoute
* findAnyPossibleRoute
* findRouteToLight
* lockRoute
* run
* resetVisitedTracks
* printOutRoute
* toString

Train:

* getTrackCurrentlyOn
* settrackCurrentlyOn
* setTrainGuiX
* getTrainGuiX
* setTrainGuiY
* getTrainGuiY
* getWaitAtLight
* findRouteTo
* waitAtLightUntilRouteGood
* arrivedAtDest
* arriveAtLight
* run
* validDestinationChoice
* toString

ViewManager:

* setTrainObj
* setRails
* setCounter
* setRouteFound
* setStationDoesntExist
* setValidStaion
* setTrains
* setFindRoute
* setPlaceTrainAtStation
* setCurrentTrain
* createRails
* createComponent
* AnimationGUI
* AnimationTrain
* drawTrain
* findLogicTrain
* promtForTrainPlacement
* launchPrompsForTrainPlacement
* launchPromptsForTrainPlacement
* launchDestinationPrompt
* tellTrainsToGoListener