## Junction - northLanes: Lane[] - eastLanes: Lane[] - southLanes: Lane∏ - westLanes: Lane + setFlowRates(int[][]): void + setJunctionConfiguration(): void + runSimulation(): Lane - currentVehicles: Queue - maxLength: int - maxWait: float - avgWait: float + method(type): type Vehicle - directionFrom: TYPE - directionTo: TYPE + method(type): type