FlowRates

- northRoadFlow: int[]
- eastRoadFlow: int[]
- southRoadFlow: int[]
- westRoadFlow: int[]
- driveOnLeft: boolean

+ getDriveOnLeft(): boolean
(Getters for flow rates)

Junction

- northLanes: Lane[]
- eastLanes: Lane[]
- southLanes: Lane[]
- westLanes: Lane[]
- configuration: Parameters

+ setFlowRates(FlowRates): void
+ setJunctionConfiguration(Parameters): void
+ runSimulation():

Parameters

- noLanes: int[]
- dedicatedLane: string/Enum
- dedicatedLaneFlow: int
- pedestrianCrossing: boolean
- crossingTime: int/float
- crossingRPH: int/float
- sequencingPriority: int[]

+ getNoLanes(): int[]
+ getDedicatedLane(): string/Enum
+ getDedicatedLaneFlow(): int
+ hasPedestrianCrossing(): boolean
+ getCrossingTime(): int/float
+ getCrossingRPH: int/float
+ getSequencingPriority: int[]

Lane

- currentVehicles: Queue
- maxLength: int
- maxWait: float
- avgWait: float

+ method(type): type

Vehicle

- directionFrom: TYPE
- directionTo: TYPE

+ method(type): type