Vehicle

@property
ID
speed
acceleration
max_speed
max_acc
lane
position

OnBoardVehicle

@property
vehicle: Vehicle
t0
tm
time_steps
position_history
speed_history
acc_history
paraV
min_pass_time
state

VehicleGenerator

@property
schedule:

deque(OnBoardVehicle)

@method
buildSchedule(self)
getAtTime(self, ctime)
hasVehicle(self)
IDAssigner(self)

GameLoop

@property
ctime
vscd:
  VehicleGenerator
on_board_vehicles
finished_vehicels

@method
isOver(self)
isEmpty(self)
nextStep(self)
play(self)
draw_result(self,
file_path)