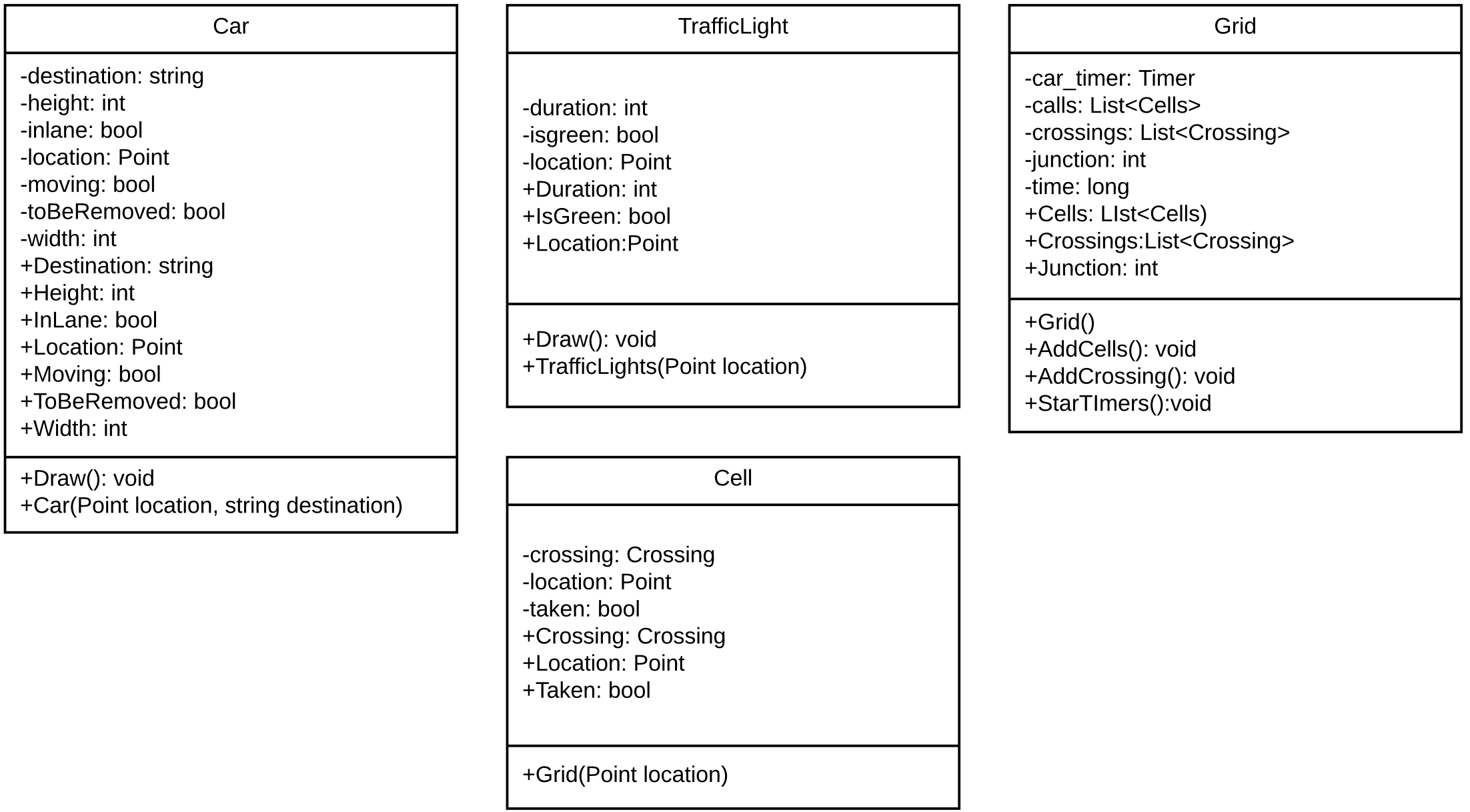
Car
-destination: string
-height: int
-inlane: bool
-location: Point
-moving: bool
-toBeRemoved: bool
-width: int
+Destination: string
+Height: int
+InLane: bool
+Location: Point
+Moving: bool
+ToBeRemoved: bool
+Width: int
+Draw(): void
+Car(Point location, string destination)
TrafficLight
-duration: int
-isgreen: bool
-location: Point
+Duration: int
+IsGreen: bool
+Location:Point
+Draw(): void
+TrafficLights(Point location)
Cell
-crossing: Crossing
-location: Point
-taken: bool
+Crossing: Crossing
+Location: Point
+Taken: bool
+Grid(Point location)
Grid
-car_timer: Timer
-calls: List<Cells>
-crossings: List<Crossing>
-junction: int
-time: long
+Cells: LIst<Cells)
+Crossings:List<Crossing>
+Junction: int
+Grid()
+AddCells(): void
+AddCrossing(): void
+StarTImers():void