```
sf::Drawable
      + ~Drawable()
      # draw()
      TrafficSim::Tile
     # node
     # pos
     # size_
     # rect
     # tile_index_
     + Tile()
     + getType()
     + getNode()
      + getPos()
      + getCenter()
     + getTileIndex()
     + getSize()
     + selectTile()
     + hoverTile()
+ unSelectTile()
      + draw()
   TrafficSim::RoadTile
   # dir
   # right_turn_
   # light
   + RoadTile()
   + getDir()
+ isFlipped()
   + getLight()
   + rotate()
   + flip()
+ addLight()
   + removeLight()
   + autoRotate()
   + getType()
   + connect()
   + connectăbleFrom()
   + canConnectTo()
   + draw()
   # connectTo()
TrafficSim::RoadTrisection
+ RoadTrisection()
+ flip()
+ getType()
+ connect()
+ connectableFrom()
+ canConnectTo()
+ SetTextures()
```