```
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()
  + connectäbleFrom()
  + canConnectTo()
  + draw()
  # connectTo()
TrafficSim::RoadJunction
+ RoadJunction()
+ flip()
+ getType()
+ connect()
+ connectableFrom()
+ canConnectTo()
+ SetTextures()
```