```
sf::Drawable
                       float
+ ~Drawable()
# draw()
                       +green time
    TrafficSim::TrafficLight
    + TrafficLight()
    + isActivated()
    + canDrive()
    + getHandlerld()
    + getBlocker()
    + getPos()
    + update()
    + setHandlerId()
    + initPos()
    + activate()
    + draw()
```