```
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::RoadIntersection
+ RoadIntersection()
+ flip()
+ getType()
+ connect()
+ connectableFrom()
+ canConnectTo()
+ SetTextures()
```