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