```
sf::Drawable
   + ~Drawable()
   # draw()
   TrafficSim::Grid
+ Grid()
+ init()
+ getTile()
+ getTile()
+ getUpNeighbor()
+ getRightNeighbor()
+ getDownNeighbor()
+ getLeftNeighbor()
+ getNeigborTiles()
+ getSideCount()
+ getTotalTileCount()
+ swapTile()
+ draw()
```