```
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()
 + connectableFrom()
 + canConnectTo()
 + draw()
 # connectTo()
TrafficSim::HomeRoad
+ HomeRoad()
+ getType()
+ connect()
 connectäbleFrom()
+ canConnectTo()
+ SetTexture()
```