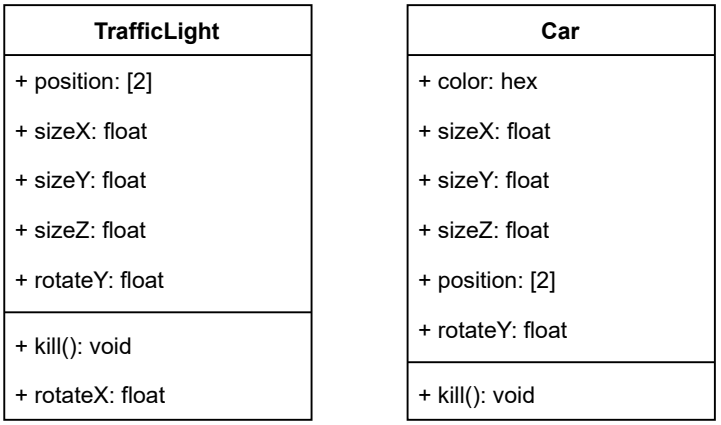
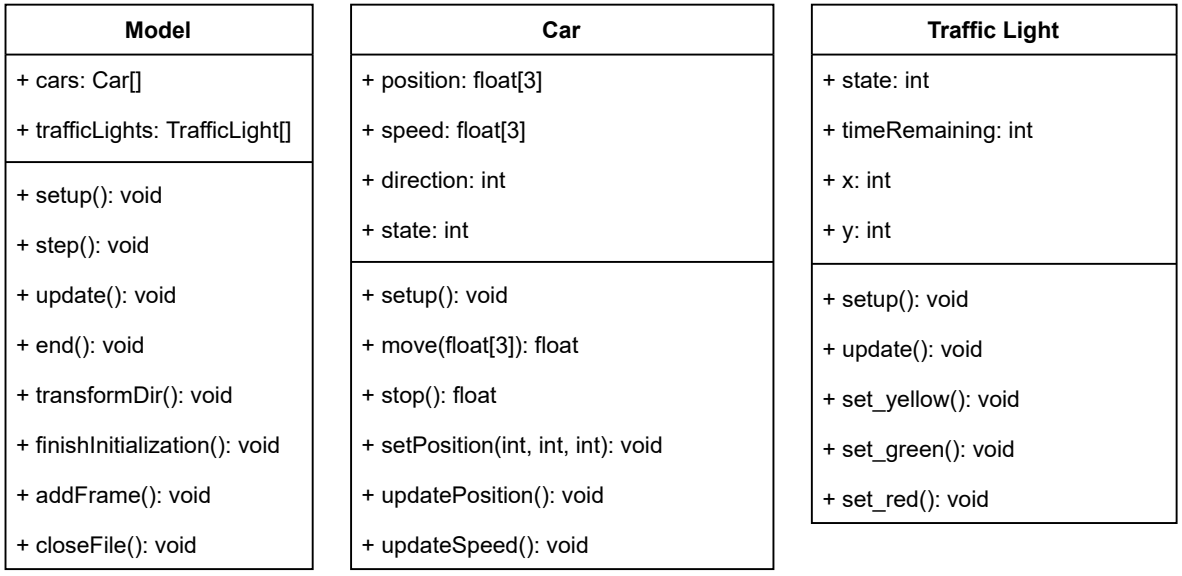
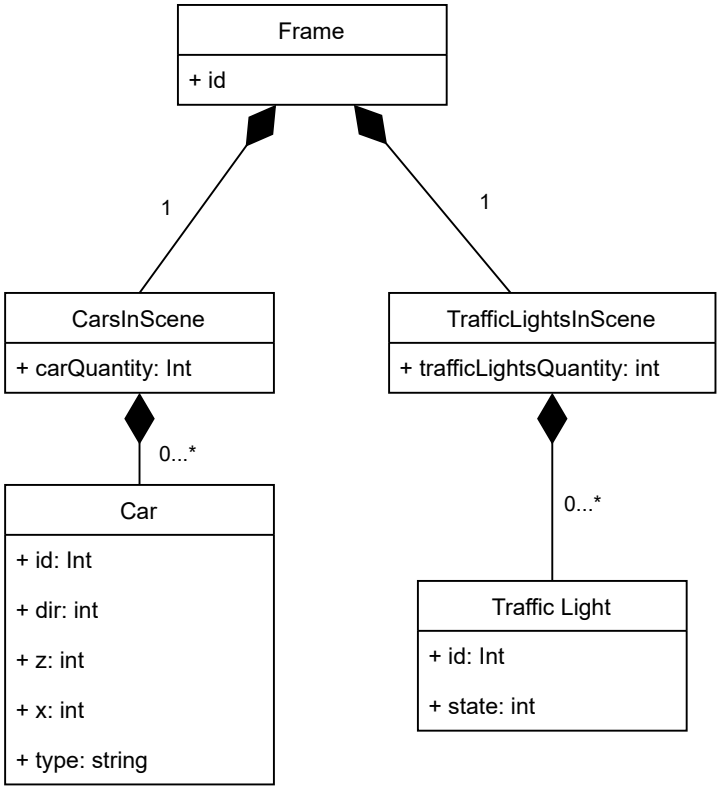

TrafficLight
+ position: [2]
+ sizeX: float
+ sizeY: float
+ sizeZ: float
+ rotateY: float
+ kill(): void
+ rotateX: float
Car
+ color: hex
+ sizeX: float
+ sizeY: float
+ sizeZ: float
+ position: [2]
+ rotateY: float
+ kill(): void


Model
+ cars: Car[]
+ trafficLights: TrafficLight[]
+ setup(): void
+ step(): void
+ update(): void
+ end(): void
+ transformDir(): void
+ finishInitialization(): void
+ addFrame(): void
+ closeFile(): void
Car
+ position: float[3]
+ speed: float[3]
+ direction: int
+ state: int
+ setup(): void
+ move(float[3]): float
+ stop(): float
+ setPosition(int, int, int): void
+ updatePosition(): void
+ updateSpeed(): void
Traffic Light
+ state: int
+ timeRemaining: int
+ x: int
+ y: int
+ setup(): void
+ update(): void
+ set_yellow(): void
+ set_green(): void
+ set_red(): void


Frame
+ id
1
1
CarsInScene
+ carQuantity: Int
TrafficLightsInScene
+ trafficLightsQuantity: int
0...*
0...*
Car
+ id: Int
+ dir: int
+ z: int
+ x: int
+ type: string
Traffic Light
+ id: Int
+ state: int