updateVehicles()

```
Iterator < Vehicle >  iterator = vehicles.iterator()
iterator.hasNext()
    updateVehicle(iterator)
```

createNewVehicle(id: int; from: String; to: String): Vehicle

```
Vehicle vehicle = new Vehicle()
vehicle.id = id
vehicle.fromName = from
vehicle.toName = to
vehicle.currentPosition = entryPoints.get(from).coord
vehicle.toCoord = intersections.get(to).coord
vehicle.fromCoord = entryPoints.get(from).coord
vehicle.direction = subtract(vehicle.toCoord, vehicle.fromCoord)
vehicle.direction.normalize()
double randomValue = random.nextGaussian() * Vehicle.STANDARD_DEVIATION + Vehicle.EXPECTED_VELOCITY
vehicle.direction.multiply(randomValue)
vehicle.velocity = randomValue
DirectedEdge fromTo = new DirectedEdge(from, to)
directedEdges.get(fromTo).increment()
return vehicle
```