```
ghost::Constraint<
  Building, WallinDomain >
 # variables
 # domain
  + Constraint()
  + cost()
  + simulateCost()
  + simulateCost()
 # v cost()
  # v simulateCost()
   ghost::WallinConstraint
   + WallinConstraint()
   # v simulateCost()
   # isWall()
       ghost::NoHoles
+ NoHoles()
+ postprocess simulateCost()
v cost()
```