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