```
ghost::Random
     rng

    numbers

     + Random()
     + Random()
     + operator=()
     + getRandNum()
               #random
ghost::Domain< Building >
# size
# domains
# initialDomain
+ Domain()
+ Domain()
+ restart()
+ wipe()
+ rebuild()
+ randomValue()
+ valuesOf()
+ resetDomain()
+ resetAllDomains()
+ getSize()
+ add()

    + clear()

# v_restart()
# v_wipe()
# v_rebuild()
              Δ
   ghost::WallinDomain
  · mCol
 - nRow
 - matrixType

    matrixId

    startingTile

    targetTile

    failures

    WallinDomain()
 + WallinDomain()
 + shift()
 + quickShift()
 + swap()
 + add()
 + clear()
 + getBuildingsAround()
 + getBuildingsAbove()
 + getBuildingsOnRight()
 and 23 more...

    add()

    clear()

 v_restart()
 v_wipe()v_rebuild()
               #domain
ghost::Constraint<
 Building, WallinDomain >
# variables
+ Constraint()
+ cost()
+ simulateCost()
+ simulateCost()
# v_cost()
# v_simulateCost()
              Δ
  ghost::WallinConstraint
  + WallinConstraint()
  # v_simulateCost()
  # isWall()
      ghost::Overlap
    + Overlap()
     · v_cost()
        _simulateCost()
```