```
ghost::Random
```

- rd
- rng
- numbers

+ Random()
+ Random()
+ operator=()
+ getRandNum()

#randomVar

```
ghost::Objective< Building,
        WallinDomain >
```

name
heuristicValueHelper

+ Objective()
+ cost()
+ heuristicVariable()
+ heuristicValue()
+ setHelper()
+ postprocessSatisfaction()
+ postprocessOptimization()
+ getName()
+ initHelper()
+ resetHelper()
# v_cost()
# v_heuristicVariable()
# v_setHelper()
# v_postprocessSatisfaction()
# v_postprocessOptimization()
# v_heuristicValue()

```
ghost::WallinObjective
```

sizeWall

+ WallinObjective()
+ v_setHelper()
+ v_postprocessSatisfaction()
+ v_postprocessOptimization()