```
ghost::Random
     - rd
      rng
     - numbers
     + Random()
     + Random()
     + operator=()
     + getRandNum()
               #random
ghost::Domain< Building :
# size
# domains
# initialDomain
  Domain()
+ Domain()
+ randomValue()
+ possibleValues()
+ resetDomain()
+ resetAllDomains()
+ getSize()
+ add()
+ clear()
             Δ
   ghost::WallinDomain
  · mCol
 - nRow
 - matrixType
- matrixId_
 - starting<del>Ti</del>le

    targetTile

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

    add()

 - clear()
               #domain
ghost::Constraint<
 Building, WallinDomain >
# variables
+ Constraint()
+ cost()
+ simulateCost()
             Δ
 ghost::WallinConstraint
    WallinConstraint()
 + cost()
 + simulateCost()
    v_cost()
 + v_simu
# isWall()
      simulateCost()
```