```
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

    targetŤile

  - 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()
              Δ
       ghost::NoGaps
NoGaps()
postprocess_simulateCost()
  _cost()
```