```
ghost::Random
       - rd
       - rng

    numbers

       + Random()
       + Random()
       + operator=()
       + getRandNum()
                #random
ghost::Domain< TypeVariable >
# size
# domains
# initialDomain
+ Domain()
+ Domain()
+ restart()
+ wipe()
+ rebuild()
+ copyBest()
+ randomValue()
+ valuesOf()
+ resetDomain()
+ resetAllDomains()
+ getSize()
+ add()
+ clear()
# v_restart()
# v wipe()
# v rebuild()
# v copyBest()
```