```
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()
+ updateHelper()
# v_cost()
# v_heuristicVariable()
# v setHelper()
# v_postprocessSatisfaction()
# v_postprocessOptimization()
# v_heuristicValue()
    ghost::WallinObjective
# sizeWall
+ WallinObjective()
+ v_setHelper()
+ v_postprocessSatisfaction()
+ v_postprocessOptimization()
     ghost::TechTreeObj
    + TechTreeObj()
    + v_cost()
    + v heuristicVariable()
```