```
ghost::Constraint<
  Building, WallinDomain >
 # variables
 # domain
 + Constraint()
 + cost()
 + simulateCost()
 + simulateCost()
 # v cost()
 # v simulateCost()
   ghost::WallinConstraint
   + WallinConstraint()
   # v simulateCost()
   # isWall()
       ghost::NoGaps
+ NoGaps()
+ postprocess simulateCost()
v cost()
```