```
ghost::Objective< Action,
                    BuildOrderDomain >
               # randomVar
              # name
               # heuristicValueHelper
               # permutation
               + Objective()
               + cost()
               + heuristicVariable()
               + heuristicValue()
               + setHelper()
               + postprocessSatisfaction()
               + postprocessOptimization()
               + getName()
               + initHelper()
               + resetHelper()
               + isPermutation()
              # v_cost()
               # v heuristicVariable()
               # v_setHelper()
               # v_postprocessSatisfaction()
               # v_postprocessOptimization()
               # v_heuristicValue()
                ghost::BuildOrderObjective
               # currentState
               # goals
               #bo
               # bestBO
               + BuildOrderObjective()
               + BuildOrderObjective()
               + printBO()
               # v_cost()
               # costOpti()
               # v_heuristicVariable()
               # v heuristicValue()
               # v_setHelper()
               # v_postprocessOptimization()
               # v_postprocessSatisfaction()
              # makeVecVariables()
# makeVecVariables()
               - updateBusy()
               updateInMove()
               dealWithWorkers()

    canHandleBuilding()

               - canHandleNotBuilding()
               handleActionToDo()
               produceUnitsFirst()
               - makingPylons()

    youMustConstructAdditional

               Pylons()
               - pushInBusy()
               dependenciesCheck()
               - mineralsIn()
                gasIn()
               - sharpMineralsIn()
               sharpGasIn()
ghost::MakeSpanMaxProd
                                  ghost::MakeSpanMinCost
+ MakeSpanMaxProd()
                                  + MakeSpanMinCost()
+ MakeSpanMaxProd()
                                  + MakeSpanMinCost()
```