ghost::Variable

name
fullName
id
value
- numberVariables

+ Variable()
+ Variable()
+ Variable()
+ operator=()
+ operator<()
+ shiftValue()
+ swapValue()
+ setValue()
+ getValue()
+ getId()
+ getName()
+ getFullName()
# swap()

ghost::Action

- frameRequired
- costMineral
- costGas
- costSupply
- actionType
- dependencies
- creator
- race

+ Action()
+ Action()
+ Action()
+ operator=()
+ isSelected()
+ getFrameRequired()
+ getCostMineral()
+ getCostGas()
+ getCostSupply()
+ getType()
+ getTypeString()
+ getDependencies()
+ getCreator()
+ getRace()
+ getRaceString()
- swap()

ghost::Building

- length
- height
- gapTop
- gapRight
- gapBottom
- gapLeft
- race
- treedepth

+ Building()
+ Building()
+ Building()
+ operator=()
+ getLength()
+ getHeight()
+ getSurface()
+ getGapTop()
+ getGapRight()
+ getGapBottom()
+ getGapLeft()
+ isSelected()
+ getRace()
+ getRaceString()
+ getTreedepth()
- swap()