```
ghost::Variable
# name
# fullName
# id
# value
- numberVariables
+ Variable()
+ Variable()
+ Variable()
+ operator=()
+ operator<()</p>
+ shiftValue()
+ unshiftValue()
+ swapValue()
+ setValue()
+ getValue()
+ getId()
+ getName()
+ getFullName()
# swap()
   ghost::Unit

    data

  + Unit()
  + Unit()
  + Unit()
  + Unit()
  + operator=()
  + isSelected()
  + takeHit()
  + isDead()
  + canShoot()
  + justShot()
  and 30 more...

    swap()
```