```
ghost::Random
       - rd
       - rng

    numbers

       + Random()
       + Random()
       + operator=()
       + getRandNum()
                #randomVar
ghost::Objective< Building,
       WallinDomain >
# 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()
              Δ
    ghost::WallinObjective
# sizeWall
+ WallinObjective()
# v setHelper()
# v_postprocessSatisfaction()
# v_postprocessOptimization()
      ghost::BuildingObj
+ BuildingObj()
 v_cost()
 v_heuristicVariable()
 v_postprocessOptimization()
```