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