```
ghost::Random
     · rd
     - rng

    numbers

     + Random()
     + Random()
     + operator=()
     + getRandNum()
              #random
ghost::Domain< Building >
# size
# domains
# initialDomain
 Domain()
+ Domain()
+ randomValue()
+ valuesOf()
+ resetDomain()
+ resetAllDomains()
+ getSize()
+ add()
+ clear()
             Λ
   ghost::WallinDomain
  mCol
 nRow

    matrixType

 - matrixId

    startingTile

    targetTile

 - failures
 + WallinDomain()
 + WallinDomain()
 + shift()
 + quickShift()
 + swap()
 + add()
 + clear()
 + getBuildingsAround()
 + getBuildingsAbove()
 + getBuildingsOnRight()
 and 23 more...
 add()
 - clear()
              #domain
ghost::Constraint<
 Building, WallinDomain >
# variables
+ Constraint()
+ cost()
+ simulateCost()
+ simulateCost()
# v_cost()
# v
    _simul̈ateCost()
 ghost::WallinConstraint
   WallinConstraint()
      simulateCost()
 # isWall()
```