```
ghost::Objective< Action,
     BuildOrderDomain >
# randomVar
# 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()
 ghost::BuildOrderObjective
# currentState
# goals
# bo
+ BuildOrderObjective()
+ BuildOrderObjective()
+ printBO()
# v cost()
# v_heuristicVariable()
# v heuristicValue()
# v_setHelper()
# v_postprocessOptimization()
# v postprocessSatisfaction()
# makeVecVariables()
# makeVecVariables()

    v_cost()

updateBusy()
updateInMove()
makingPylons()

    youMustConstructAdditional

Pylons()
              Δ
  ghost::MakeSpanMinCost
+ MakeSpanMinCost()
```

+ MakeSpanMinCost()- v_postprocessOptimization()