```
ghost::Random
  - rd
  rng

    numbers

 + Random()
 + Random()
  + operator=()
  + getRandNum()
           -random
   ghost::Domain
currentDomain
initialDomain

    outsideScope

+ Domain()
+ Domain()
+ Domain()
+ isInitialized()
+ resetToInitial()
+ removeValue()
+ randomValue()
+ getSize()
+ getInitialSize()
+ maxValue()
and 6 more...
v isInitialized()
- v_resetToInitial()

    v removeValue()

v randomValue()
v getSize()

    v getInitialSize()

v maxValue()
- v_minValue()
- v  maxInitialValue()
- v minInitialValue()
v_getValue()
v indexOf()
```