```
ghost::Random
        - rd
        - rng
        - numbers
        + Random()
        + Random()
        + operator=()
        + getRandNum()
                  -randomVar
ghost::Solver< TypeVariable,
TypeDomain, TypeConstraint >

    vecVariables

- domain

    vecConstraints

- objective

    variableCost

- loops
- tabuList
- bestCost

    bestSolution

+ Solver()
+ Solver()
+ solve()
- move()
permut()
```