```
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()
   ghost::WallinDomain
 - mCol
 - nRow

    matrixType_

    matrixId

    startingTile

    targetTile

    failures

 + WallinDomain()
 + WallinDomain()
 + shift()
 + quickShift()
 + swap()
 + add()
 + clear()
 + getBuildingsAround()
 + getBuildingsAbove()
 + getBuildingsOnRight()
 and 23 more...
 add()

    clear()
```