ghost::Variable # name ghost::ActionData # fullName # id + secondsRequired # value + costMineral numberVariables + costGas + costSupply + Variable() + actionType + Variable() + dependencies + Variable() + creator + operator=() + race + operator<() + name + shiftValue() + unshiftValue() + ActionData() + swapValue() + ActionData() + setValue() + ActionData() + getValue() + operator=() + getId() + decreaseSeconds() + getName() swap() + getFullName() # swap() -data ghost::Action + Action() + Action() + Action() + operator=() + isSelected() + getData() + getSecondsRequired() + getCostMineral() + getCostGas() + getCostSupply() and 8 more... swap()