ghost::Random

+ Random()
+ Random()
+ operator=()
+ getRandNum()

#randomVar

ghost::Objective< TypeVariable, TypeDomain >

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()