ghost::Variable

name
fullName
id
value
- numberVariables

+ Variable()
+ Variable()
+ Variable()
+ operator=()
+ operator<()
+ shiftValue()
+ swapValue()
+ setValue()
+ getValue()
+ getId()
+ getName()
+ getFullName()
# swap()

ghost::Action

- frameRequired
- costMineral
- costGas
- costSupply
- actionType
- dependencies
- creator
- race

+ Action()
+ Action()
+ Action()
+ operator=()
+ isSelected()
+ getFrameRequired()
+ getCostMineral()
+ getCostGas()
+ getCostSupply()
+ getType()
+ getTypeString()
+ getDependencies()
+ getCreator()
+ getRace()
+ getRaceString()
- swap()