```
ghost::Objective< Action,
                       BuildOrderDomain >
                  # randomVar
                  # 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()
                    ghost::BuildOrderObjective
                  # currentState
                  # goals
                  # bo
                  + BuildOrderObjective()
                  + BuildOrderObjective()
                  + printBO()
                  # v cost()
                  # v heuristicVariable()
                  # v heuristicValue()
                  # v setHelper()
                  # v_postprocessOptimization()
                  # v postprocessSatisfaction()
                  # makeVecVariables()
                  # makeVecVariables()
                  v cost()
                  - updateBusy()
                  updateInMove()
                  - makingPylons()
                  - youMustConstructAdditional
                  Pylons()
 ghost::MakeSpanMaxProd
                                       ghost::MakeSpanMinCost
+ MakeSpanMaxProd()
                                     + MakeSpanMinCost()
+ MakeSpanMaxProd()
                                     + MakeSpanMinCost()

    v postprocessOptimization()

    v postprocessOptimization()
```