```
ghost::Random
      - rd
      - rng

    numbers

      + Random()
      + Random()
      + operator=()
      + getRandNum()
               #random
 ghost::Domain< Action >
 # size
 # domains
 # initialDomain
 + Domain()
 + Domain()
 + restart()
 + wipe()
 + rebuild()
 + randomValue()
 + valuesOf()
 + resetDomain()
 + resetAllDomains()
 + getSize()
 + add()
 + clear()
 # v_restart()
# v_wipe()
 # v_rebuild()
 ghost::BuildOrderDomain
 - order
 + BuildOrderDomain()
 + add()
 + clear()
 + moveTo()
 + addAction()
 v_restart()
               #domain
ghost::Constraint<
Action, BuildOrderDomain >
# variables
+ Constraint()
+ cost()
+ simulateCost()
+ simulateCost()
# v_cost()
# v simulateCost()
ghost::BuildOrderConstraint
 BuildOrderConstraint()
    _cost()
   simulateCost()
```