```
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()
              Δ
 ghost::BuildOrderObjective
# currentState
# goals
# bo
# bestBO
+ BuildOrderObjective()
+ BuildOrderObjective()
+ printBO()
# v_cost()
# costOpti()
# v_heuristicVariable()
# v heuristicValue()
# v_setHelper()
# v_postprocessOptimization()
# v_postprocessSatisfaction()
# makeVecVariables()
# makeVecVariables()
updateBusy()
updateInMove()
dealWithWorkers()

    canHandleBuilding()

    canHandleNotBuilding()

handleActionToDo()
produceUnitsFirst()
- makingPylons()

    youMustConstructAdditional

Pylons()
- pushInBusy()

    dependenciesCheck()

mineralsIn()
 gasIn()
- sharpMineralsIn()
- sharpGasIn()
  ghost::MakeSpanMinCost
```

+ MakeSpanMinCost()+ MakeSpanMinCost()