```
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

    dependencies

    creator

    race

+ Action()
+ Action()
+ Action()
+ operator=()
+ isSelected()
+ getFrameRequired()
+ getCostMineral()
+ getCostGas()
+ getCostSupply()
+ getDependencies()
+ getCreator()
+ getRace()
swap()
```