```
ghost::Random
     rng

    numbers

     + Random()
     + Random()
     + operator=()
     + getRandNum()
               #random
ghost::Domain< Building >
# size
# domains
# initialDomain
+ Domain()
+ Domain()
+ randomValue()
+ possibleValues()
+ resetDomain()
+ resetAllDomains()
+ getSize()
+ add()
+ clear()
   ghost::WallinDomain
  - mCol
 - nRow

    matrixType

    matrixId

    startingTile

    targetTile

    failures

 + WallinDomain()
 + WallinDomain()
 + shift()
 + quickShift()
 + swap()
 + add()

    + clear()

 + getBuildingsAround()
 + getBuildingsAbove()
 + getBuildingsOnRight()
 and 23 more...

    add()

    clear()

               #domain
ghost::Constraint<
 Building, WallinDomain >
# variables
+ Constraint()
+ cost()
+ simulateCost()
 ghost::WallinConstraint
 + WallinConstraint()
   cost()
 + simulateCost()
 + v_cost()
+ v_simulateCost()
 # isWall()
ghost::StartingTargetTiles
- mapBuildings
+ StartingTargetTiles()
```

+ v_cost()