```
ghost::Variable
# name
# fullName
# id
# value

    numberVariables

+ Variable()
+ Variable()
+ Variable()
+ operator=()
+ operator<()
+ shiftValue()
+ unshiftValue()
+ swapValue()
+ setValue()
+ getValue()

    getId()

+ getName()
+ getFullName()
# swap()
 ghost::Building

    length

    height

gapTop

    gapRight

    gapBottom

    gapLeft

race

    treedepth

+ Building()
+ Building()
+ Building()
+ operator=()
+ getLength()
+ getHeight()
+ getSurface()
+ getGapTop()
+ getGapRight()
+ getGapBottom()
+ getGapLeft()
+ isSelected()
+ getRace()
+ getRaceString()
+ getTreedepth()

    swap()
```