ghost::Variable

name
fullName
id
value
- numberVariables

+ Variable()
+ Variable()
+ Variable()
+ operator=()
+ operator<()
+ shiftValue()
+ 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()
+ getTreedepth()
- swap()