ghost::Random

- rd
- 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::Overlap

+ Overlap()
+ v_cost()
+ v_simulateCost()