```
ghost::Random
```
- rd
- rng
- numbers

+ Random()
+ Random()
+ operator=()
+ getRandNum()

-randomVar

```
ghost::Solver< TypeVariable,
 TypeDomain, TypeConstraint >
```
- vecVariables
- domain
- vecConstraints
- objective
- variableCost
- loops
- tabuList
- bestCost
- bestSolution

+ Solver()
+ Solver()
+ solve()
- reset()
- move()