```
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::NoGaps
─────────────────

─────────────────
+ NoGaps()
+ v_cost()
+ postprocess_simulateCost()
```