```
ghost::Variable
                 # name
                # fullName
                # id
                 # value
                 - numberVariables
                 + Variable()
                 + Variable()
                 + Variable()
                 + operator=()
                 + operator<()
                 + shiftValue()
                 + swapValue()
                 + setValue()
                 + getValue()
                + getId()
                 + getName()
                 + getFullName()
                 # swap()
                                 ghost::Building
    ghost::Action
                                - length
                                - height
- frameRequired

    gapTop

    costMineral

    gapRight

    gapBottom

- costSupply

    gapLeft

    dependencies

    race

    treedepth

                                + Building()
                                + Building()
                                + Building()
                                + operator=()
+ operator=()
                                + aetLenath()
+ isSelected()
                                + getHeight()
+ getFrameRequired()
                                + getSurface()
+ getCostMineral()
                                + getGapTop()
+ getCostGas()
                                + getGapRight()
+ getCostSupply()
                                + getGapBottom()
+ getDependencies()
                                + getGapLeft()
+ getCreator()
                                + isSelected()
+ getRace()
                                + getRace()
                                + getTreedepth()
                                - swap()
```

costGas

creator

+ Action()

+ Action()

+ Action()

swap()

- race