**ghost::Objective< Building, WallinDomain >**

# randomVar
# name
# heuristicValueHelper
# permutation

+ Objective()
+ cost()
+ heuristicVariable()
+ heuristicValue()
+ setHelper()
+ postprocessSatisfaction()
+ postprocessOptimization()
+ getName()
+ initHelper()
+ resetHelper()
+ isPermutation()
# v_cost()
# v_heuristicVariable()
# v_setHelper()
# v_postprocessSatisfaction()
# v_postprocessOptimization()
# v_heuristicValue()

**ghost::WallinObjective**

# sizeWall

+ WallinObjective()
# v_setHelper()
# v_postprocessSatisfaction()
# v_postprocessOptimization()

**ghost::BuildingObj**

+ BuildingObj()
- v_cost()
- v_heuristicVariable()
- v_postprocessOptimization()