```
ghost::Constraint<
Building, WallinDomain >
# variables
# domain
+ Constraint()
+ cost()
+ simulateCost()
 ghost::WallinConstraint
 + WallinConstraint()
 + cost()
 + simulateCost()
 + v cost()
 + v_simulateCost()
 # isWall()
ghost::StartingTargetTiles
- mapBuildings
+ StartingTargetTiles()
+ v cost()
```