```
ghost::Random
    - rd
    - rng

    numbers

    + Random()
    + Random()
    + operator=()
    + getRandNum()
             #random
ghost::Domain< Action >
# size
# domains
# initialDomain
+ Domain()
+ Domain()
+ restart()
+ wipe()
+ rebuild()
+ randomValue()
+ valuesOf()
+ resetDomain()
+ resetAllDomains()
+ getSize()
+ add()
+ clear()
# v restart()
# v_wipe()
# v rebuild()
ghost::BuildOrderDomain

    order

+ BuildOrderDomain()
+ add()
+ clear()
+ moveTo()
+ addAction()
v restart()
```