```
ghost::Domain< Building >
# size
# domains
# initialDomain
# random
+ Domain()
+ Domain()
+ restart()
+ wipe()
+ rebuild()
+ randomValue()
+ valuesOf()
+ resetDomain()
+ resetAllDomains()
+ getSize()
+ add()
+ clear()
# v restart()
# v wipe()
# v rebuild()
   ghost::WallinDomain
 - mCol
 - nRow
  matrixType_

    matrixId

    startingTile

    targetTile

    failures

 + WallinDomain()
 + WallinDomain()
 + shift()
 + quickShift()
 + swap()
 + add()
 + clear()
 + getBuildingsAround()
 + getBuildingsAbove()
 + getBuildingsOnRight()
 and 23 more...

    add()

    clear()

 v restart()

    v_wipe()

 v rebuild()
```