```
pyecom.scenes.base _scene.BaseScene + name + components + __init__() + initialize() + evaluate() + run()
```

```
pyecom.scenes.scene
hm community.HMCommunityScene
         current best fitness
   +
         current best idx
         current best
         objective function val
         objective function
         _val_history
         n iter
         component_size_split
         lower bounds
         upper bounds
         algo
           init ()
         decode()
         initialize()
         repair()
         repair member()
         evaluate()
         evaluate member()
         run()
```

encode()