```
logger::Logger

# is_a_stopper

+ logStep()
+ reachedStopCriteria()
+ getLoggedData()
+ clearLoggerData()
+ initializeLoggerPrinter()
+ printLoggerStatus()
+ getIfLoggerIsStopper()
+ ~Logger()
```

logger::LoggerIteration

max_iterationsiterations

+ LoggerIteration()+ logStep()

+ reachedStopCriteria()+ getLoggedData()+ clearLoggerData()+ initializeLoggerPrinter()+ printLoggerStatus()