Mapper
− genotype:Genotype − phenotype:Phenotype
+ Mapper() + Mapper(const Genotype &) + Mapper(const Phenotype &) + Mapper(const Mapper &) + ~Mapper(): virtual + getGenotype(): const Genotype * + setGenotype(const Genotype &): void + setGenotype(const GA1DArrayGenome<T> &): void + setGenotype(const GAListGenome<T> &): void + getPhenotype(): const Phenotype * + setPhenotype(const Phenotype &): void + setGenotypeMaxCodonValue(const CodonType): void − genotype2Phenotype(): virtual bool = 0 − phenotype2Genotype(): virtual bool = 0