GEGrammarSI - grow:float = 0.0– maxDepth:unsigned int = 1 - tailRatio:float = 0.0 - tailSize:unsigned int = 0 + GEGrammarSI() + GEGrammarSI(const GEGrammarSI &) + GEGrammarSI(const Genotype &) + GEGrammarSI(const Phenotype &) + ~GEGrammarSI(): virtual + getGrow(): float + setGrow(const float): void + getFull(): float + setFull(const float): void + getMaxDepth(): unsigned int + setMaxDepth(const unsigned int): void + getTailRatio(): float + setTailRatio(const float): void + getTailSize(): unsigned int + setTailSize(const unsigned int): void + init(const unsigned int): bool - growTree(DerivationTree &, const bool &, const unsigned int &): bool