

## Genotype

- `_libGE_Genotype_valid:bool = false`
- `_libGE_Genotype_fitness:FitnessType = MIN_GENOTYPE_FITNESS`
- `_libGE_Genotype_maxCodonValue: CodonType = INT_MAX`
- `_libGE_Genotype_effectiveSize: unsigned int = 0`
- `_libGE_Genotype_wraps: unsigned int = 0`

- + `Genotype(const int *, const unsigned int, const bool, const FitnessType)`
- + `Genotype(const vector<CodonType>&, const bool, const FitnessType)`
- + `Genotype(const CodonType)`
- + `Genotype(const Genotype &)`
- + `~Genotype()`
- + `getValid(): bool`
- + `setValid(const bool): void`
- + `getFitness(): FitnessType`
- + `setFitness(const FitnessType): void`
- + `getMaxCodonValue(): CodonType`
- + `setMaxCodonValue(const CodonType): void`
- + `getEffectiveSize(): unsigned int`
- + `setEffectiveSize(const unsigned int): void`
- + `getWraps(): unsigned int`
- + `setWraps(const unsigned int): void`
- + `operator<<(ostream &, const Genotype&): ostream &`