Phenotype
− _libGE_Phenotype_valid:bool = false − _libGE_Phenotype_fitness:FitnessType = MIN_PHENOTYPE_FITNESS
+ Phenotype(const bool, const FitnessType) + Phenotype(const Phenotype &) + ~Phenotype() + getValid(): bool + setValid(const bool): void + getFitness(): FitnessType + setFitness(const FitnessType): void + getString(): string + operator<<(ostream &, const Phenotype &): ostream &