REPORTE DE EJECUCIÓN
ALGORITMO GENÉTICO EN ESPACIO 2D Y 3D
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MÉTODOS UTILIZADOS:

> Aptitud 3D: RASTRIGIN
> Codificación: BINARIO_2D
> Selección: RULETA
> Cruza: UNIFORME
> Mutación: UN_BIT
> Generaciones: 100

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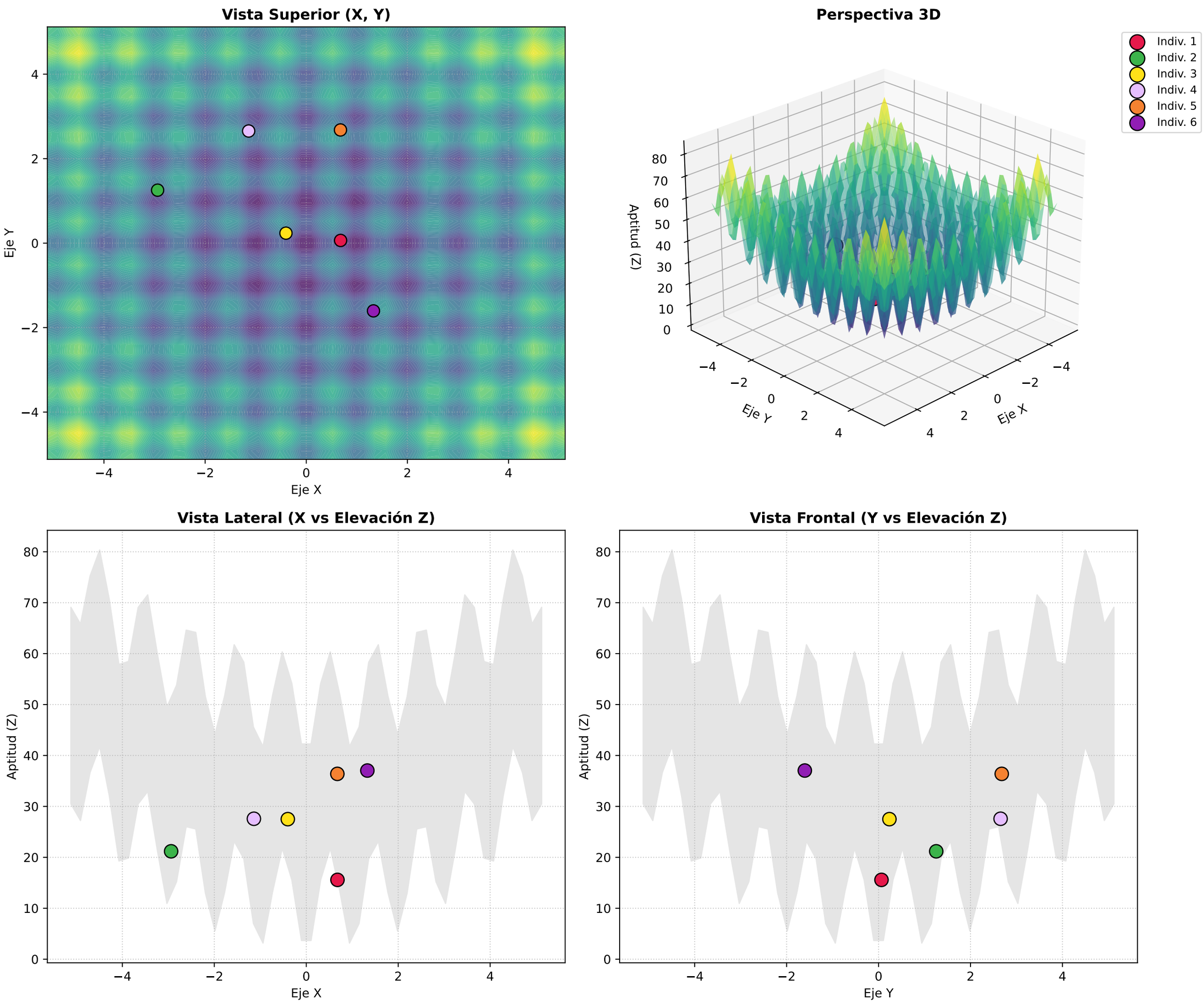
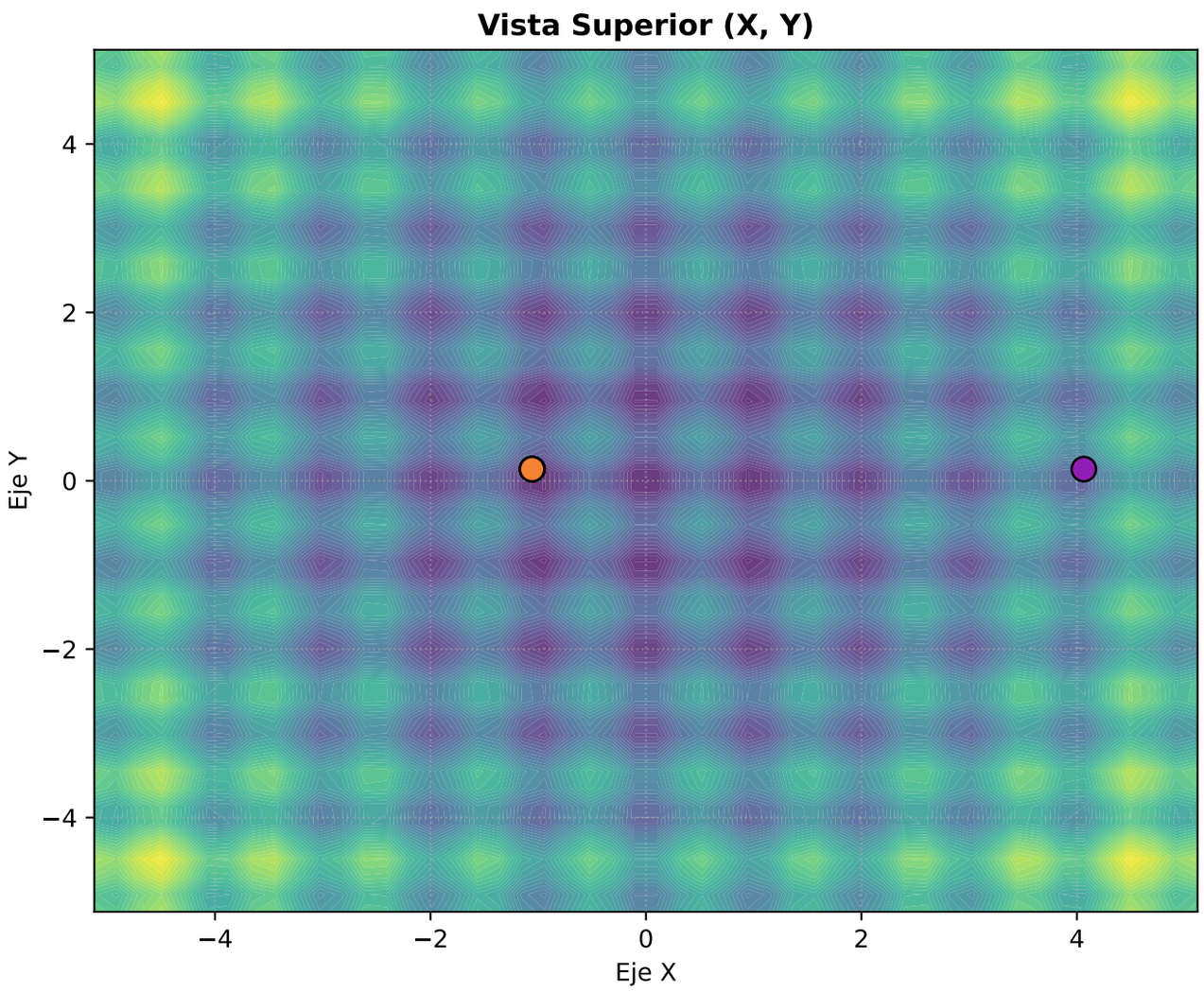
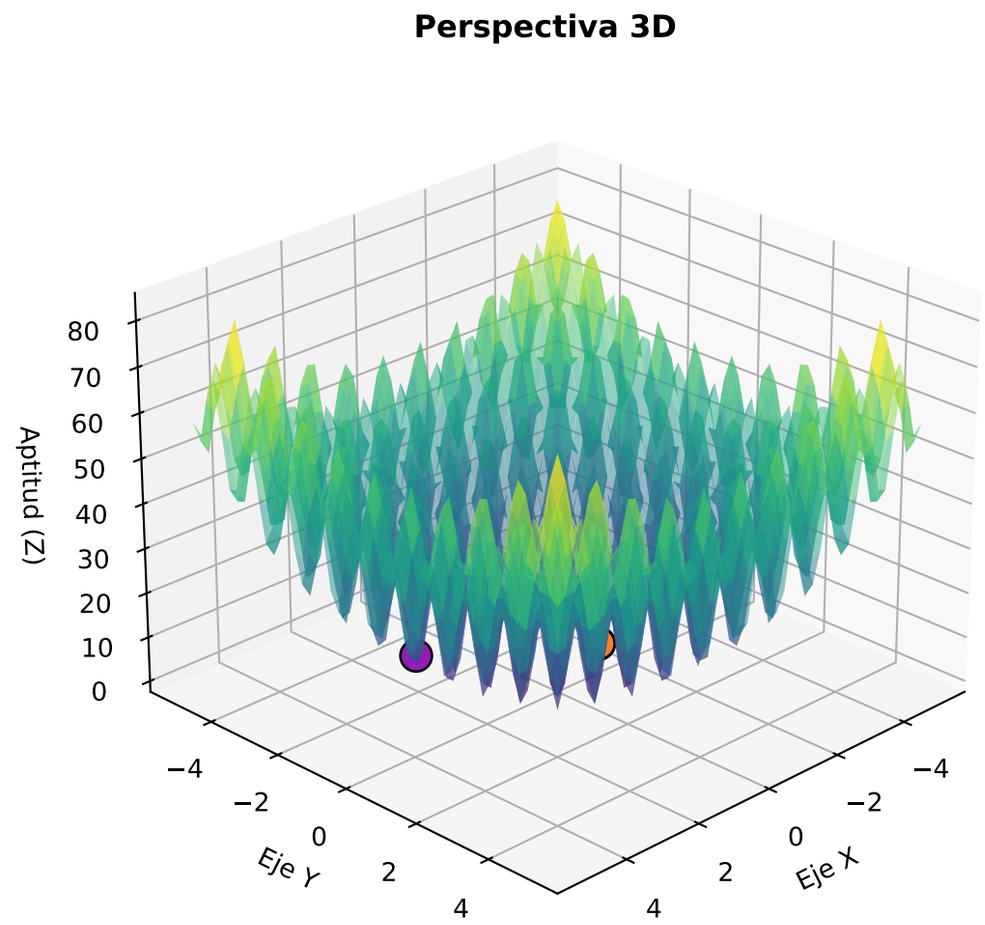
Centro de Investigaciones en Óptica

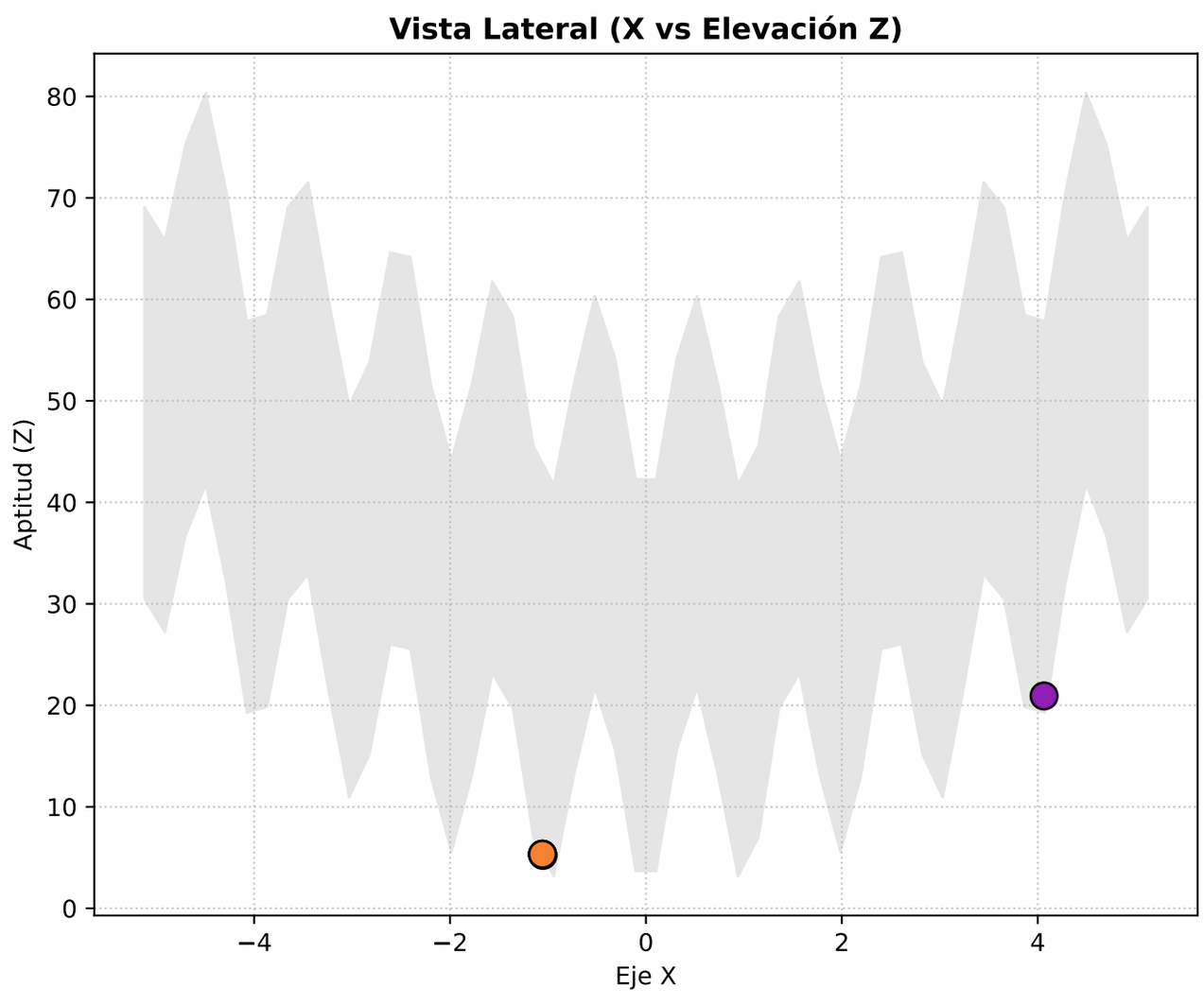
Generación 1: Posición Inicial de los 6 Mejores

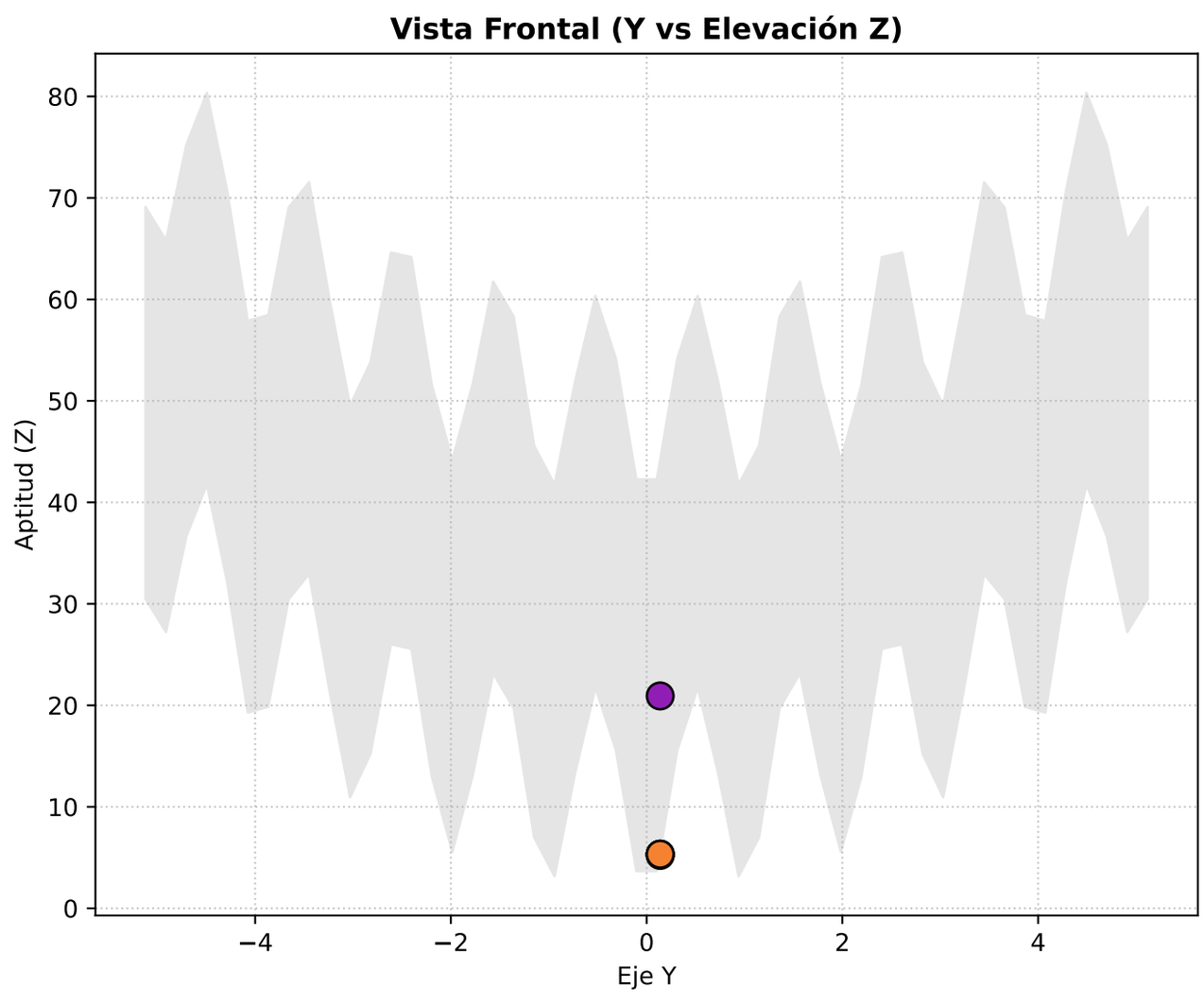


Progreso: Generación 10

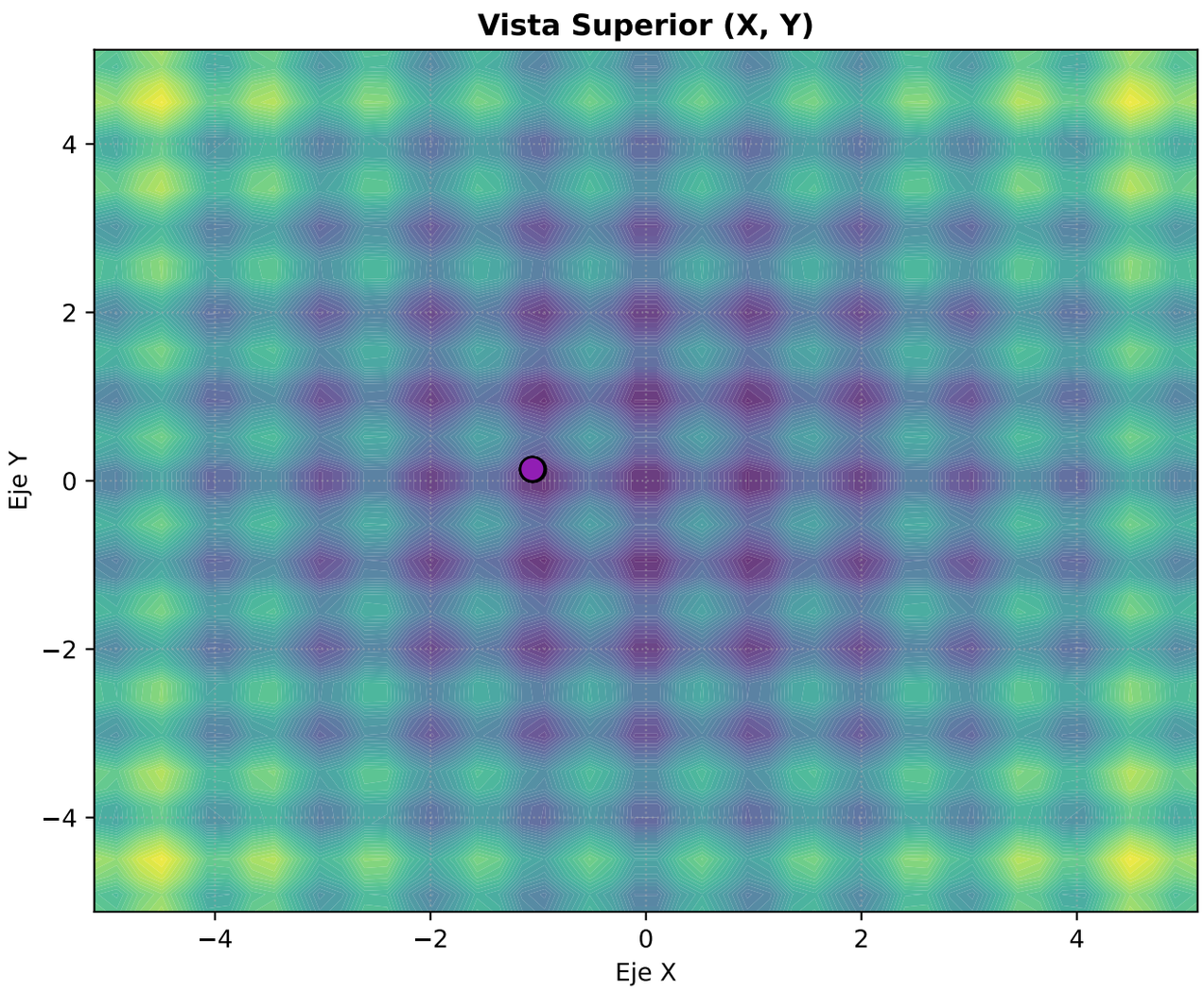


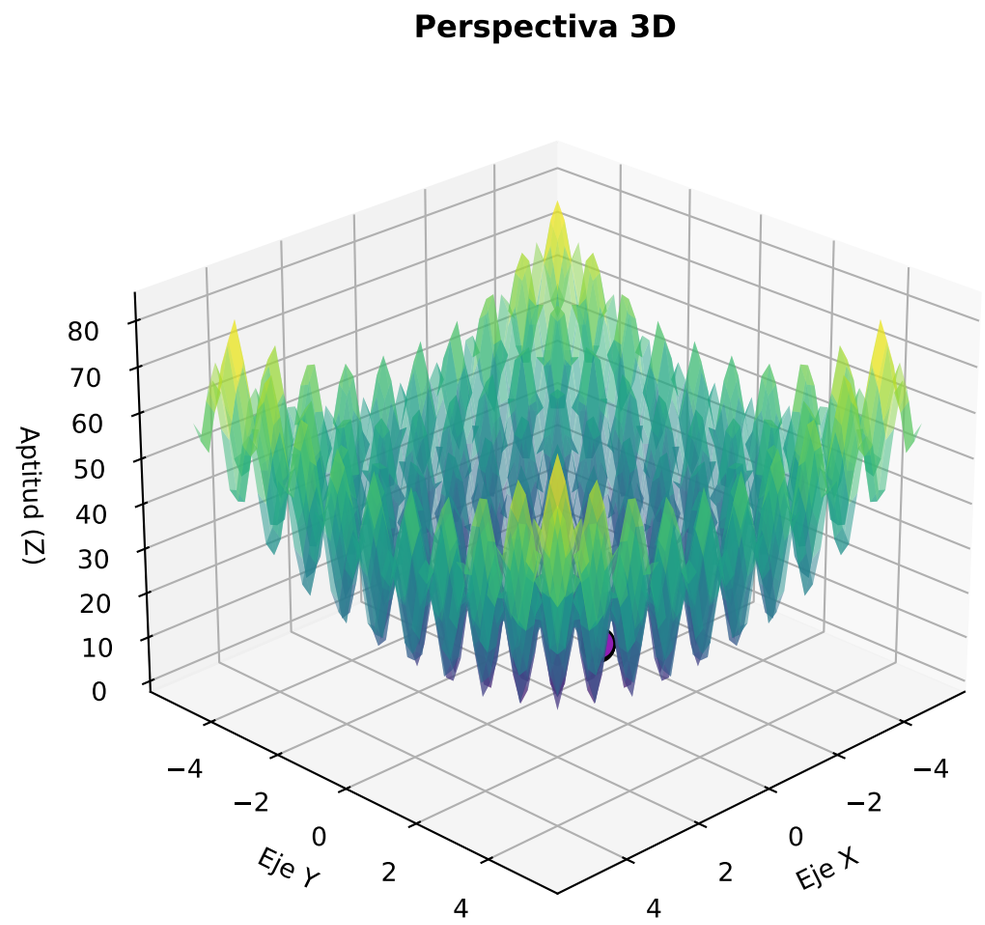


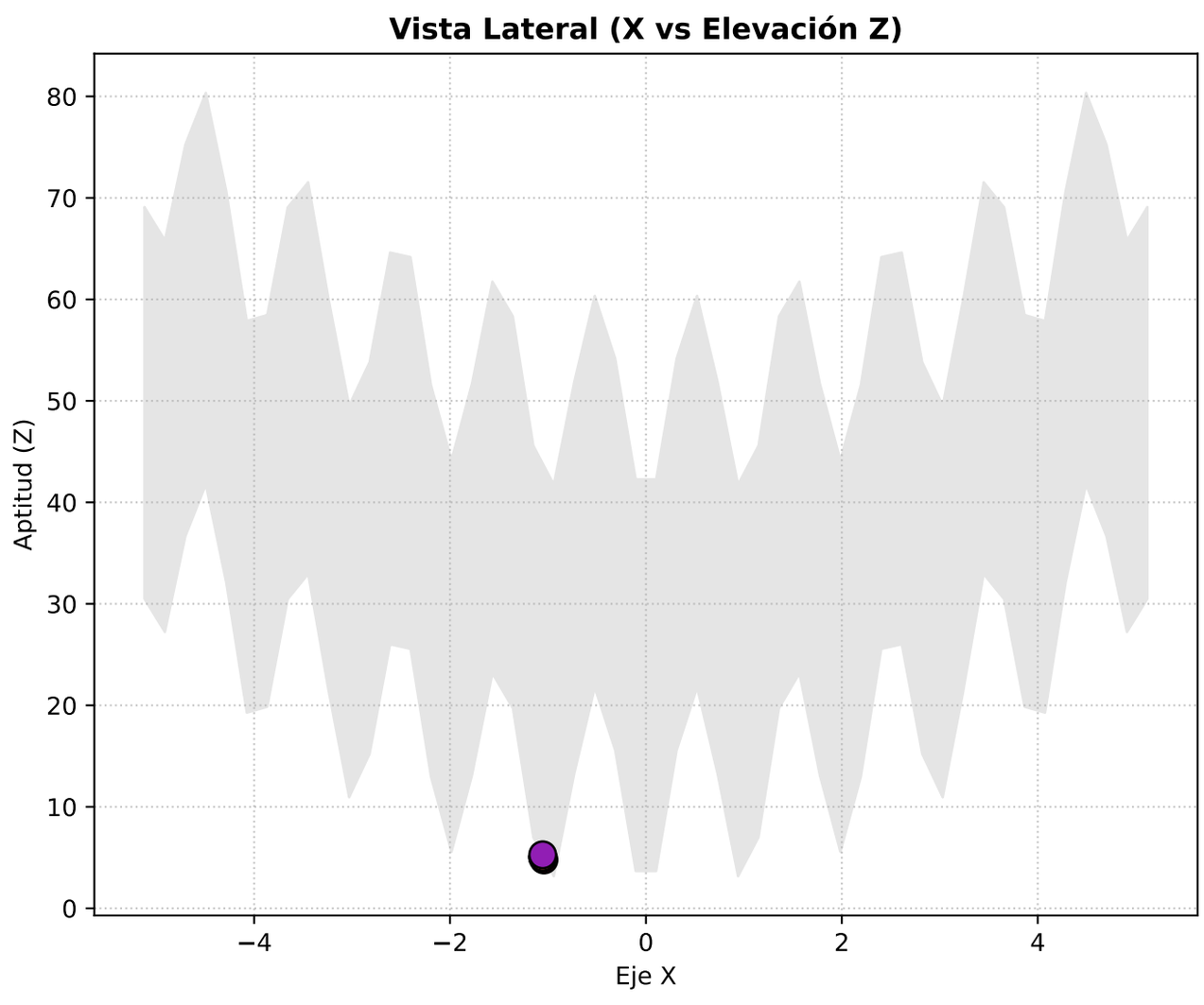


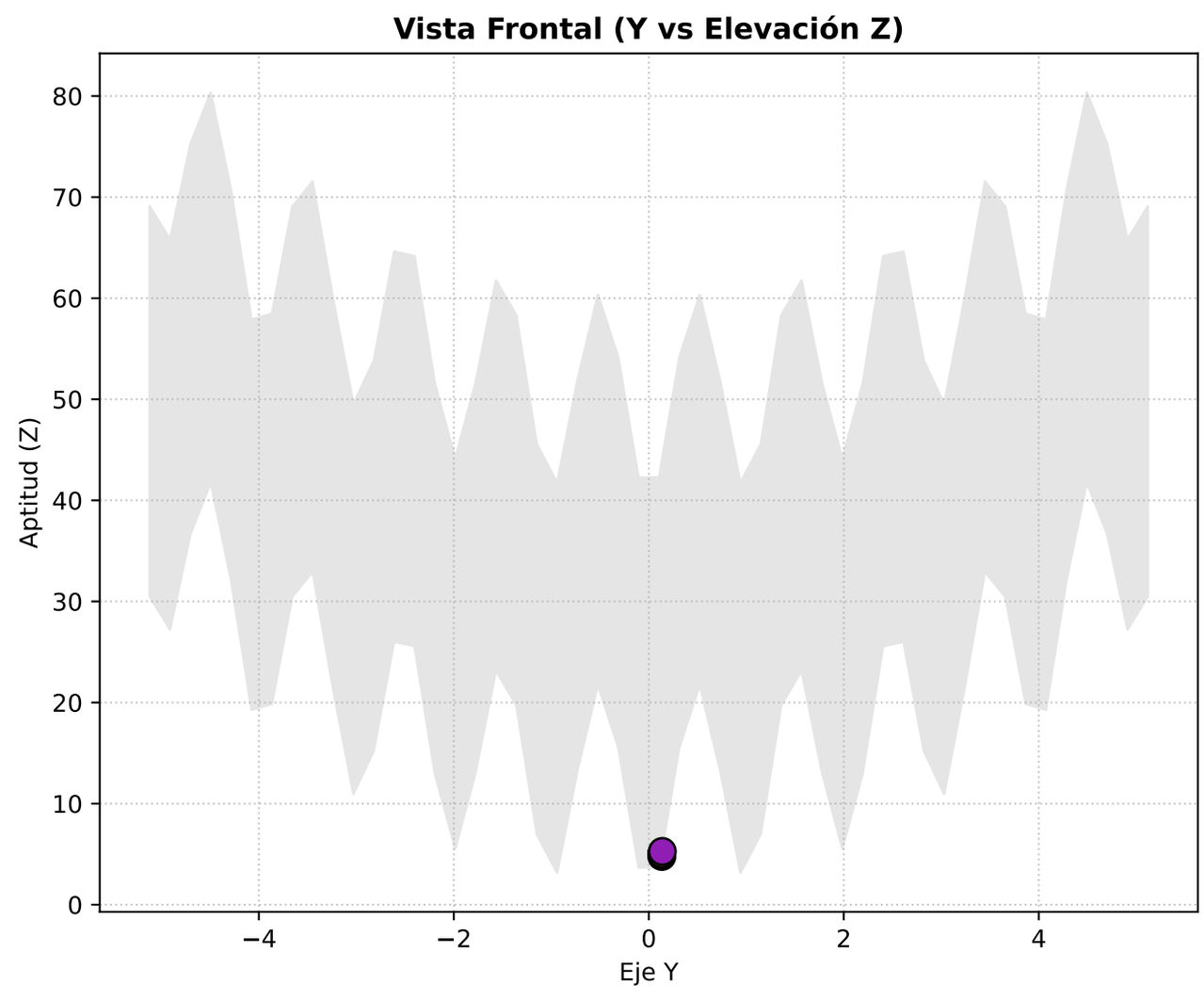


Progreso: Generación 20

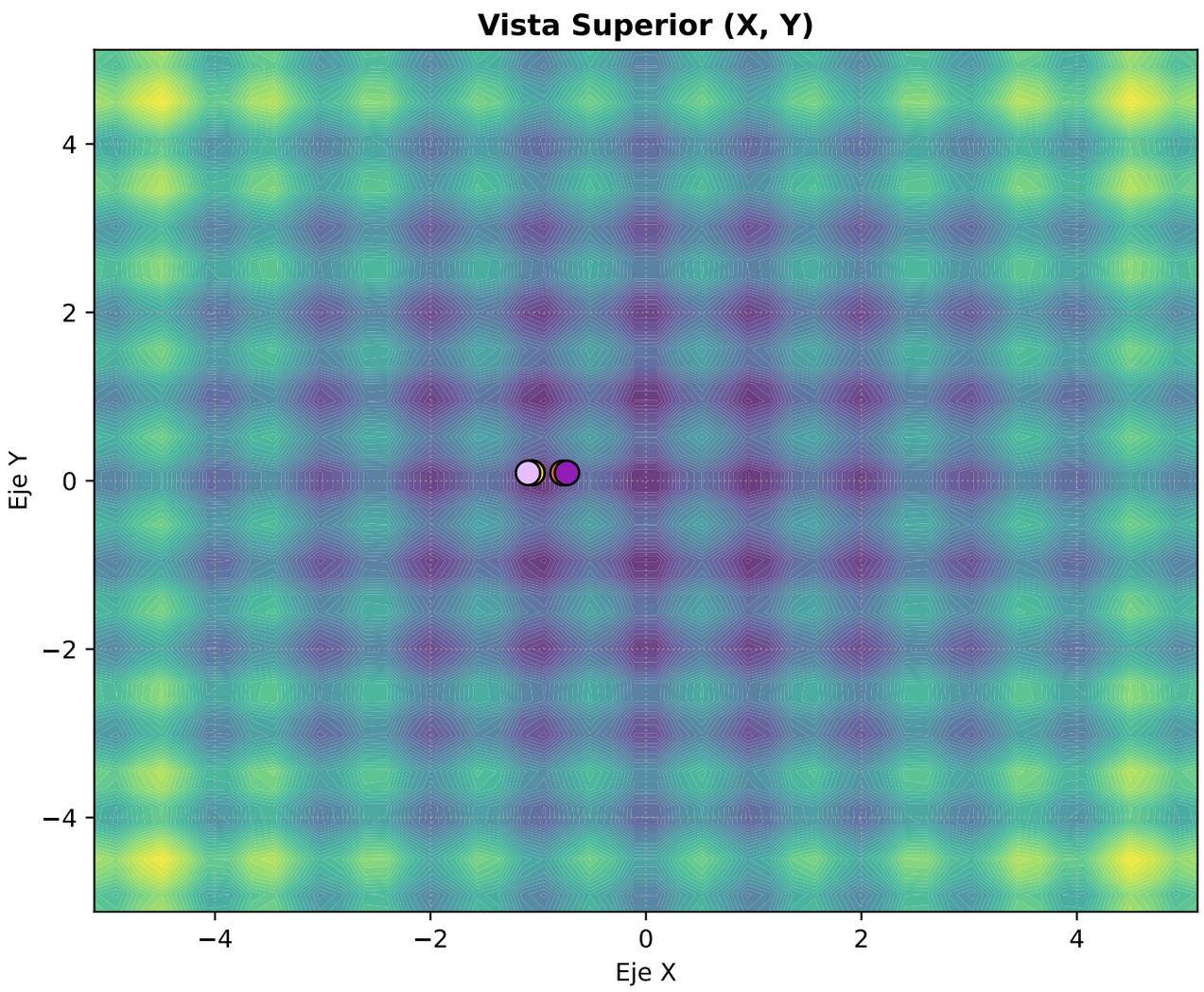


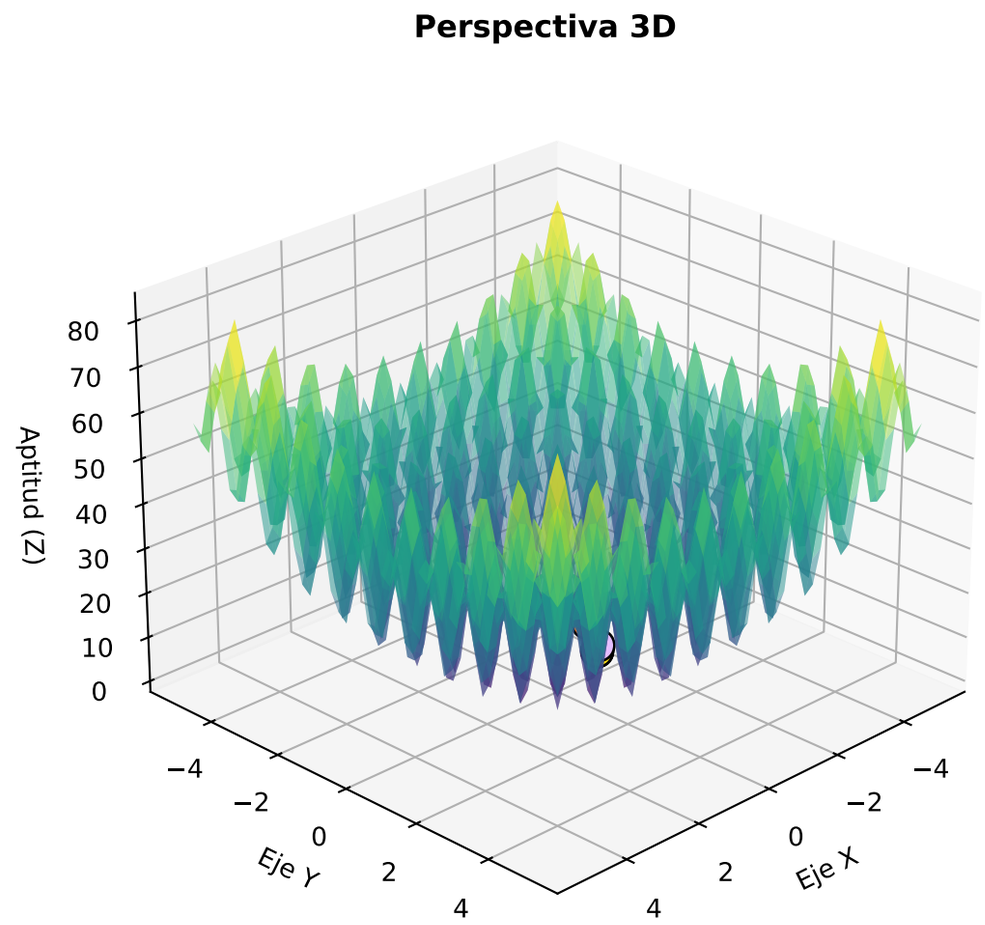


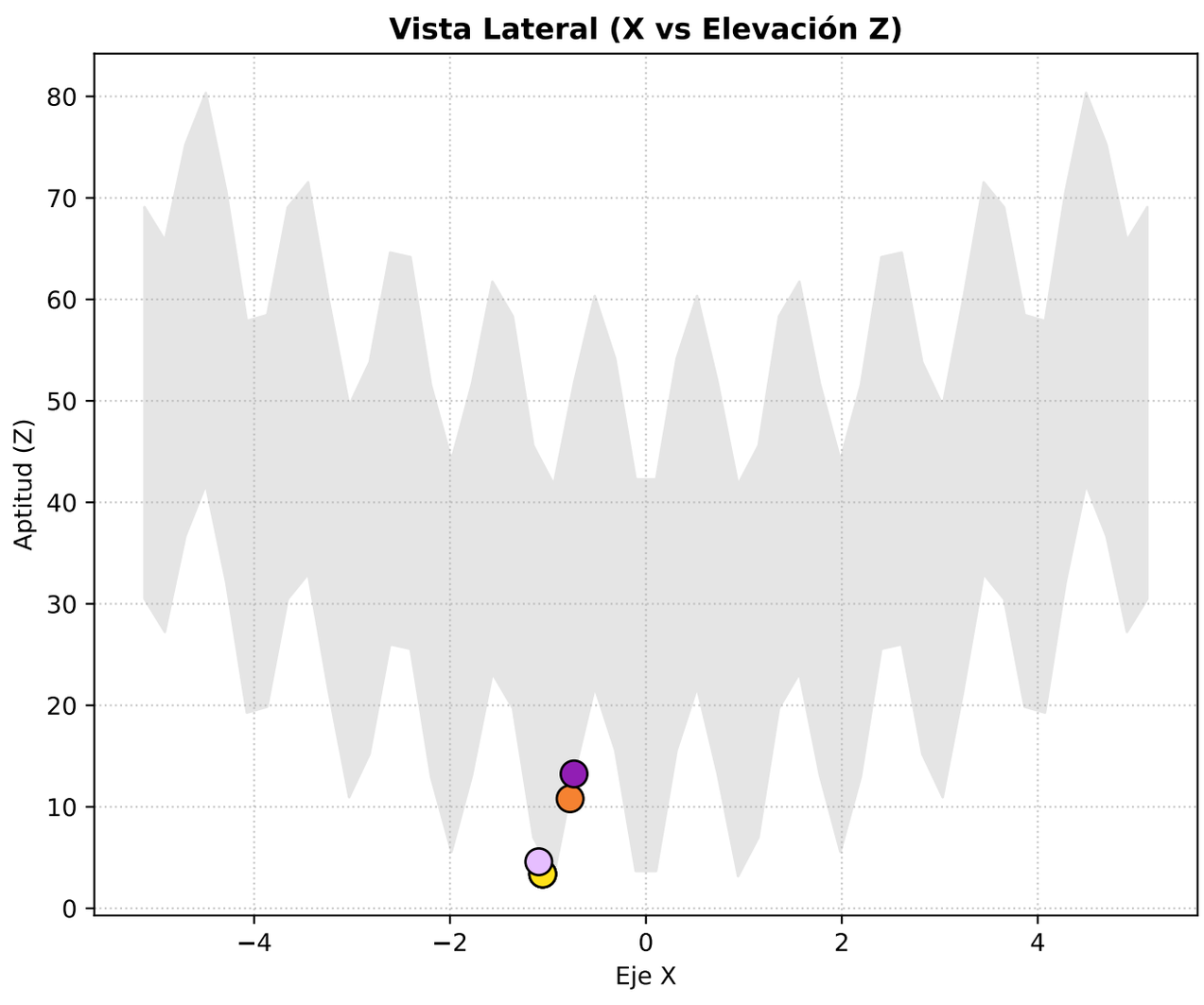


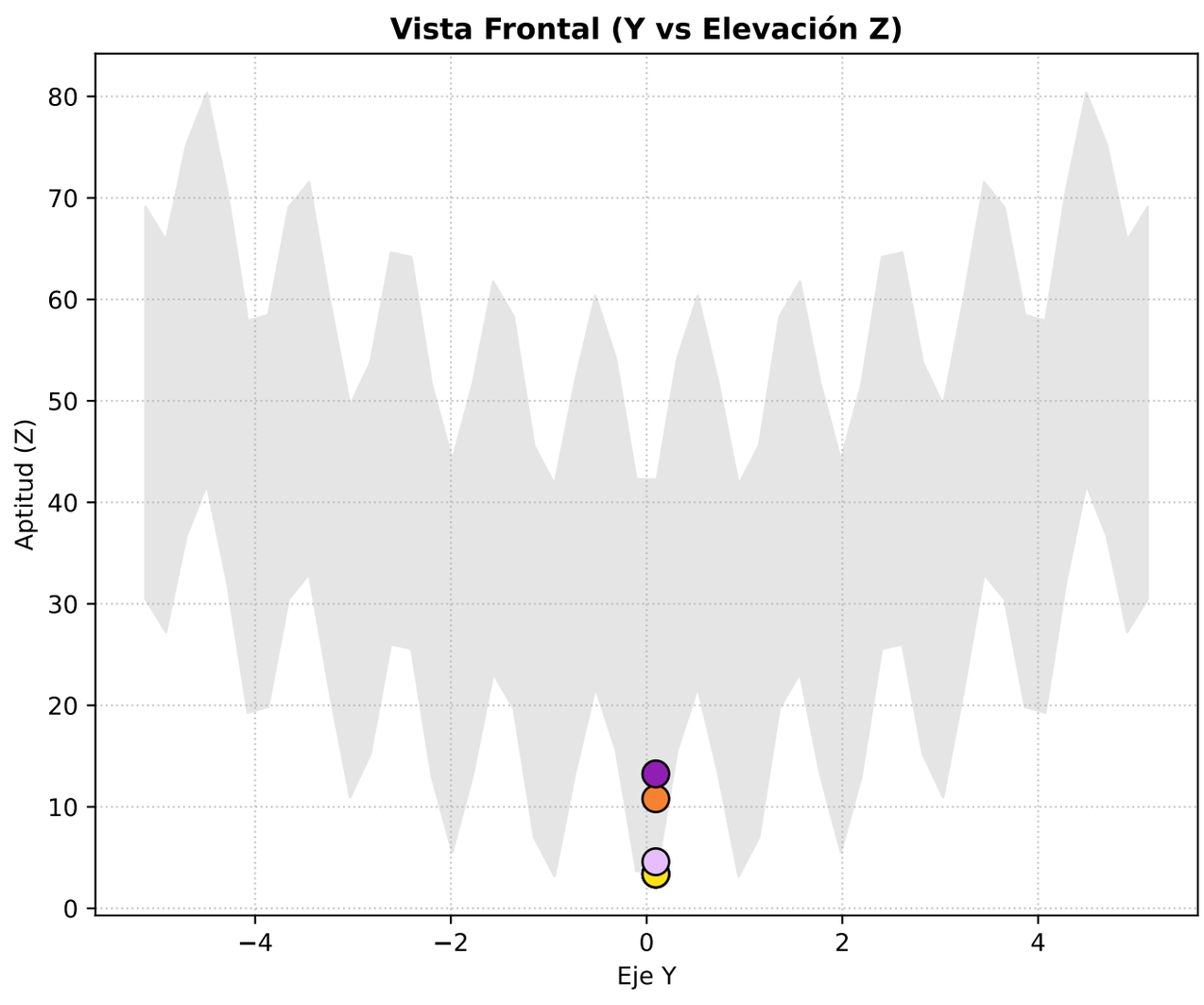


Progreso: Generación 30

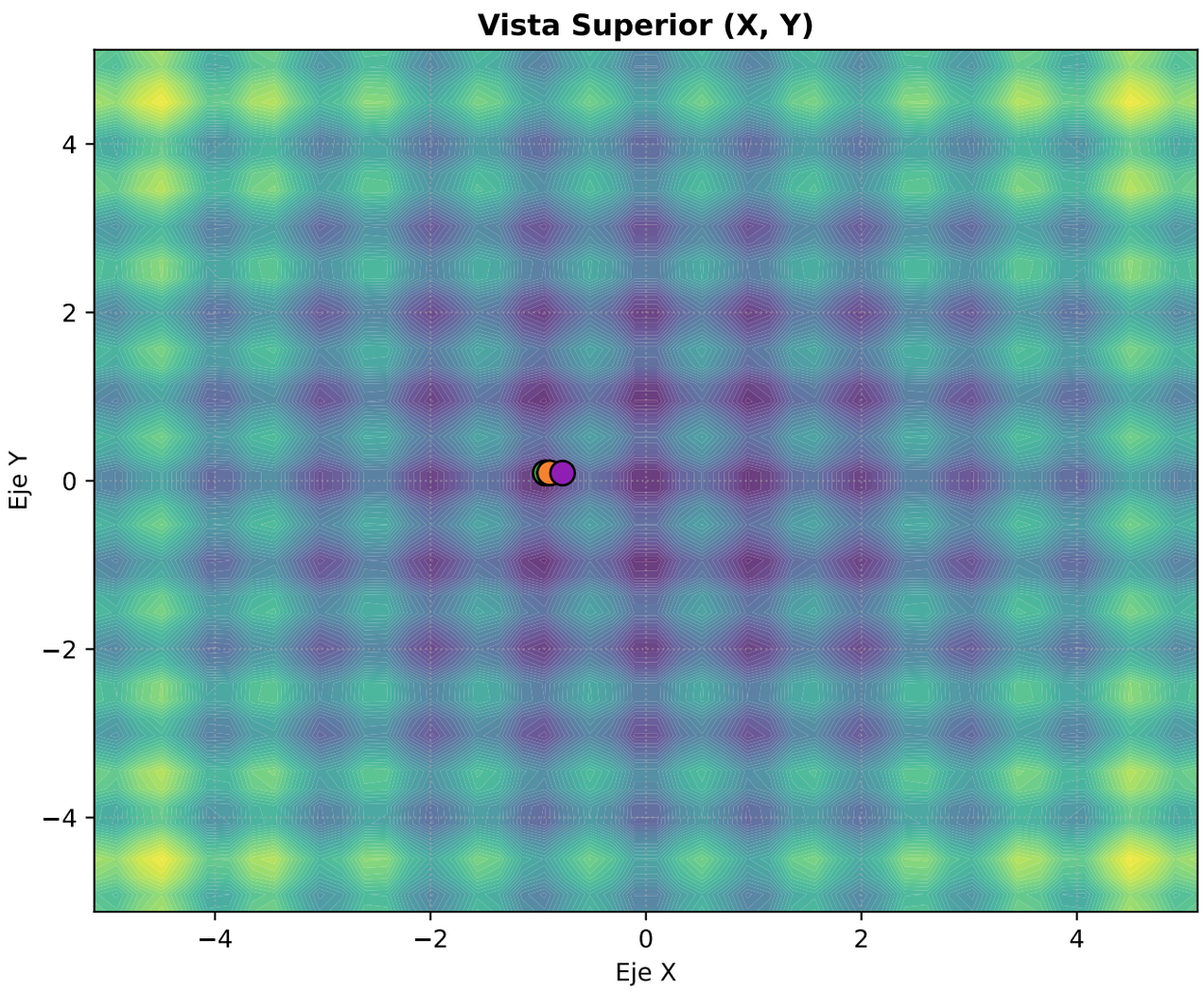


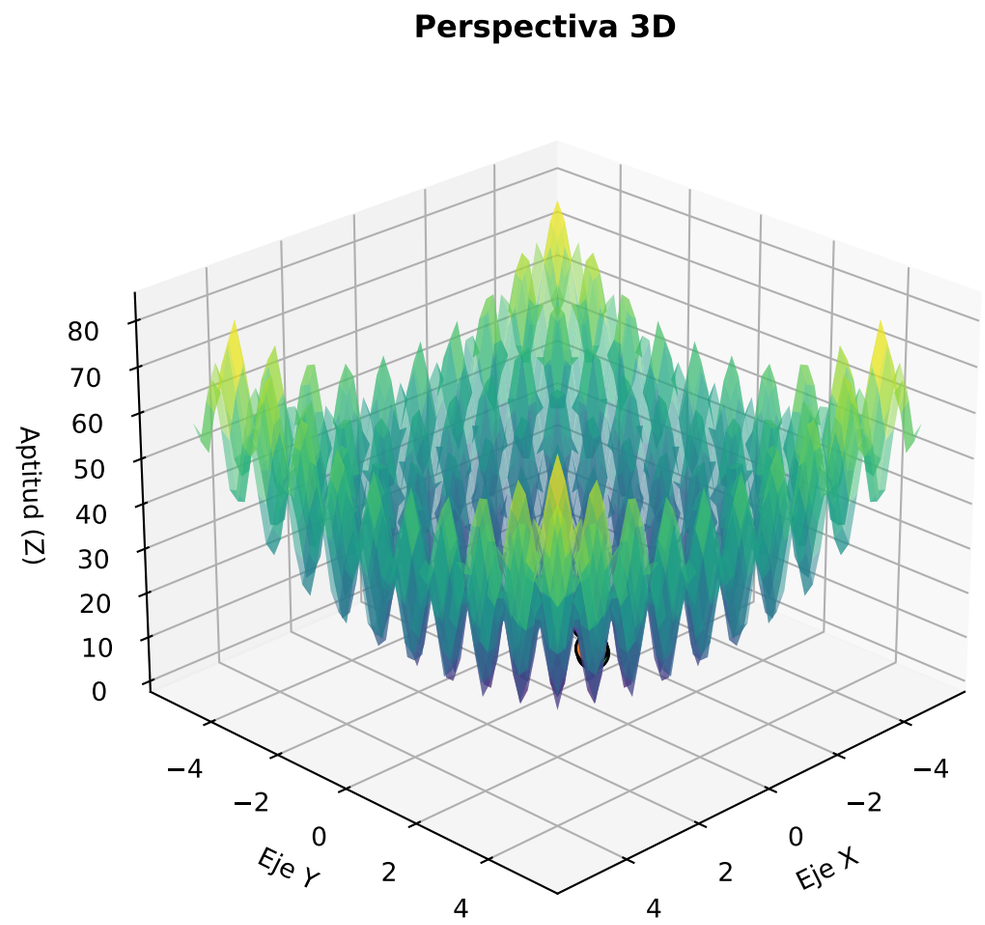


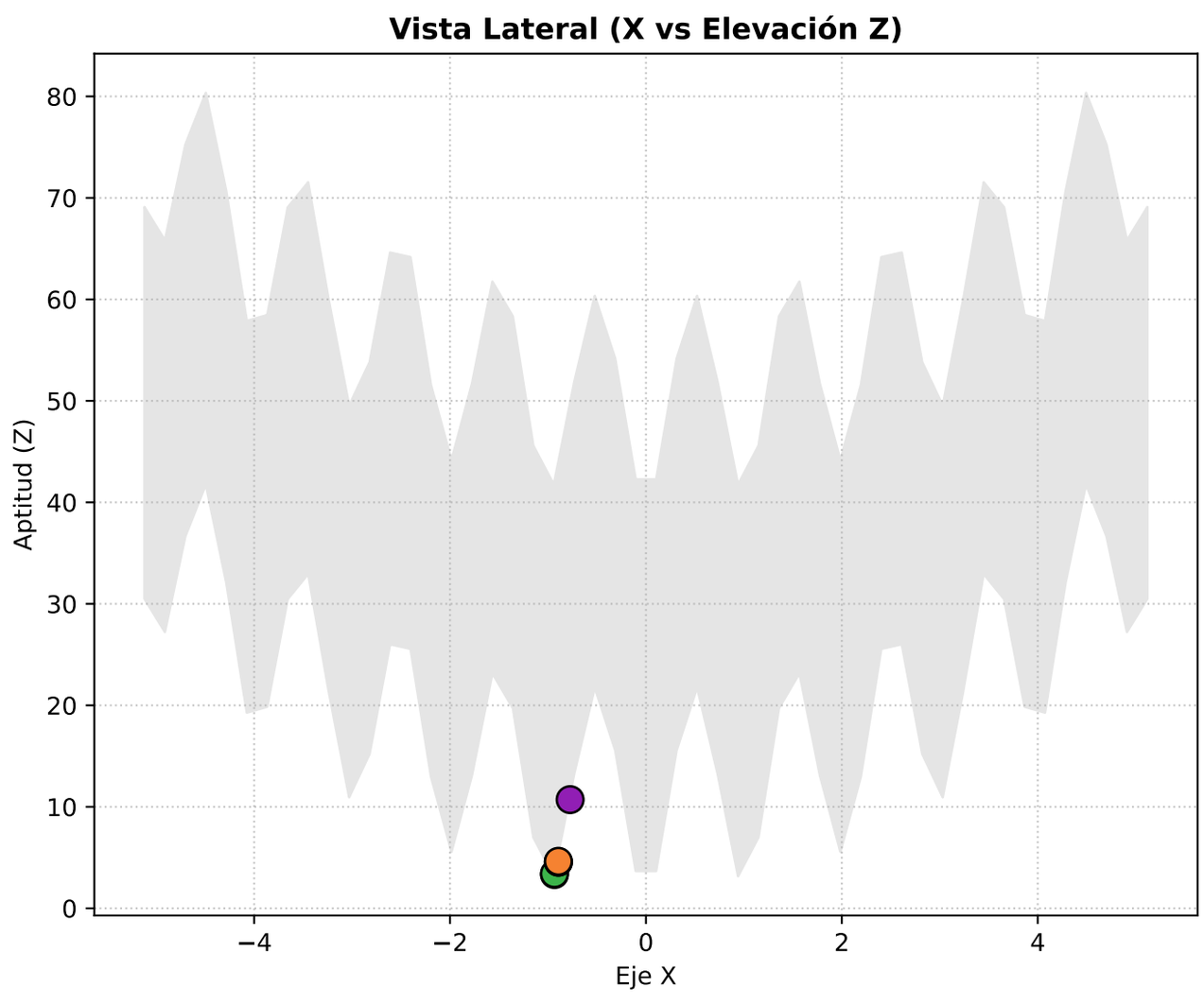


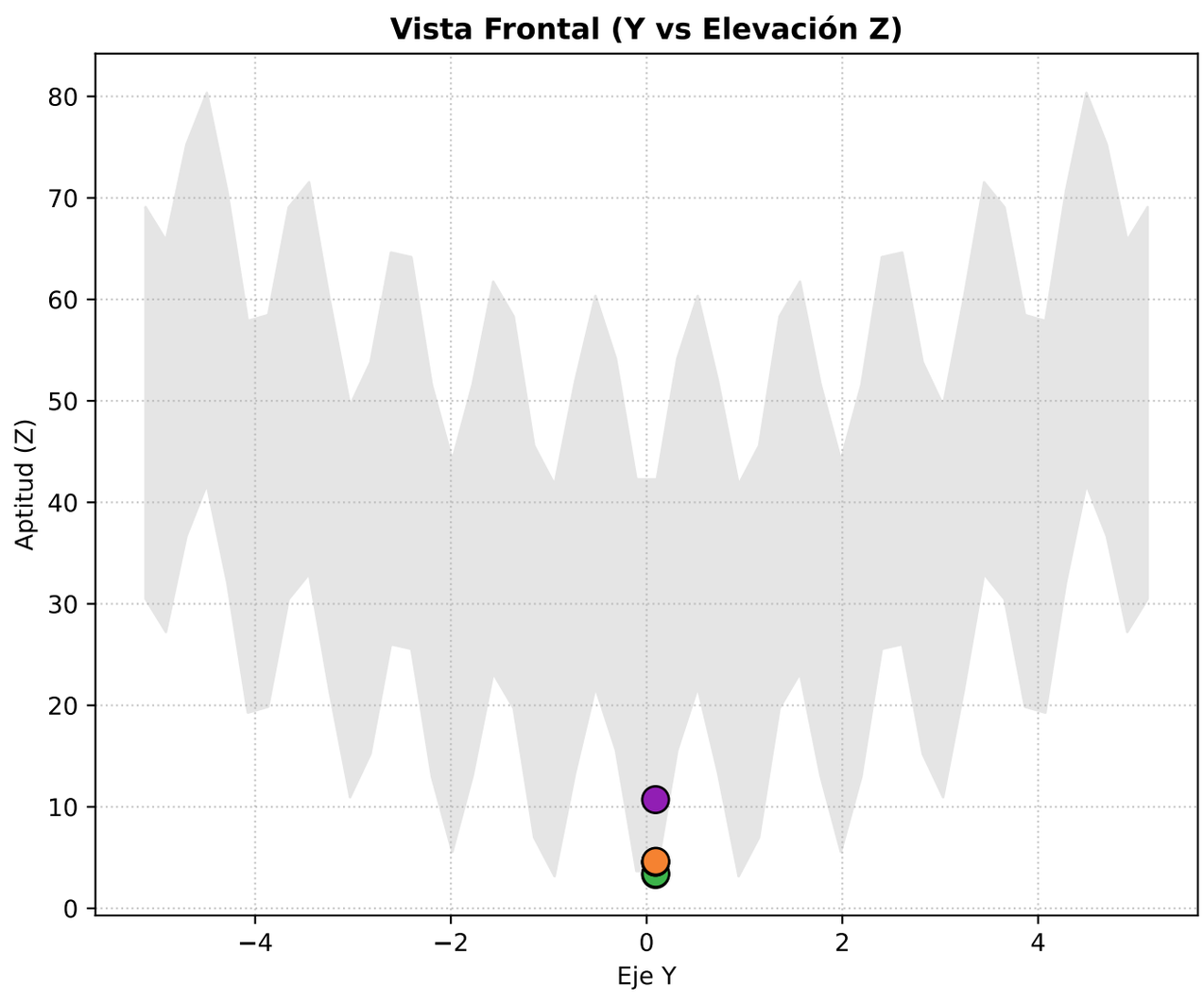


Progreso: Generación 40

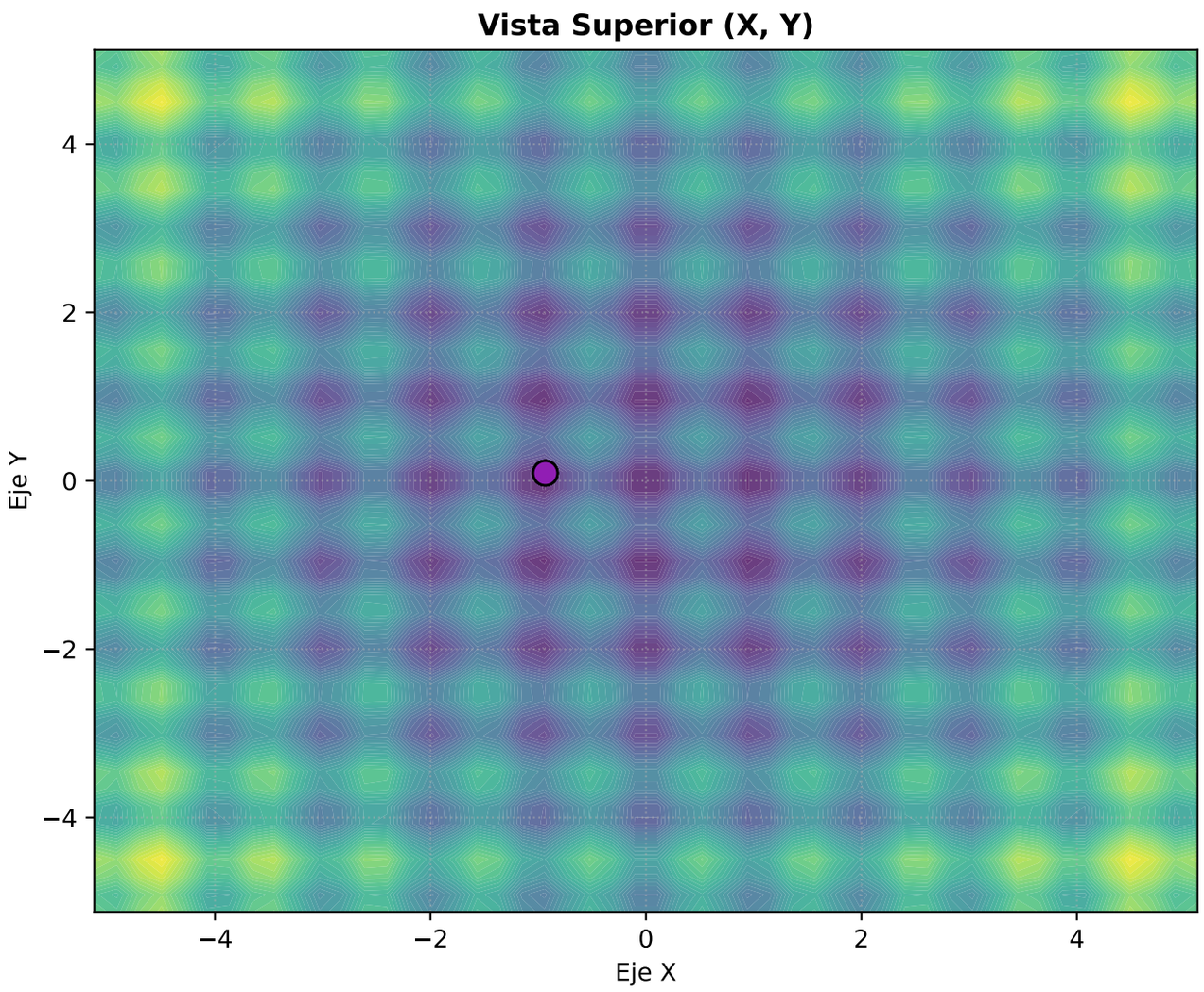


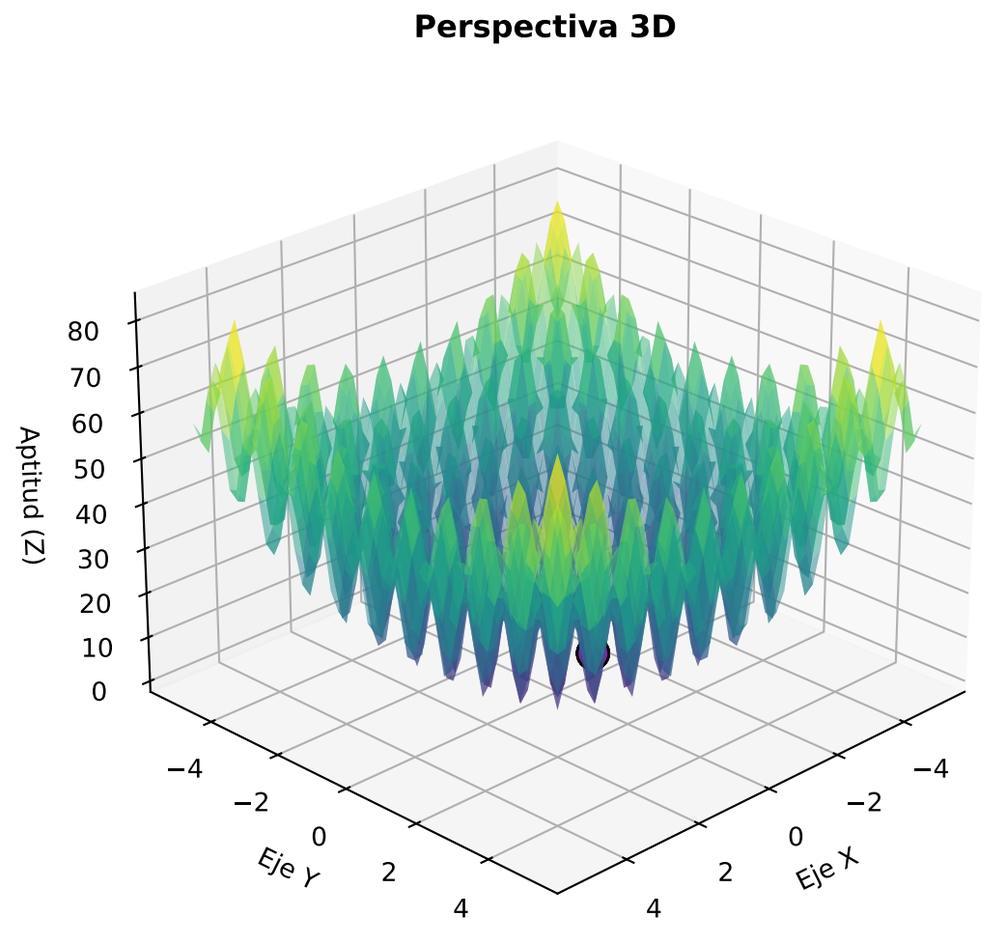


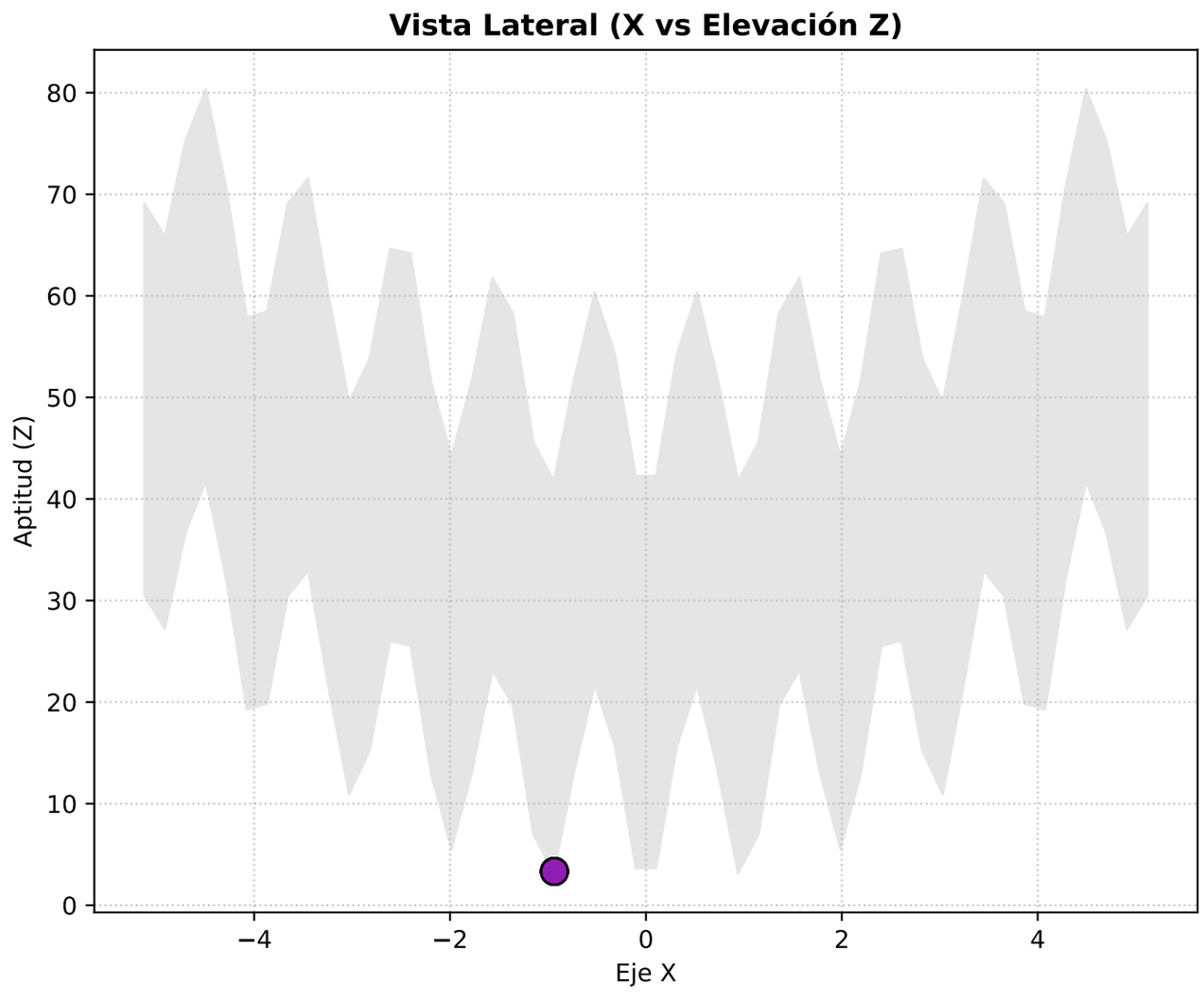


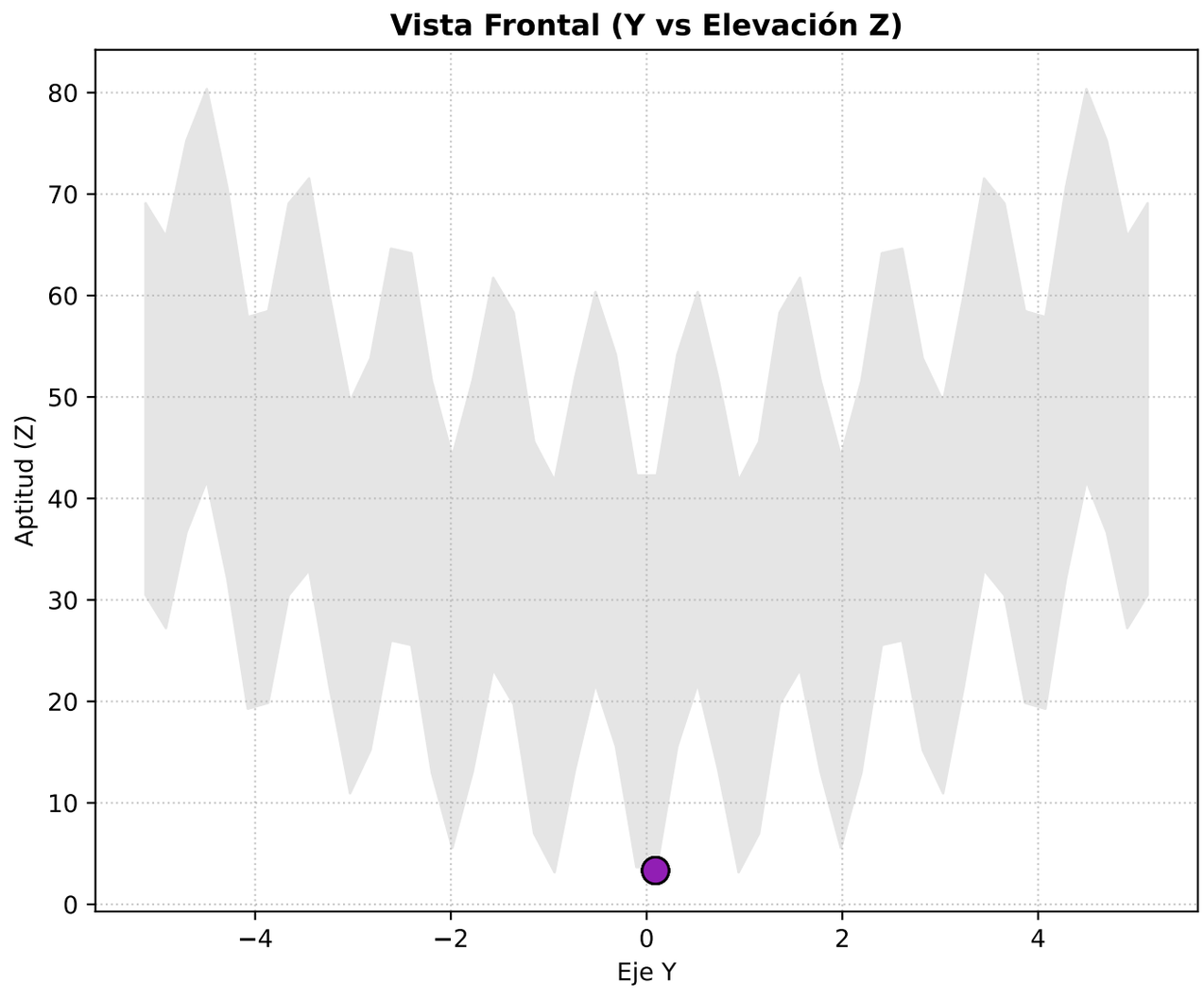


Progreso: Generación 50









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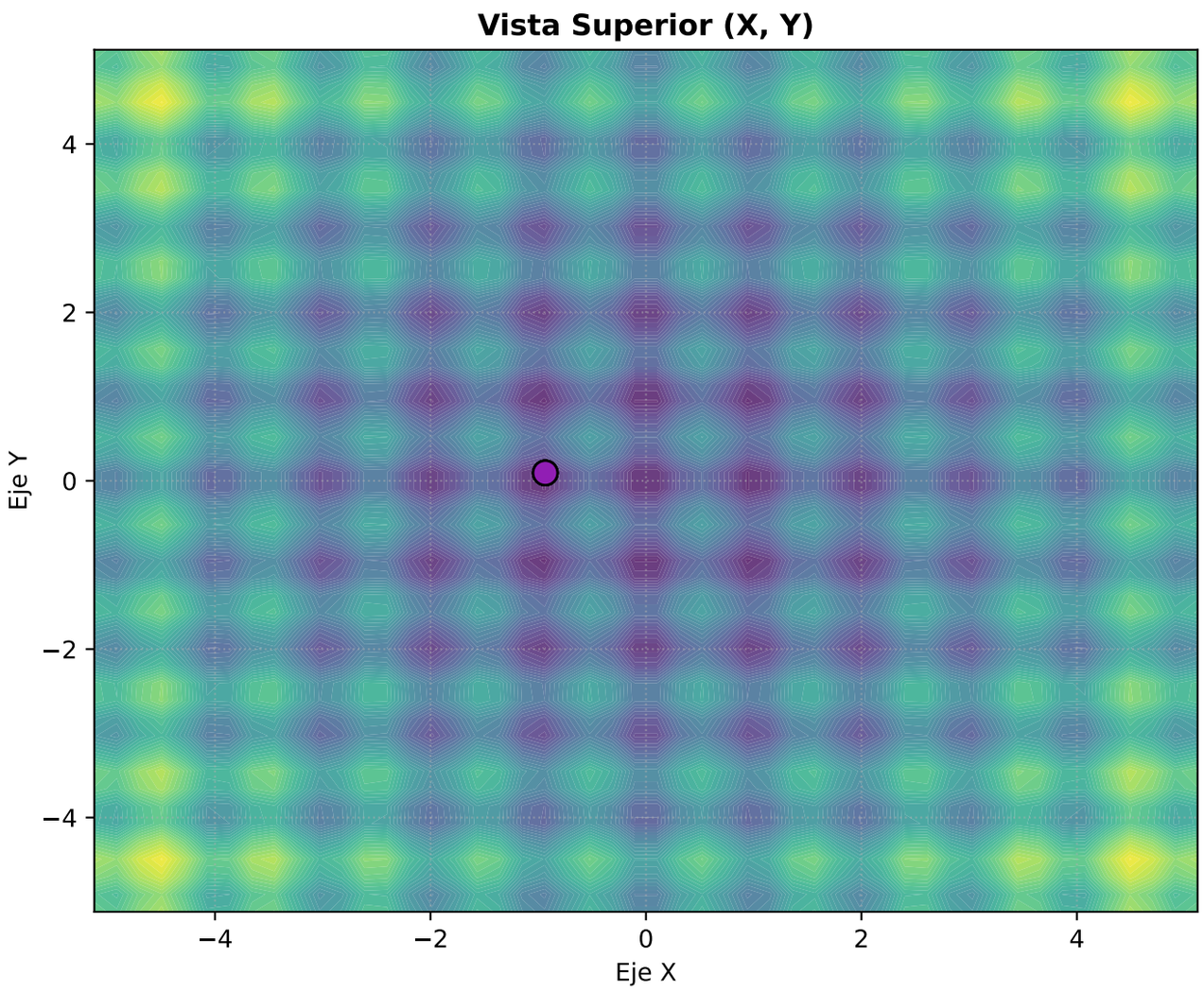
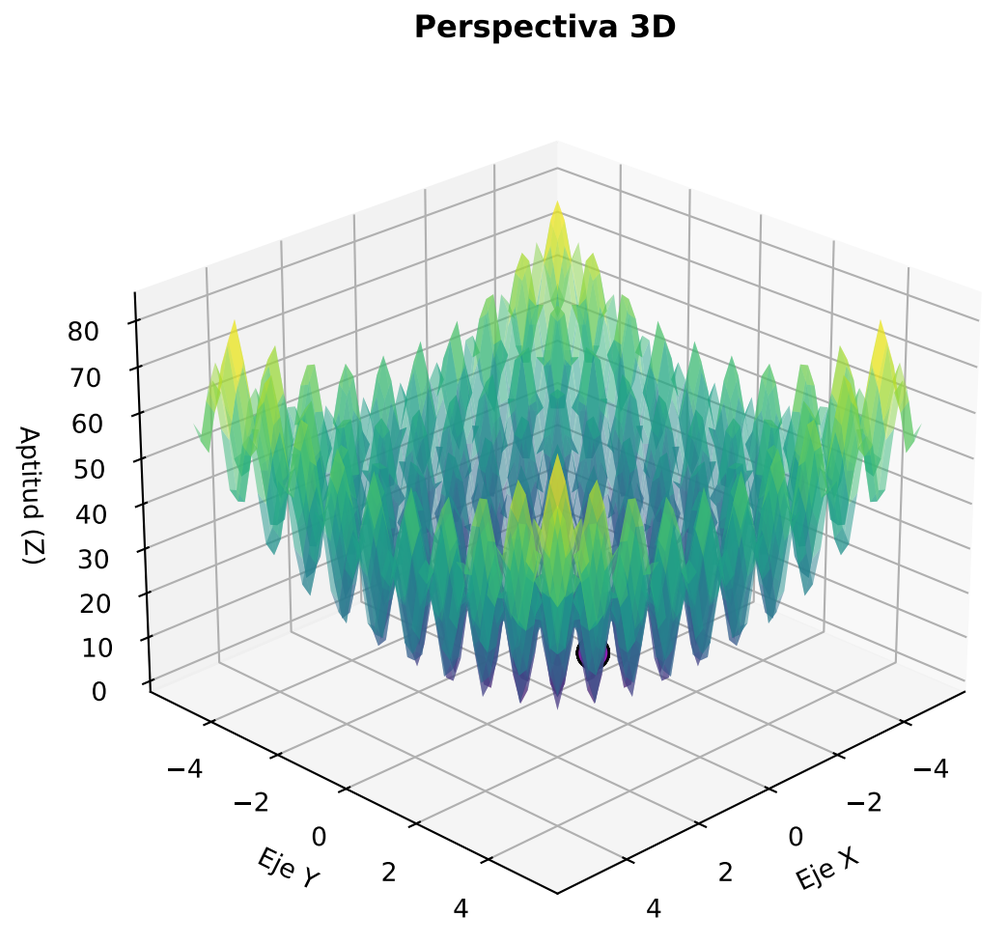
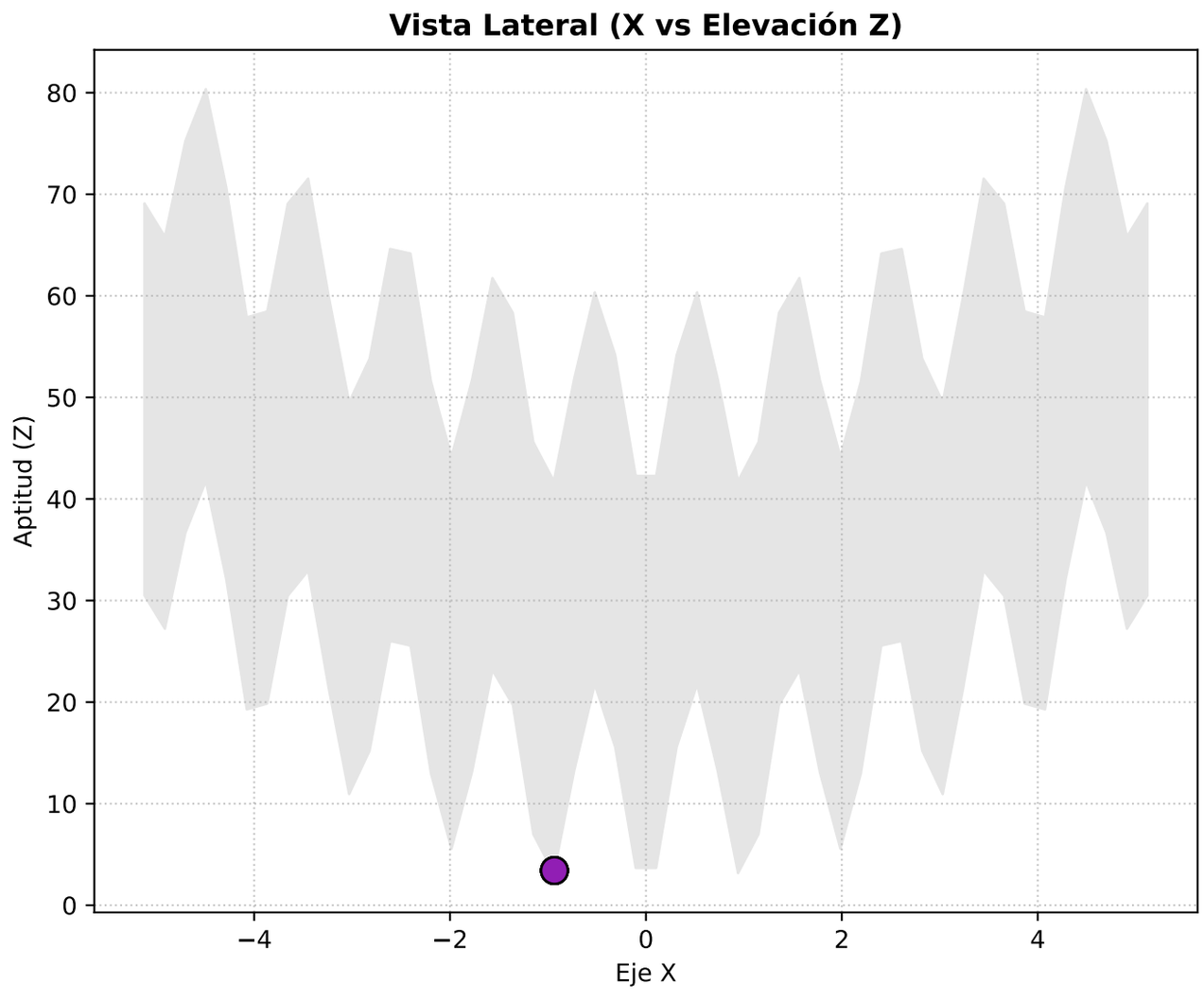
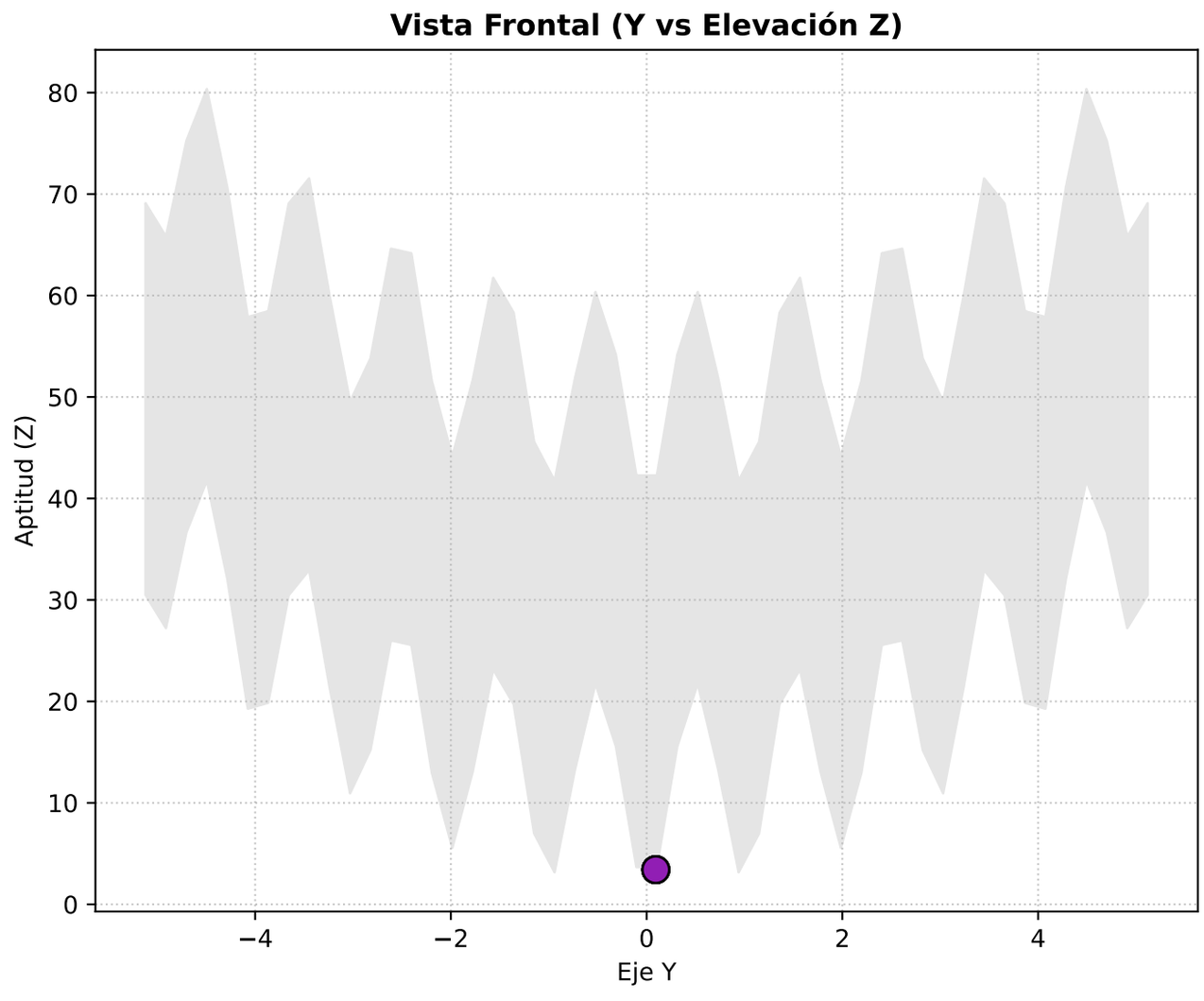
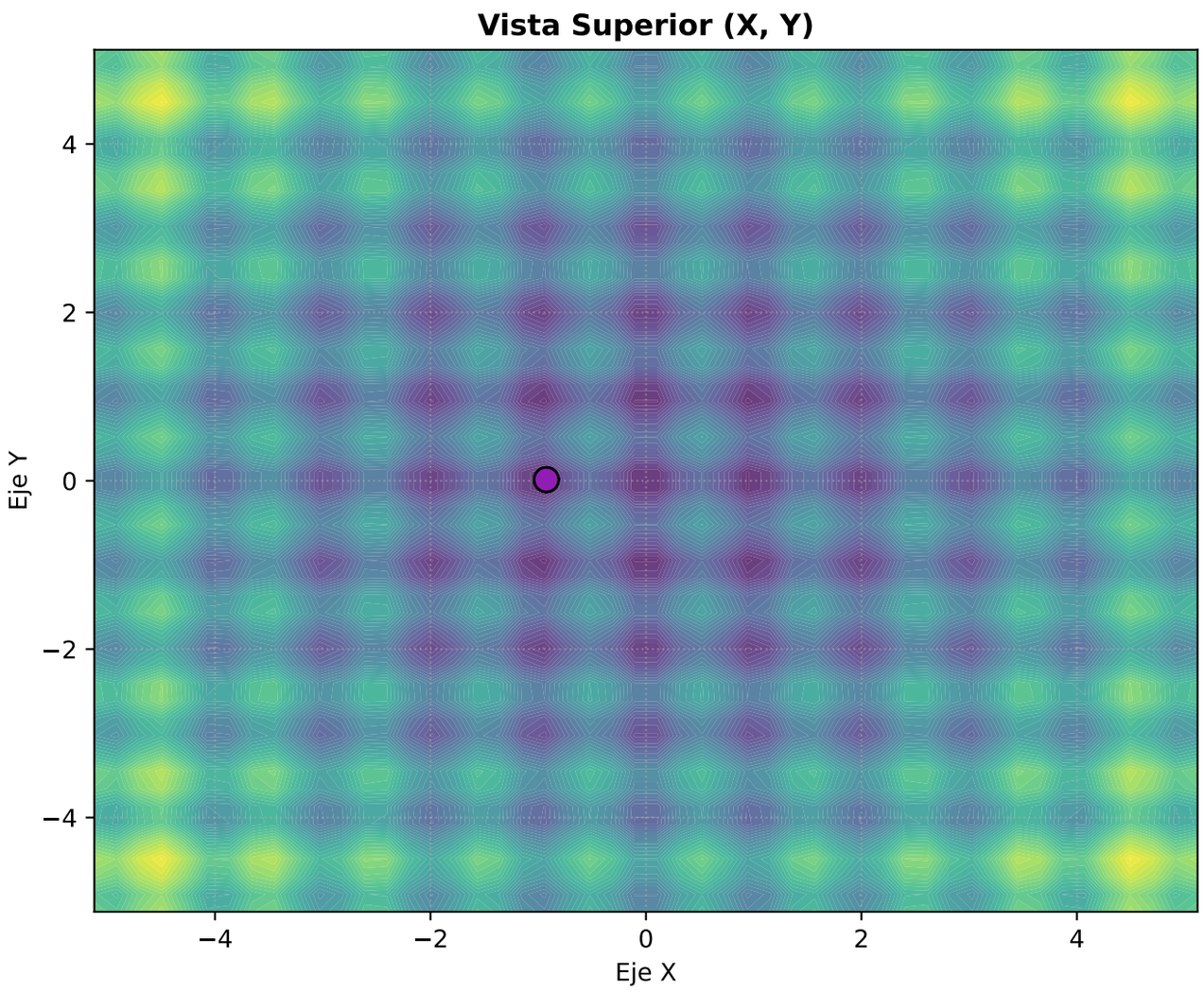


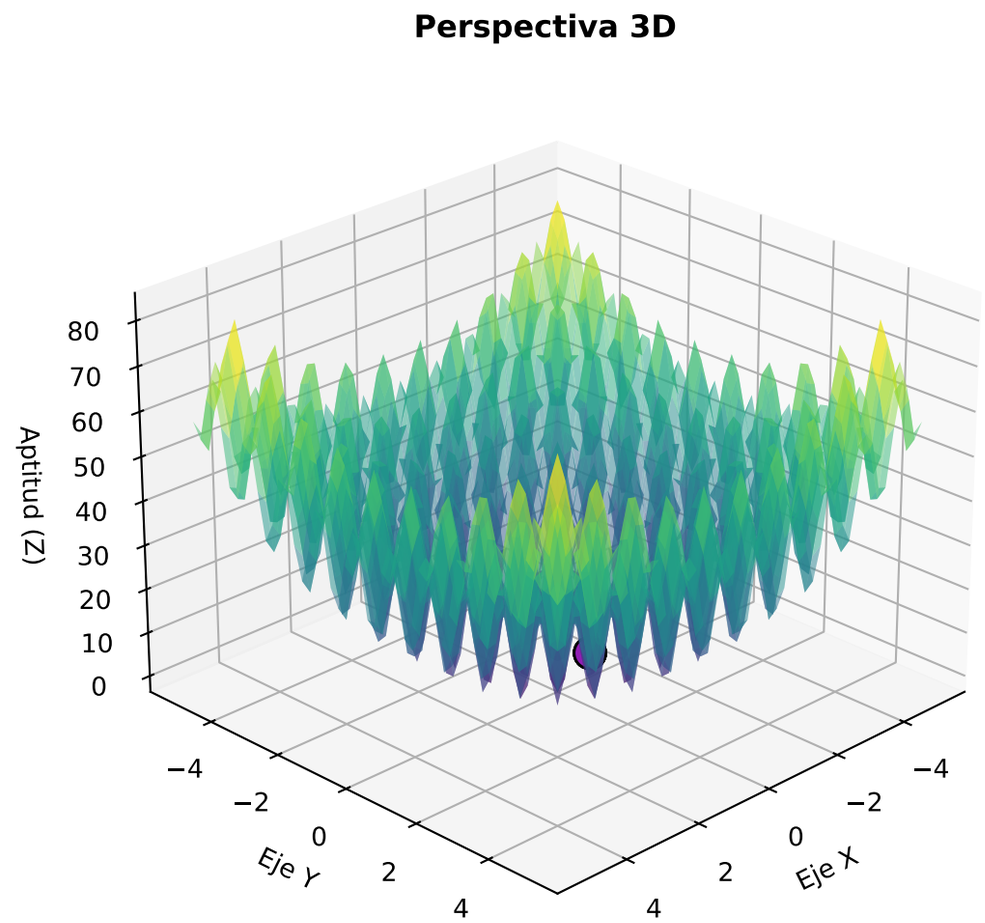


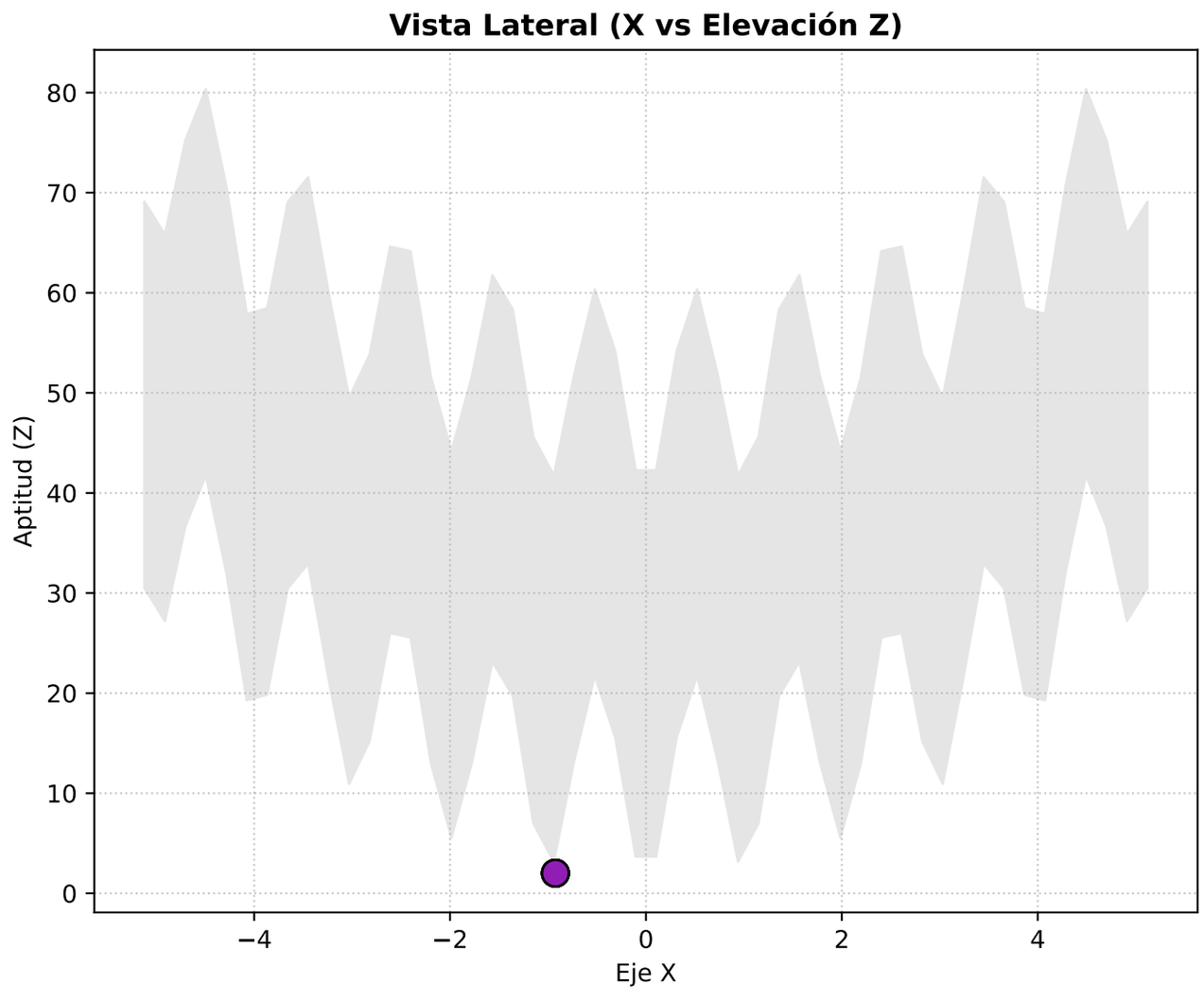


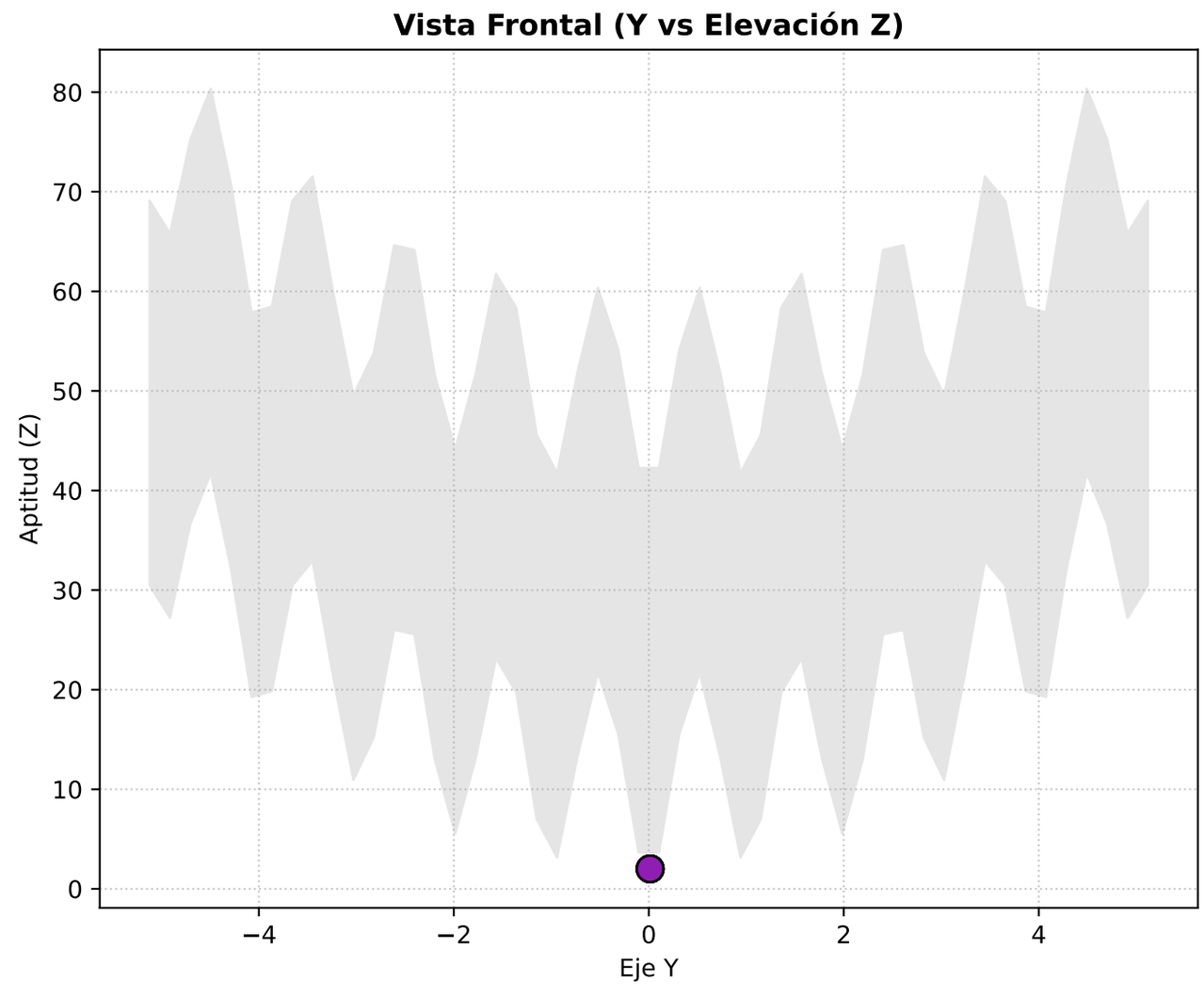


Progreso: Generación 70

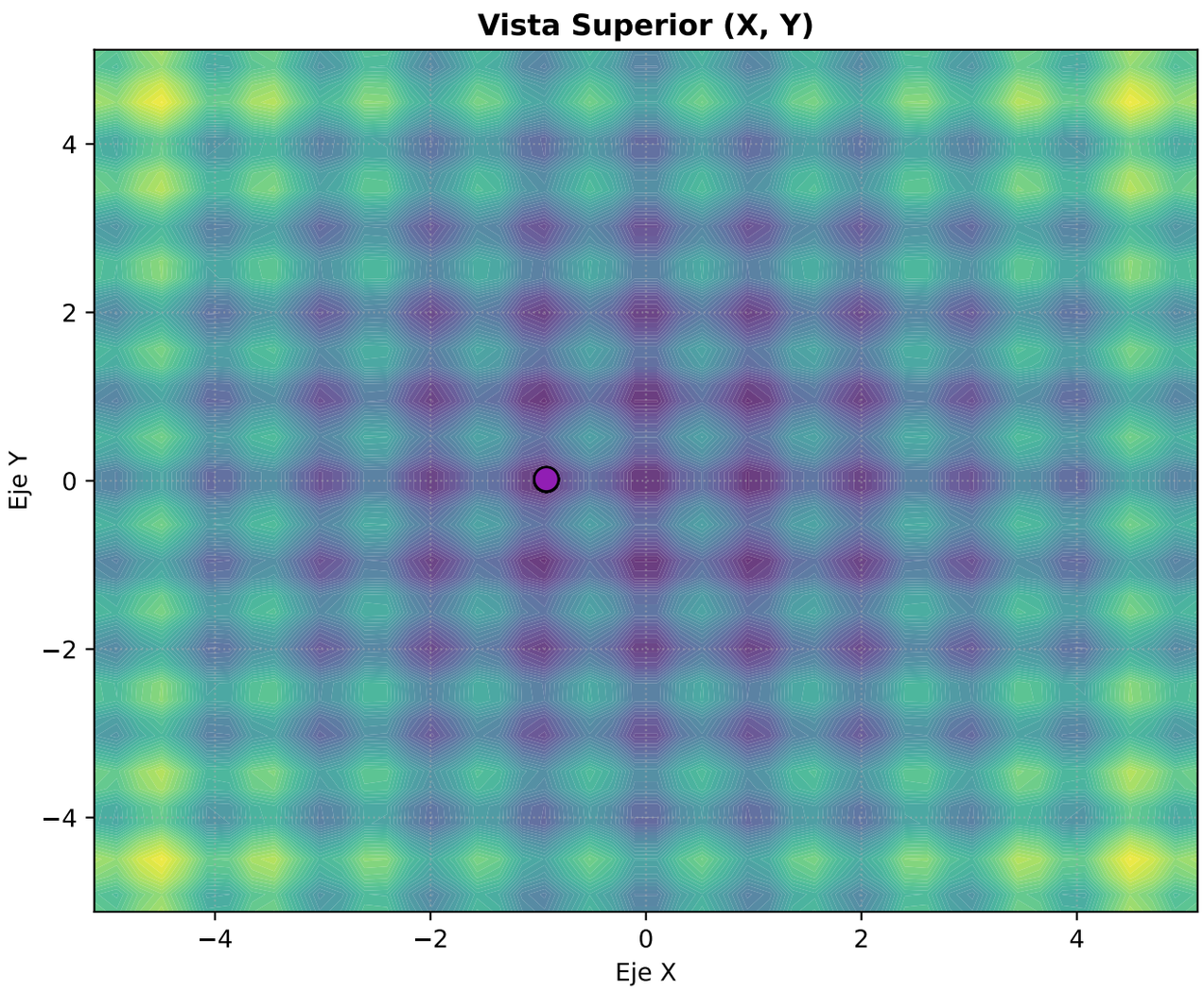


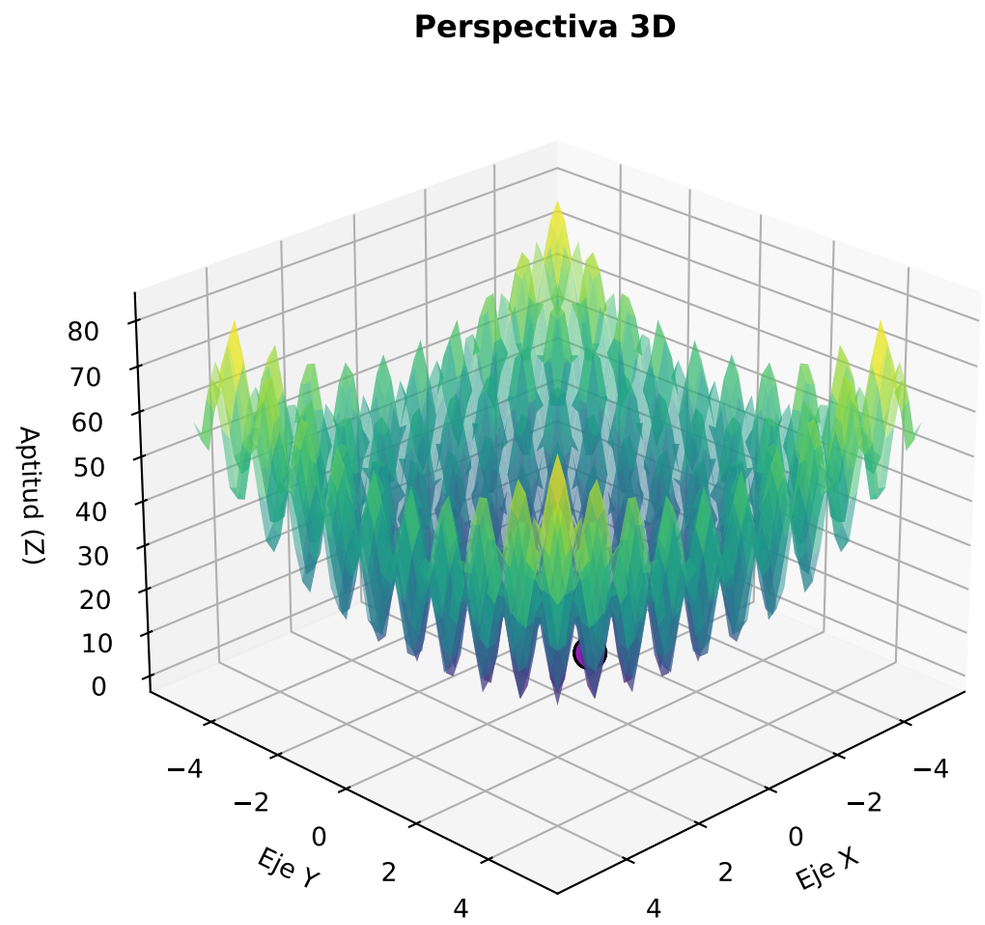


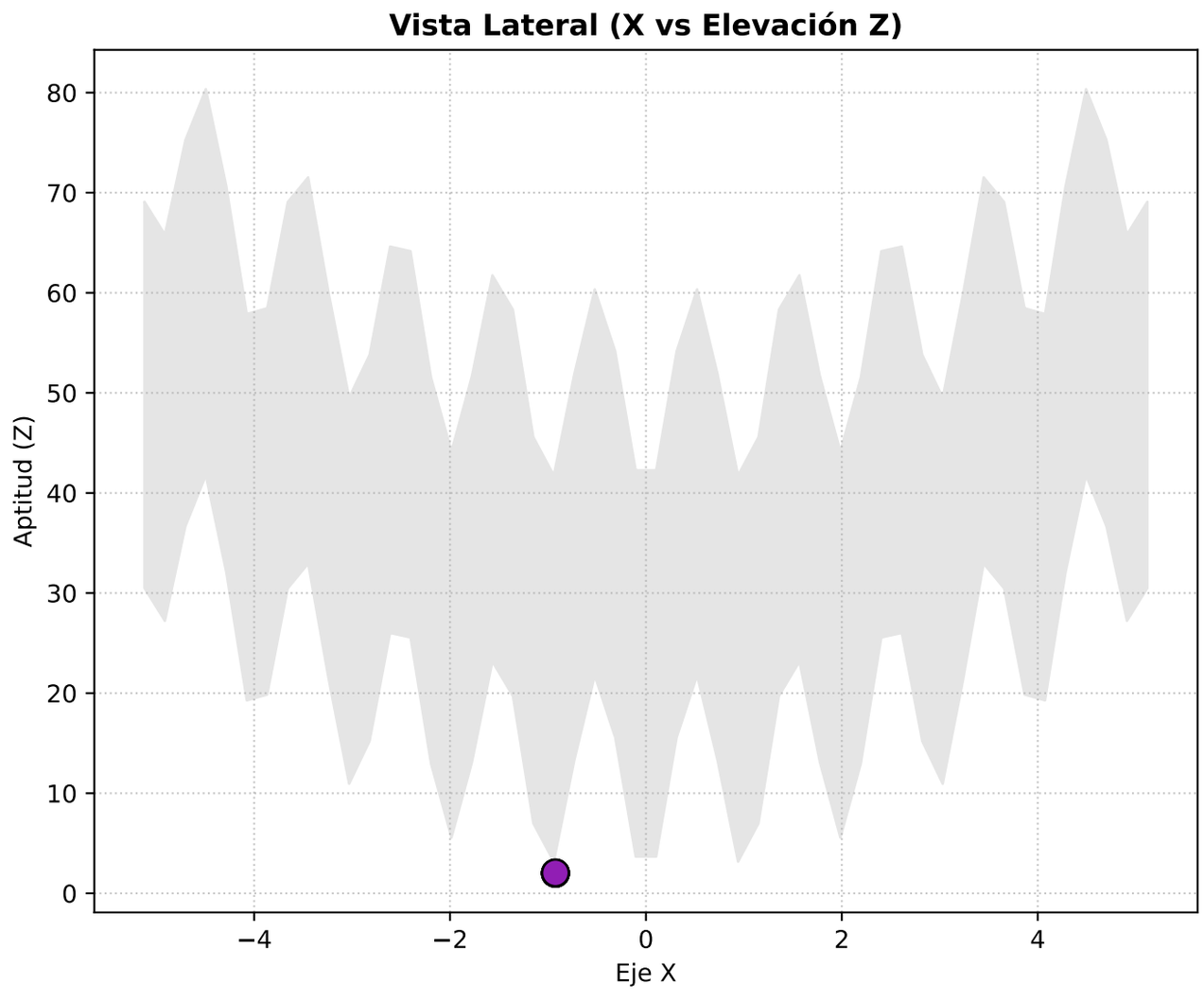


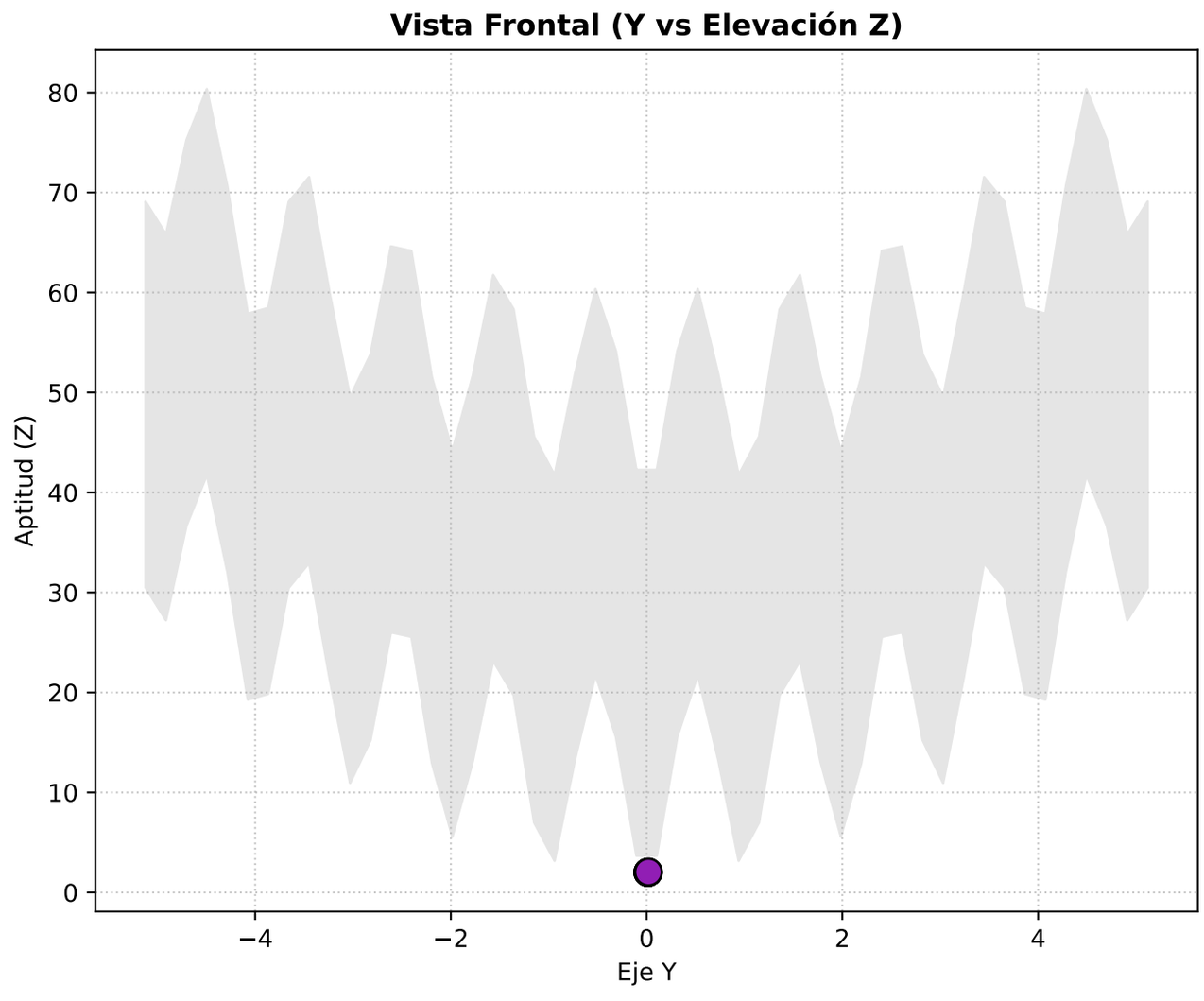


Progreso: Generación 80

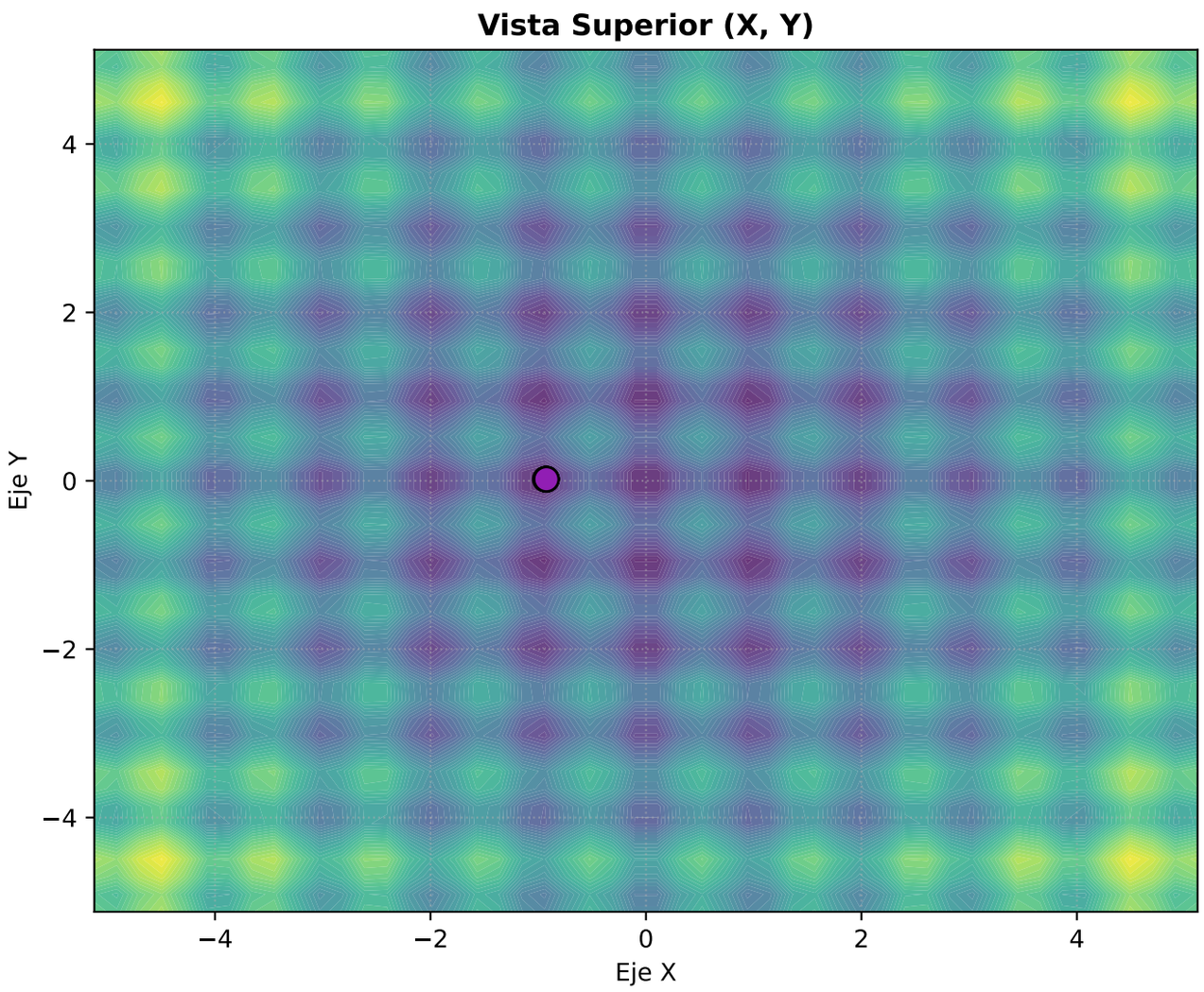


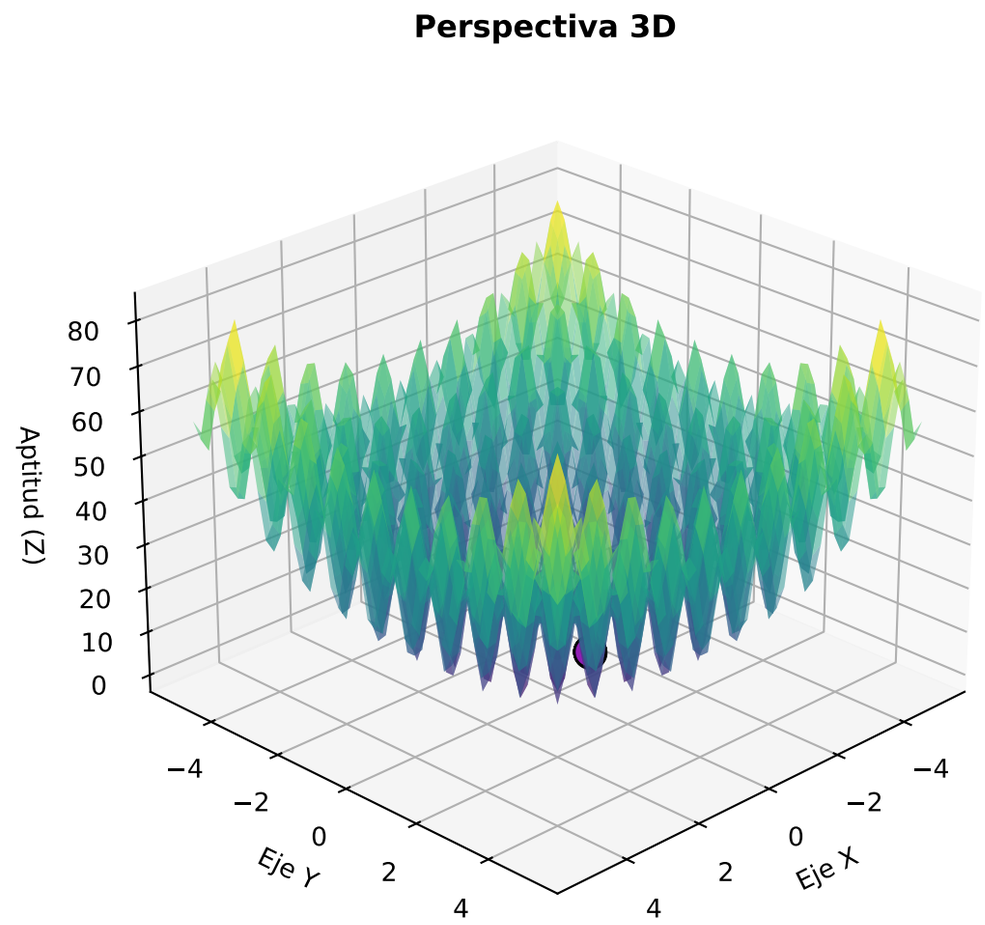


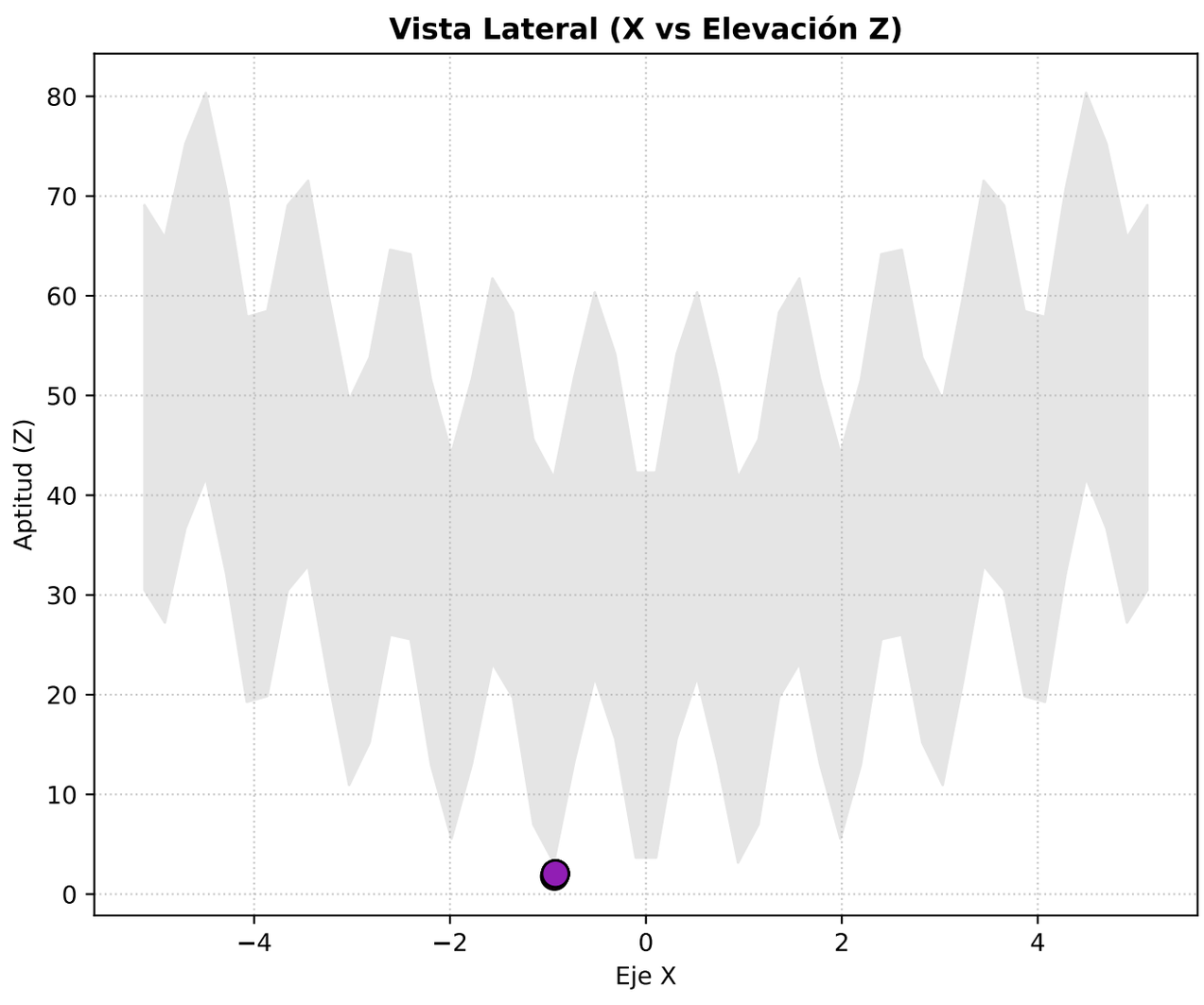


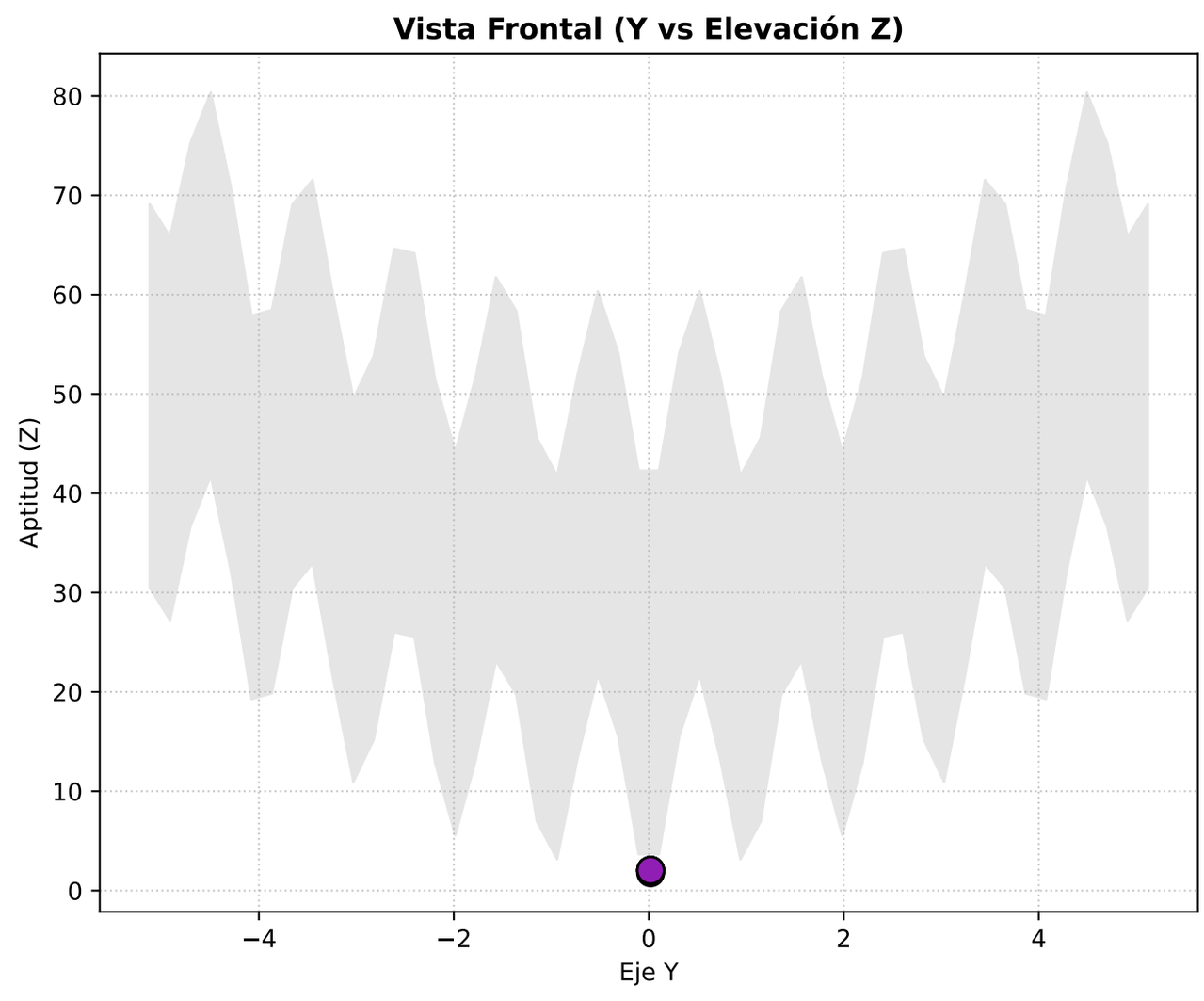


Progreso: Generación 90









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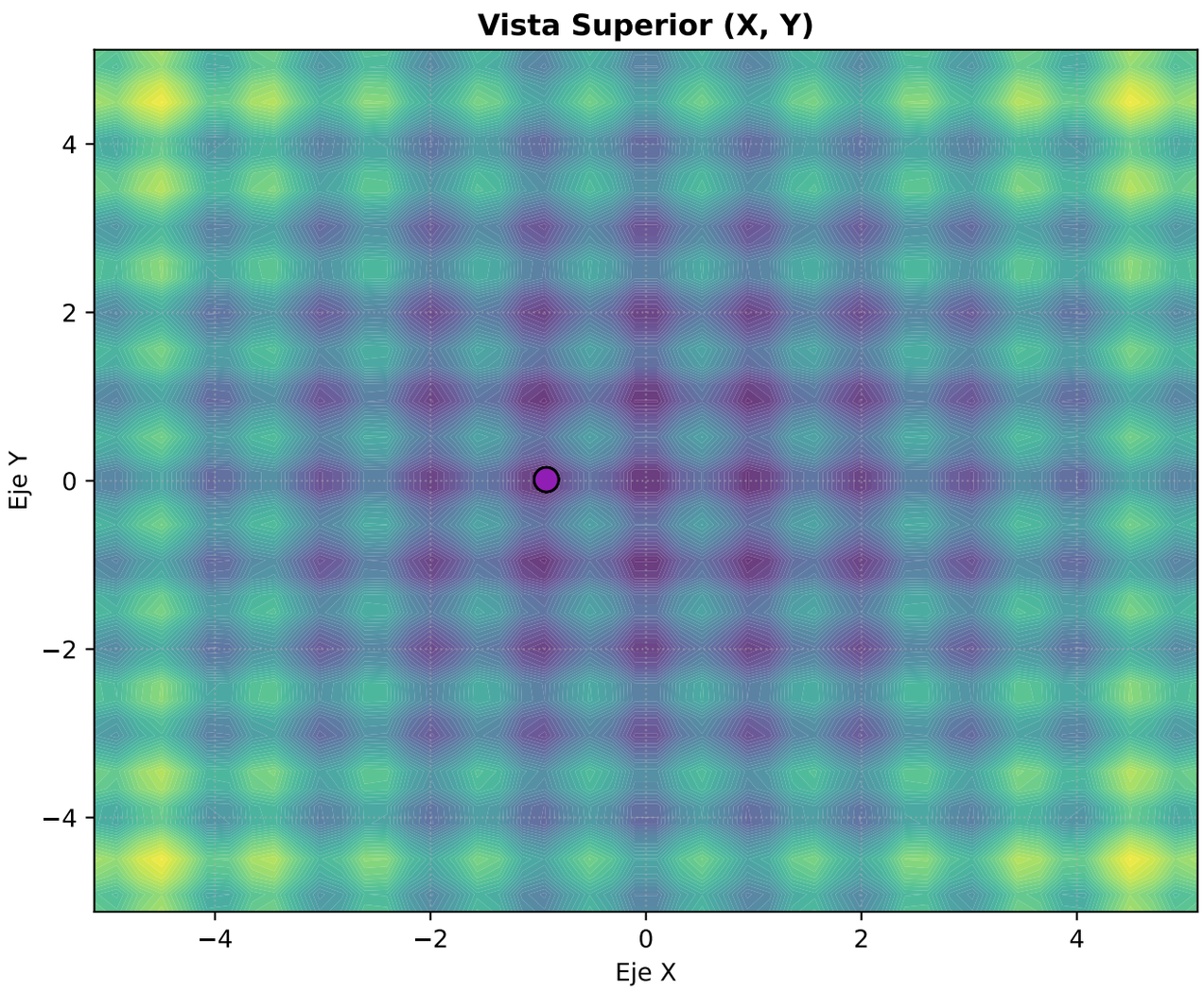
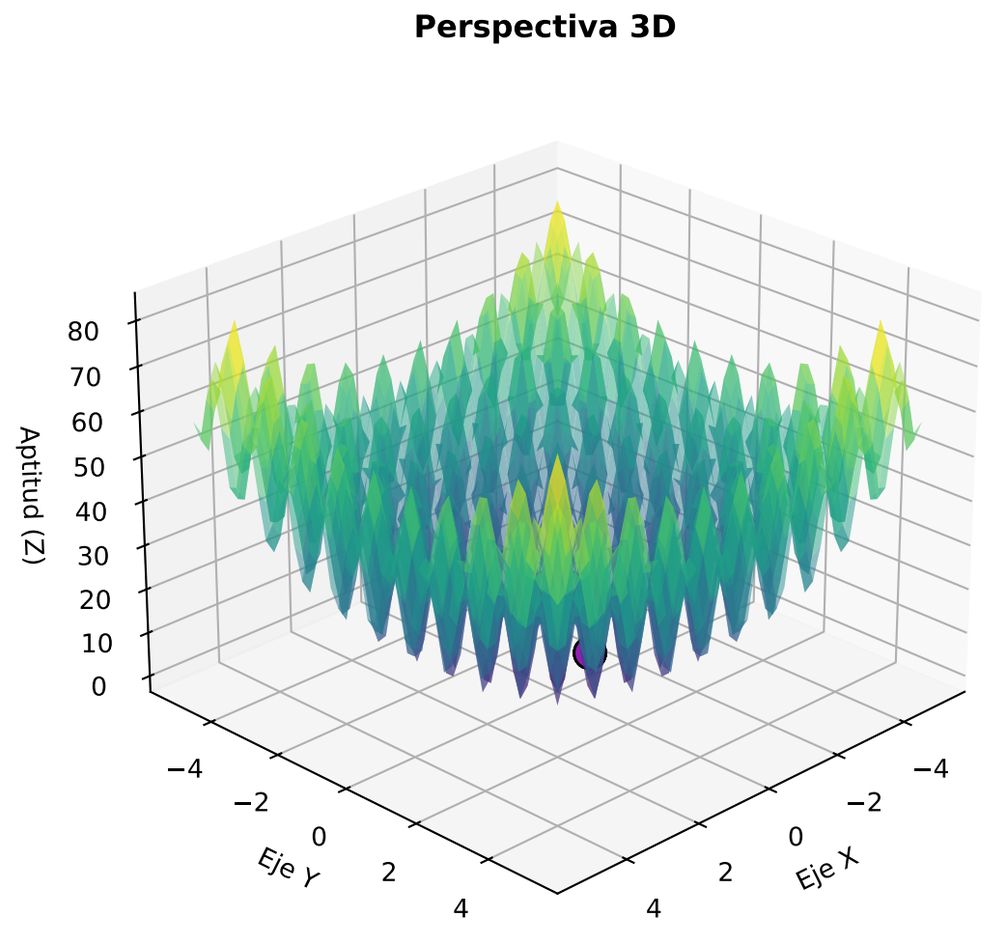
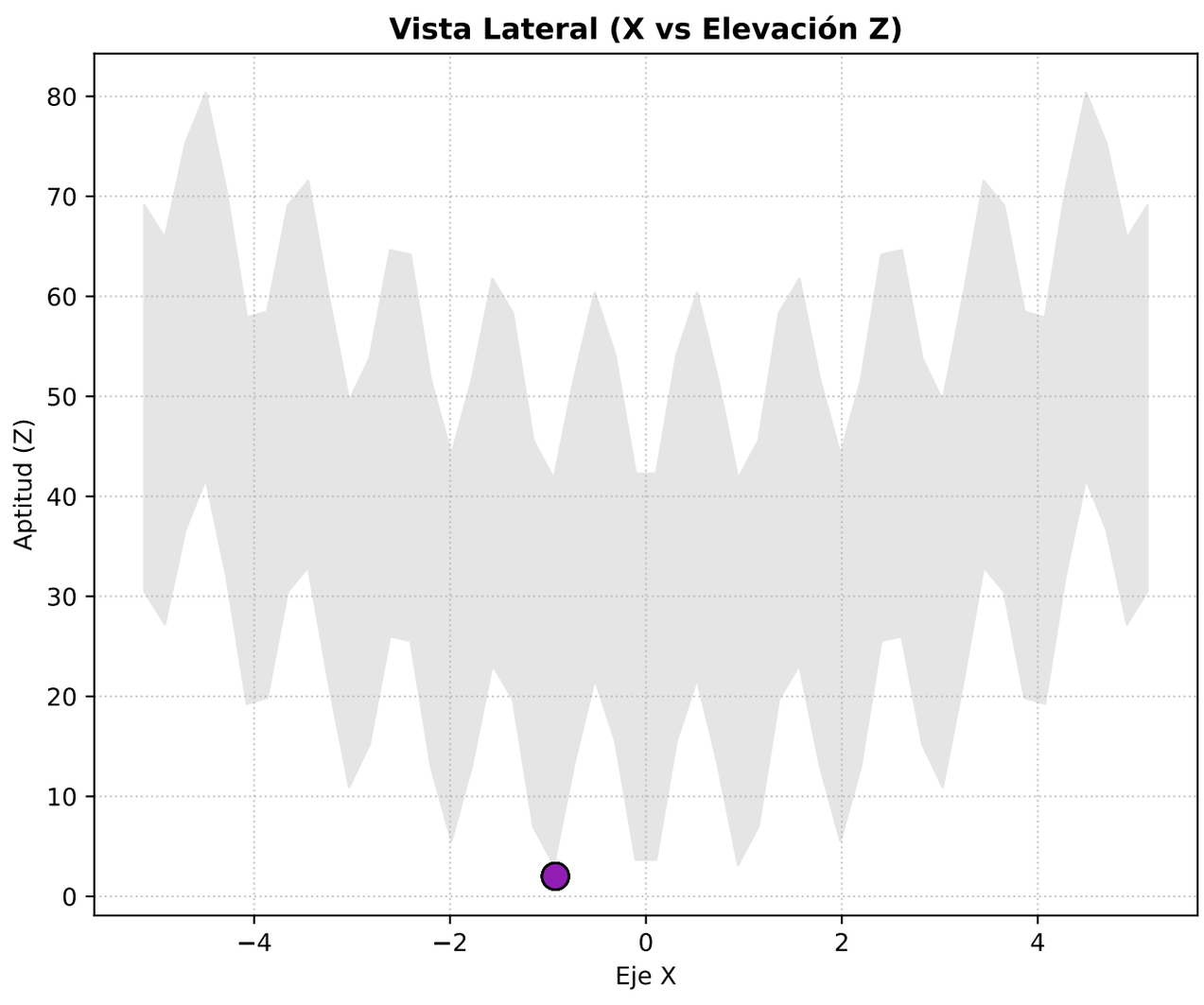
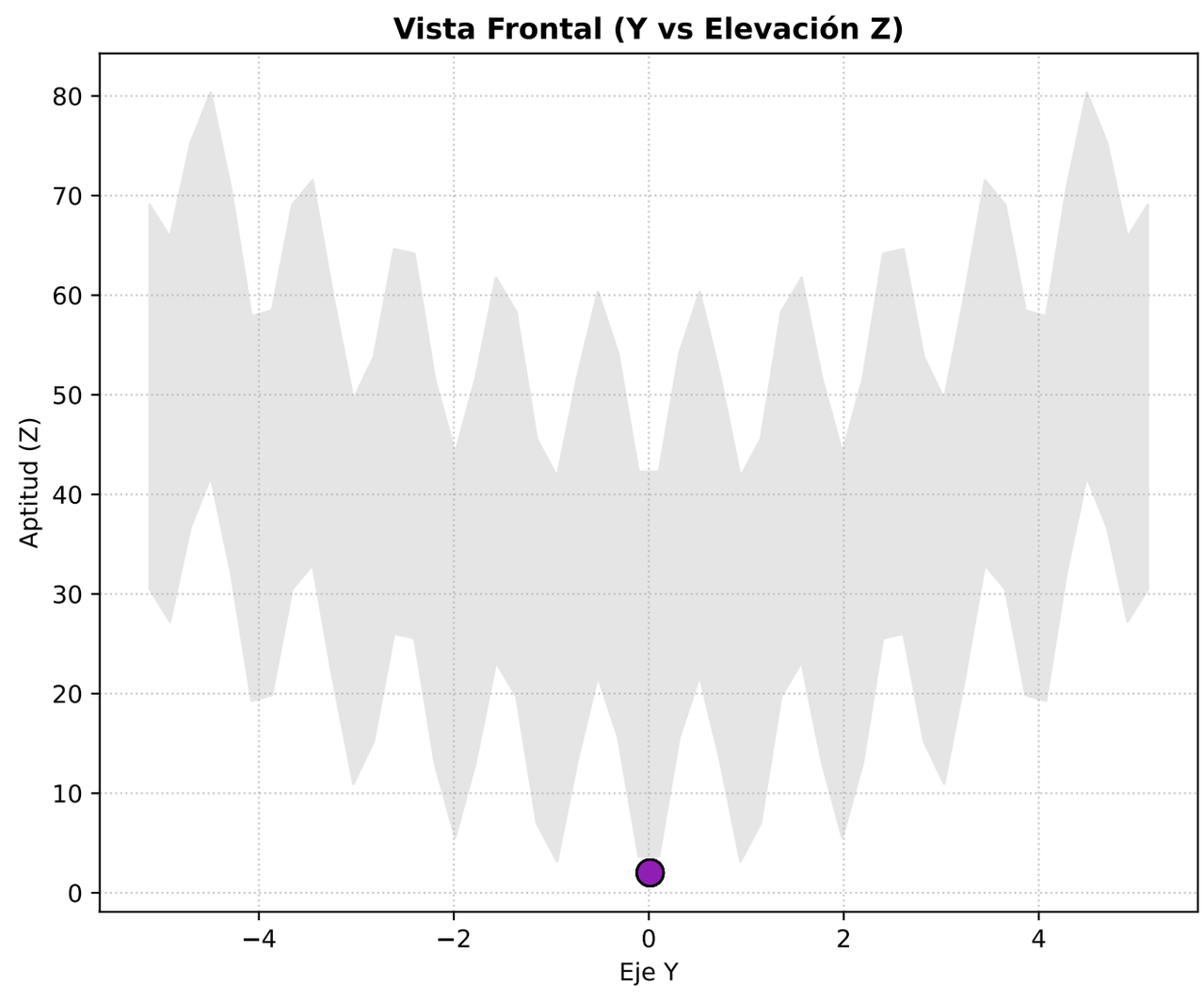




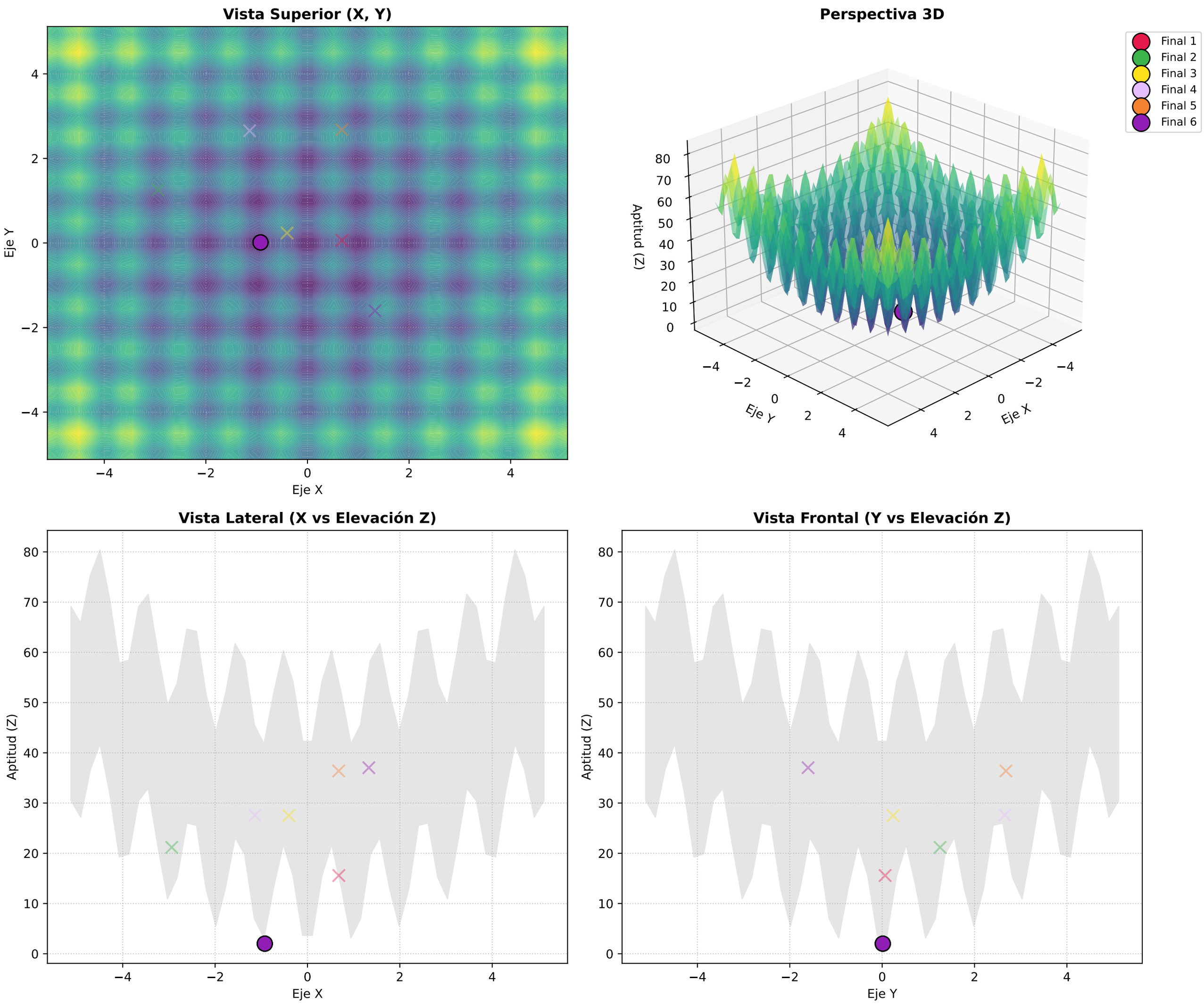




Posición del Mejor Individuo por Salto

Gen	Mejores Bits	Coordenadas (X, Y)	Aptitud
10	[0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]	X: -1.05, Y: 0.14	0.161
20	[0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]	X: -1.04, Y: 0.13	0.1733
30	[0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]	X: -1.05, Y: 0.09	0.2285
40	[0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]	X: -0.93, Y: 0.09	0.231
50	[0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]	X: -0.93, Y: 0.09	0.231
60	[0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]	X: -0.93, Y: 0.09	0.2265
70	[0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]	X: -0.92, Y: 0.01	0.3322
80	[0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]	X: -0.92, Y: 0.01	0.3322
90	[0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 1]	X: -0.93, Y: 0.02	0.3584
100	[0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]	X: -0.92, Y: 0.01	0.3322

Comparativa: Iniciales (Tache) vs Finales Gen 100 (Círculo)



```
--- GENERACIÓN 1 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.14, 2.65) | Aptitud: 0.0
   Bits: [0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1, 1, 0] | Dec: (-4.06, -4.74) | Aptitud: 0.
   Bits: [1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 0, 0, 0] | Dec: (3.66, 2.50) | Aptitud: 0.02
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.06, 1.42) | Aptitud: 0.03
   Bits: [0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 0, 1, 0, 1, 1, 1, 1, 0] | Dec: (-1.16, 4.72) | Aptitud: 0.0
   Bits: [0, 0, 1, 1, 0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 1, 1, 1, 1, 1, 0, 1, 0, 1] | Dec: (-2.94, 1.25) | Aptitud: 0.0
   Bits: [1, 0, 0, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1] | Dec: (0.68, 0.06) | Aptitud: 0.06
   Bits: [1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0] | Dec: (1.33, -1.60) | Aptitud: 0.0
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 1, 1, 1, 1, 0] | Dec: (-0.40, 0.24) | Aptitud: 0.0
   Bits: [1, 0, 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 0, 0, 0, 0, 1, 0, 1, 1, 1, 1] | Dec: (0.68, 2.68) | Aptitud: 0.03

2. Selección:
   [0, 1, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 1, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 1, 1, 1, 1, 0]
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 1, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 1, 1, 1, 1, 0]
   [1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 1, 0, 1, 0, 1, 1, 1,
   Cruzando [0, 1, 1, 1, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 1, 1, 1, 1, 0] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 1, 0, 1, 0, 1, 1, 1,
   Cruzando [0, 1, 1, 1, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 1, 1, 1, 1, 0] y [1, 0, 1, 0, 0, 0, 0, 1, 0, 0,
   Cruzando [1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0] y [0, 1, 1, 0, 0, 0, 1, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 1, 0, 1, 1, 1, 1, 1, 0, 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0] -> [0, 1, 1, 1, 0, 1, 1, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 1, 1, 1, 1] -> [1, 1, 1, 0, 0, 0, 0, 1, 1,
   ¡Mutación! [1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 1, 1, 0, 0] -> [1, 0, 1, 1, 0, 0, 1, 1, 0,
----------------------------------------------------

--- GENERACIÓN 2 ---
1. Evaluación:
   Bits: [0, 1, 1, 1, 0, 1, 1, 1, 1, 1, 0, 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0] | Dec: (-0.33, 0.28) | Aptitud: 0.0
   Bits: [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 1, 1, 1, 1] | Dec: (3.91, 2.60) | Aptitud: 0.02
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1] | Dec: (-0.42, 1.52) | Aptitud: 0.0
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 0] | Dec: (4.08, 0.14) | Aptitud: 0.04
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 1, 1, 0] | Dec: (-1.06, 1.34) | Aptitud: 0.0
   Bits: [1, 1, 1, 1, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 1, 1] | Dec: (4.72, 0.32) | Aptitud: 0.02
   Bits: [1, 1, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 1, 0] | Dec: (4.69, 0.32) | Aptitud: 0.02
   Bits: [0, 0, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 0, 1, 0, 1, 0, 1, 0, 1, 1, 1, 1, 0] | Dec: (-3.76, -1.68) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 0, 1, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (-1.22, -1.62) | Aptitud: 0.
   Bits: [1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 1, 1, 0, 0] | Dec: (2.05, 2.67) | Aptitud: 0.04

2. Selección:
   [0, 1, 1, 1, 0, 1, 1, 1, 1, 1, 0, 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 1, 1, 0]
   [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 0, 1, 0, 1, 1, 1, 0, 1, 1, 1]
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 0]
   [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 1, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 1, 0, 1, 1, 1, 1, 1, 0, 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 1, 1, 0] y [0, 1, 1, 0, 0, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 0, 1, 0, 1, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 1,
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 0] y [1, 1, 1, 0, 0, 0, 0, 1, 1, 0,
   Cruzando [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 1, 1, 1, 1] y [0, 1, 1, 1, 0, 1, 1, 1, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0] -> [0, 1, 1, 1, 0, 1, 0, 1, 1,
   ¡Mutación! [1, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1, 0] -> [1, 1, 1, 0, 0, 0, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 1, 1] -> [0, 1, 1, 1, 0, 1, 0, 1, 1,
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--- GENERACIÓN 3 ---
1. Evaluación:
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0] | Dec: (-0.42, 2.76) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 0] | Dec: (-0.97, 1.42) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 1, 0] | Dec: (-1.06, -4.90) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.22, 4.62) | Aptitud: 0.0
   Bits: [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 0] | Dec: (3.90, 2.86) | Aptitud: 0.03
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.04, -4.34) | Aptitud: 0.
   Bits: [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (3.91, 2.62) | Aptitud: 0.02
   Bits: [1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1, 0] | Dec: (3.92, 0.12) | Aptitud: 0.05
   Bits: [1, 1, 1, 0, 0, 0, 1, 1, 1, 1, 0, 0, 1, 0, 0, 0, 0, 1, 0, 1, 1, 0, 0, 0] | Dec: (3.99, 0.22) | Aptitud: 0.04
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-0.41, 2.70) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1]
   [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 0]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 0, 0, 1, 1, 0,
   Cruzando [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 0] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 1,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 0, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 0, 0, 1, 0,
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 0, 1, 0, 0, 0, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 4 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.22, 4.62) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.24, 4.62) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.22, 4.62) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.22, 4.62) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 1, 1, 0] | Dec: (-1.22, 4.78) | Aptitud: 0.0
   Bits: [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (3.90, 2.70) | Aptitud: 0.03
   Bits: [1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 0, 0, 1, 0, 1, 0, 0, 1, 1, 0, 1, 1, 0] | Dec: (3.92, -1.78) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.30) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, -4.34) | Aptitud: 0.
   Bits: [0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-3.77, 4.62) | Aptitud: 0.0

2. Selección:
   [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1]
   [0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1]
   [1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 0, 0, 1, 0, 1, 0, 0, 1, 1, 0, 1, 1, 0]

3. Cruza:
   Cruzando [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] y [0, 0, 1, 0, 0, 0, 0, 1, 1, 0,
   Cruzando [0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 0, 0, 1, 1, 1,
   Cruzando [1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 0, 0, 1, 0, 1, 0, 0, 1, 1, 0, 1, 1, 0] y [1, 1, 1, 0, 0, 0, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 0, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
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--- GENERACIÓN 5 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (-1.22, 2.86) | Aptitud: 0.0
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.06, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.22, 4.62) | Aptitud: 0.0
   Bits: [0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (-3.61, 0.30) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.21, 1.42) | Aptitud: 0.0
   Bits: [0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (-3.62, 0.94) | Aptitud: 0.0
   Bits: [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 0] | Dec: (3.90, -2.26) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.78) | Aptitud: 0.0
   Bits: [1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (3.92, -2.42) | Aptitud: 0.0
   Bits: [1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 1, 0] | Dec: (3.90, 3.34) | Aptitud: 0.02

2. Selección:
   [0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1]
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 1,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 0, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 0, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 0, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 0, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 0,
----------------------------------------------------

--- GENERACIÓN 6 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.21, 3.98) | Aptitud: 0.0
   Bits: [0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (-3.61, 0.30) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.78) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.20, 2.06) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 1, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.78) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (-1.21, 2.86) | Aptitud: 0.0
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.06, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (-1.22, 2.86) | Aptitud: 0.0
   Bits: [1, 0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (1.51, 0.30) | Aptitud: 0.03
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.08, 0.14) | Aptitud: 0.1

2. Selección:
   [1, 0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 1, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 1, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [1, 0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 0, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 1,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 1, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 1,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 1, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] y [1, 0, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 0, 0, 1, 1,
```

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--------------------------------------------------

--- GENERACIÓN 7 ---
1. Evaluación:
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05
   Bits: [0, 0, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (-3.64, 0.30) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 1, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.07, 0.78) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.78) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.78) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 0, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.22, 0.78) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 1, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.78) | Aptitud: 0.0
   Bits: [1, 0, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1] | Dec: (1.52, 0.30) | Aptitud: 0.03
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.78) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
--------------------------------------------------

--- GENERACIÓN 8 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1

2. Selección:
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 9 ---
```

```
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, -4.98) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [1, 1, 1, 0, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 10 ---
1. Evaluación:
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.06, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.06, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1

2. Selección:
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [1, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [1, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
--------------------------------------------------
```

```
--- GENERACIÓN 11 ---
1. Evaluación:
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.06, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.06, 1.42) | Aptitud: 0.03
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 2.70) | Aptitud: 0.03
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 0] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.06, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [1, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 0, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 1, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 12 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.04, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.06, 0.14) | Aptitud: 0.05
   Bits: [0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-3.62, 0.14) | Aptitud: 0.0
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (4.07, 0.14) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-0.41, 0.14) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 1,

4. Mutación:
--------------------------------------------------

--- GENERACIÓN 13 ---
1. Evaluación:
```

```
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.04, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.04, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 1,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 14 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.04, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1] | Dec: (-1.04, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 0, 0, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 15 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
```

```
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 0, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-2.34, 0.14) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 1, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 16 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-0.41, 0.14) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] -> [0, 1, 1, 1, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 17 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.41, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
```

```
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 1, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] -> [0, 1, 0, 1, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 18 ---
1. Evaluación:
   Bits: [0, 1, 0, 1, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.70, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.06, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.41, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 1, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 19 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.41, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.41, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
```

```
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 1, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 0, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 20 ---
1. Evaluación:
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.41, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.41, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.04, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.21, 0.13) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 1,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 1, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 0, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 0, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 21 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.04, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.21, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.04, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.41, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.41, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
```

```
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.21, 0.14) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 1,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 1,

4. Mutación:
--------------------------------------------------

--- GENERACIÓN 22 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.04, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.04, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.20, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.21, 0.14) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1] | Dec: (-1.05, 0.14) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.04, 0.13) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 23 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.73, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
```

```
2. Selección:
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 1, 1, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 24 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.73, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.65, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.09, 0.13) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 1, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 1, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
----------------------------------------------------

--- GENERACIÓN 25 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.77, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.97, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.65, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.73, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.73, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.65, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.97, 0.13) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
```

```
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 1, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 1, 1, 1, 1,
--------------------------------------------------

--- GENERACIÓN 26 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.09, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.73, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.65, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-0.65, 0.13) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 1, 1, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 27 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.09, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
```

```
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 1, 1, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 1, 1, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 1, 0, 1, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 0, 1, 1, 1, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 28 ---
1. Evaluación:
   Bits: [0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.45, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, -5.03) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 1, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.13, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.09, 0.09) | Aptitud: 0.2
   Bits: [0, 0, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-2.65, 0.09) | Aptitud: 0.0

2. Selección:
   [0, 0, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 1, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 0, 1, 1, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 1, 1, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 1, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 0, 1, 1, 1, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 1, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 1, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 29 ---
1. Evaluación:
   Bits: [0, 1, 1, 1, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.13, 0.09) | Aptitud: 0.1
   Bits: [0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-3.61, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.45, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1, 1, 0, 1] | Dec: (-0.77, 0.11) | Aptitud: 0.0
   Bits: [0, 1, 1, 1, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.41, 0.01) | Aptitud: 0.0
   Bits: [0, 0, 1, 1, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-2.97, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 1, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
```

```
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 1, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 1, 1, 1, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 1, 0, 1, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 30 ---
1. Evaluación:
   Bits: [0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.45, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.45, 1.37) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 31 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.25, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1] | Dec: (-1.09, 0.08) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
```

```
   [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 0, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 32 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-3.61, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.25, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.25, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 33 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.21, 0.09) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
```

```
   [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 34 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [1, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 35 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [1, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (4.07, 0.09) | Aptitud: 0.05
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 2.65) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-1.05, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
```

```
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 0, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 0, 1, 0, 1, 1,
---------------------------------------------------

--- GENERACIÓN 36 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-1.25, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.21, -5.03) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1] | Dec: (-1.05, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 1, 0, 1,
---------------------------------------------------

--- GENERACIÓN 37 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.09, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.85, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-1.05, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-1.05, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
```

```
   [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 1, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 0, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 1, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 1, 1, 0, 1, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 1, 1, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 1, 1, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 0, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 38 ---
1. Evaluación:
   Bits: [0, 1, 1, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.21, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 1, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0] | Dec: (-0.69, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.65, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0] | Dec: (-1.25, 0.08) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-1.25, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 1, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.65, 0.09) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 1, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 39 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 1.37) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0] | Dec: (-0.77, 0.25) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0]
```

```
   [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 1, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 1, 0, 1, 1, 0,

4. Mutación:
--------------------------------------------------

--- GENERACIÓN 40 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.73, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0] | Dec: (-0.77, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0] | Dec: (-0.89, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.73, 0.09) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 41 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 0, 0] | Dec: (-0.93, 0.27) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.89, 0.09) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
```

```
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 1, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 42 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 2.65) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 1, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 0, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 43 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 0, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-3.49, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 2.65) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
```

```
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 44 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 45 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 1.37) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
```

```
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 46 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 47 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 1.37) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
```

```
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 0,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 48 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.95, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 49 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------
```

```
--- GENERACIÓN 50 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.41) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 1, 0, 0] -> [0, 0, 1, 0, 1, 0, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 51 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.41) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 0, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 1, 0, 0] | Dec: (-3.49, 0.41) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
----------------------------------------------------

--- GENERACIÓN 52 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
--------------------------------------------------

--- GENERACIÓN 53 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
--------------------------------------------------

--- GENERACIÓN 54 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 55 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 2.65) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0] | Dec: (-0.93, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 56 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0] | Dec: (-0.93, 0.12) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0] | Dec: (-0.93, 0.13) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 57 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 58 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, -5.03) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 59 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 1.37) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.73) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 0, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 1, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 60 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 0, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-2.21, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
```

```
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.77, 0.09) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
----------------------------------------------------

--- GENERACIÓN 61 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 62 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.25) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
```

```
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [1, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 63 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [1, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (4.20, 0.09) | Aptitud: 0.04
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 64 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.89, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
```

```
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 1, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 65 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.17) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.77, 0.09) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 2.57) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 1, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 66 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.84, 0.09) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1]
```

```
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 67 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.41) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] | Dec: (-0.92, 0.05) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.09) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 68 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.65) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
```

```
3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 0, 0, 1, 0, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 69 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-2.20, 0.01) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
----------------------------------------------------

--- GENERACIÓN 70 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
```

```
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 1, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 71 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.28, 0.01) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 0, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 1, 0, 1,
--------------------------------------------------

--- GENERACIÓN 72 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.65) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-2.20, 0.01) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.84, 0.01) | Aptitud: 0.1

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
```

```
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 73 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.65) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 1, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 74 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.28, 0.01) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
```

```
4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [1, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 75 ---
1. Evaluación:
   Bits: [1, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (4.20, 0.01) | Aptitud: 0.04
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 76 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.88, 0.01) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 1, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
```

```
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 77 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.88, 0.01) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.65) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.88, 0.33) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 1, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 1, 0, 1, 1,
--------------------------------------------------

--- GENERACIÓN 78 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.88, 0.01) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 1, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.72, 0.01) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------
```

```
--- GENERACIÓN 79 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 0, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] -> [0, 1, 1, 0, 1, 1, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 0, 0, 1, 0, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 80 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] | Dec: (-1.24, 0.01) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] | Dec: (-0.76, 0.01) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-2.20, 0.01) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 1, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 0, 0, 0, 0, 1, 1,

4. Mutación:
----------------------------------------------------

--- GENERACIÓN 81 ---
```

```
1. Evaluación:
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-1.24, 0.01) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0] | Dec: (-0.76, 0.01) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.76, 0.01) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0] | Dec: (-1.24, 0.02) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 82 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 2.58) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 83 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 1.29) | Aptitud: 0.0
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
----------------------------------------------------

--- GENERACIÓN 84 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 1, 1, 0, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 85 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, -5.11) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.28, 0.01) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 1, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 86 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 1] | Dec: (-0.92, 0.04) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.28, 0.02) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 87 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.93, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, -5.10) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.93, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 88 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 2.57) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, -5.11) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, -5.10) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 89 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.93, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 1, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 90 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1] | Dec: (-0.93, 0.18) | Aptitud: 0.1
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.76, 0.02) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.93, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 0,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 1, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 91 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.29, 0.02) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.66) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 2.58) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.93, 0.02) | Aptitud: 0.3
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
--------------------------------------------------

--- GENERACIÓN 92 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
--------------------------------------------------

--- GENERACIÓN 93 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
```

```
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 0, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 94 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (-0.92, 0.06) | Aptitud: 0.2
   Bits: [0, 0, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-3.48, 0.02) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.34) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.34) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] -> [0, 0, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 95 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 0, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (-3.48, 0.06) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (-0.92, 0.06) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] | Dec: (-0.92, 0.05) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (-0.92, 0.06) | Aptitud: 0.2

2. Selección:
```

```
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] -> [0, 1, 1, 1, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 96 ---
1. Evaluación:
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (-0.28, 0.06) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (-0.93, 0.06) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] | Dec: (-0.92, 0.05) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (-0.92, 0.06) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] | Dec: (-0.92, 0.05) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 97 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] | Dec: (-0.92, 0.05) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] | Dec: (-0.92, 0.05) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (-0.92, 0.06) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1] | Dec: (-0.92, 0.69) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
```

```
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [1, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 1, 1, 0, 0, 0, 1,
----------------------------------------------------

--- GENERACIÓN 98 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (-0.92, 0.06) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [1, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (4.20, 0.01) | Aptitud: 0.04
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1] | Dec: (-0.92, 0.06) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] | Dec: (-0.92, 0.05) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.66) | Aptitud: 0.0
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.28, 0.66) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] | Dec: (-0.92, 0.05) | Aptitud: 0.2

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
----------------------------------------------------

--- GENERACIÓN 99 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
```

```
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [0, 1, 1, 0, 1, 0, 0, 0, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 1, 1, 0, 0, 0, 1,
--------------------------------------------------

--- GENERACIÓN 100 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.92, 0.02) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1] | Dec: (-0.92, 0.05) | Aptitud: 0.2
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] | Dec: (-0.92, 0.01) | Aptitud: 0.3
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] | Dec: (-0.28, 0.02) | Aptitud: 0.0

2. Selección:
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
   [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]

3. Cruza:
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,
   Cruzando [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] y [0, 1, 1, 0, 1, 0, 0, 0, 1, 1,

4. Mutación:
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1] -> [0, 1, 1, 0, 1, 0, 0, 1, 1,
   ¡Mutación! [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1] -> [1, 1, 1, 0, 1, 0, 0, 0, 1,
--------------------------------------------------

================== RESULTADO FINAL ==================
Bits: [0, 1, 1, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
Valor (X, Y): (-0.93, 0.01)
Aptitud Alcanzada: 0.36
```