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

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

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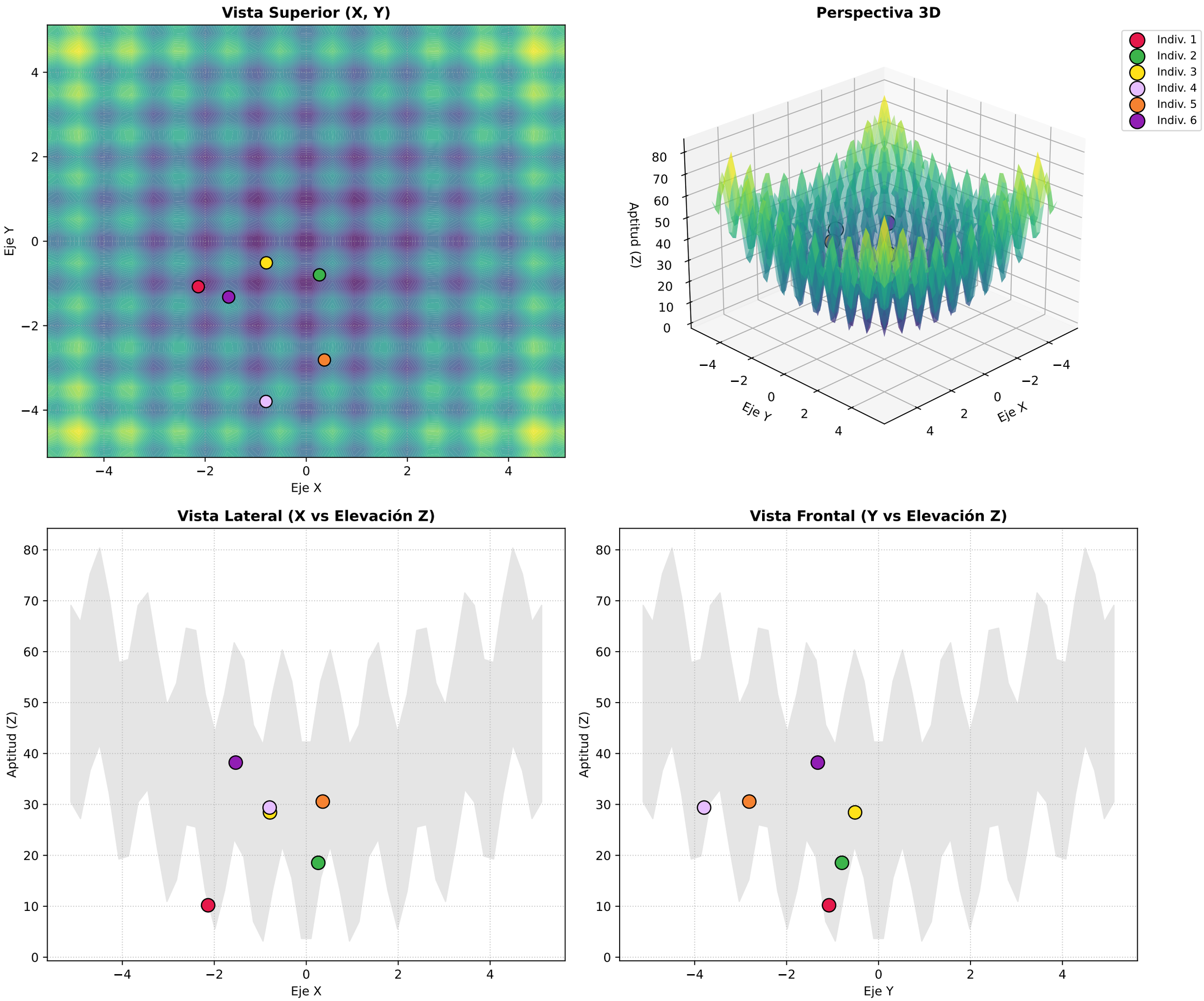
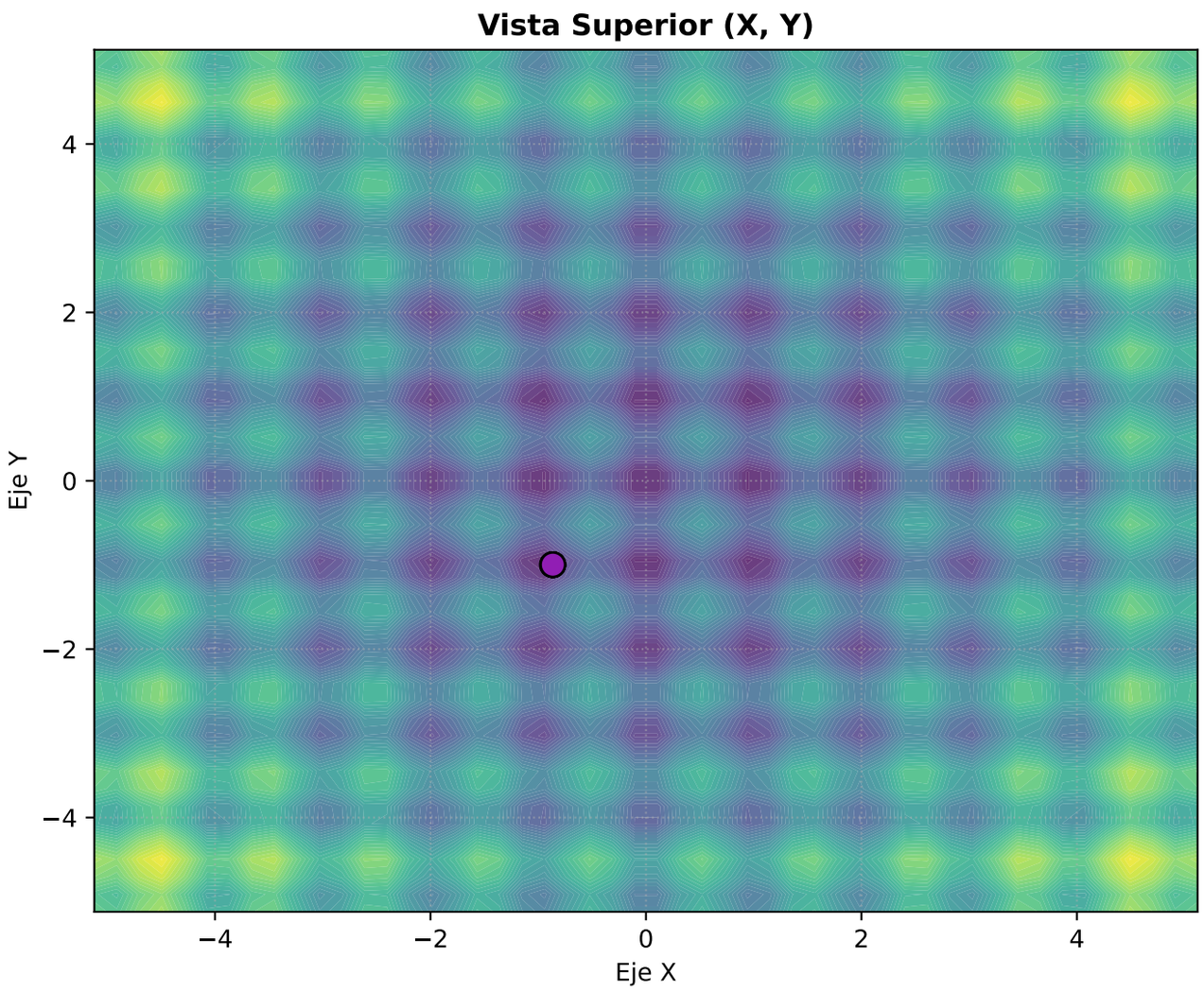
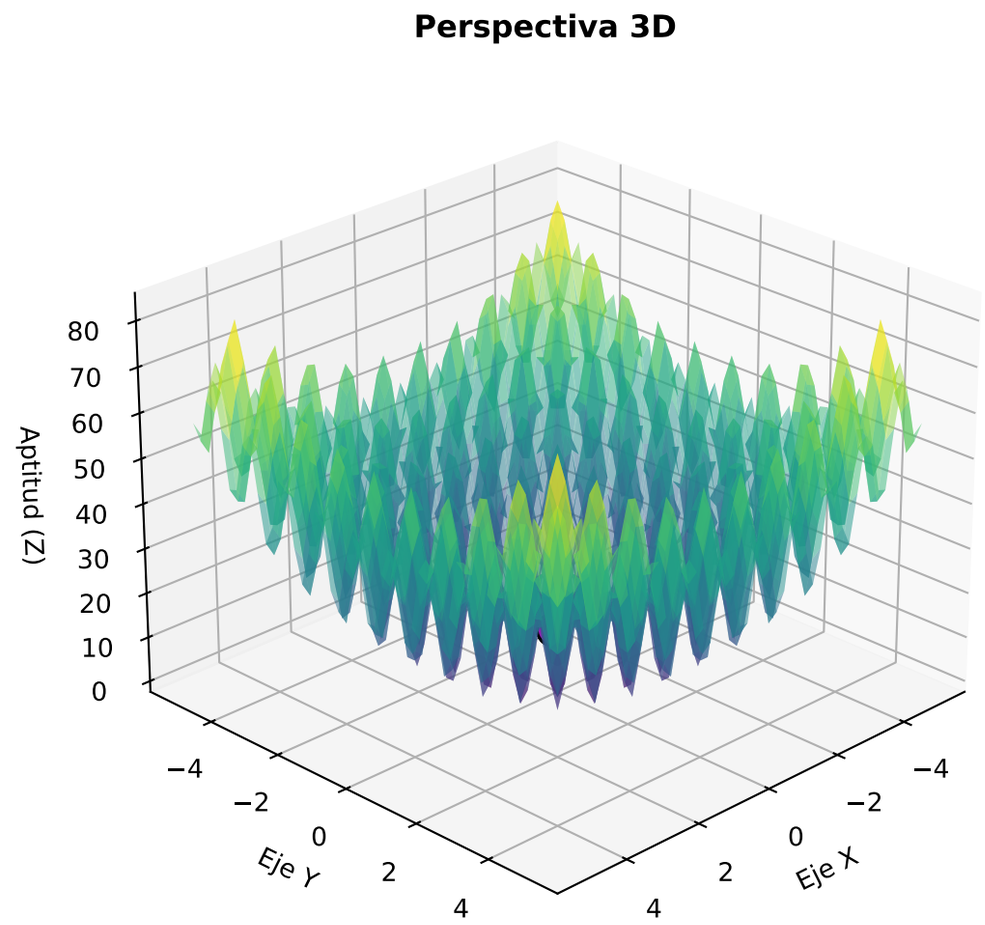
Centro de Investigaciones en Óptica

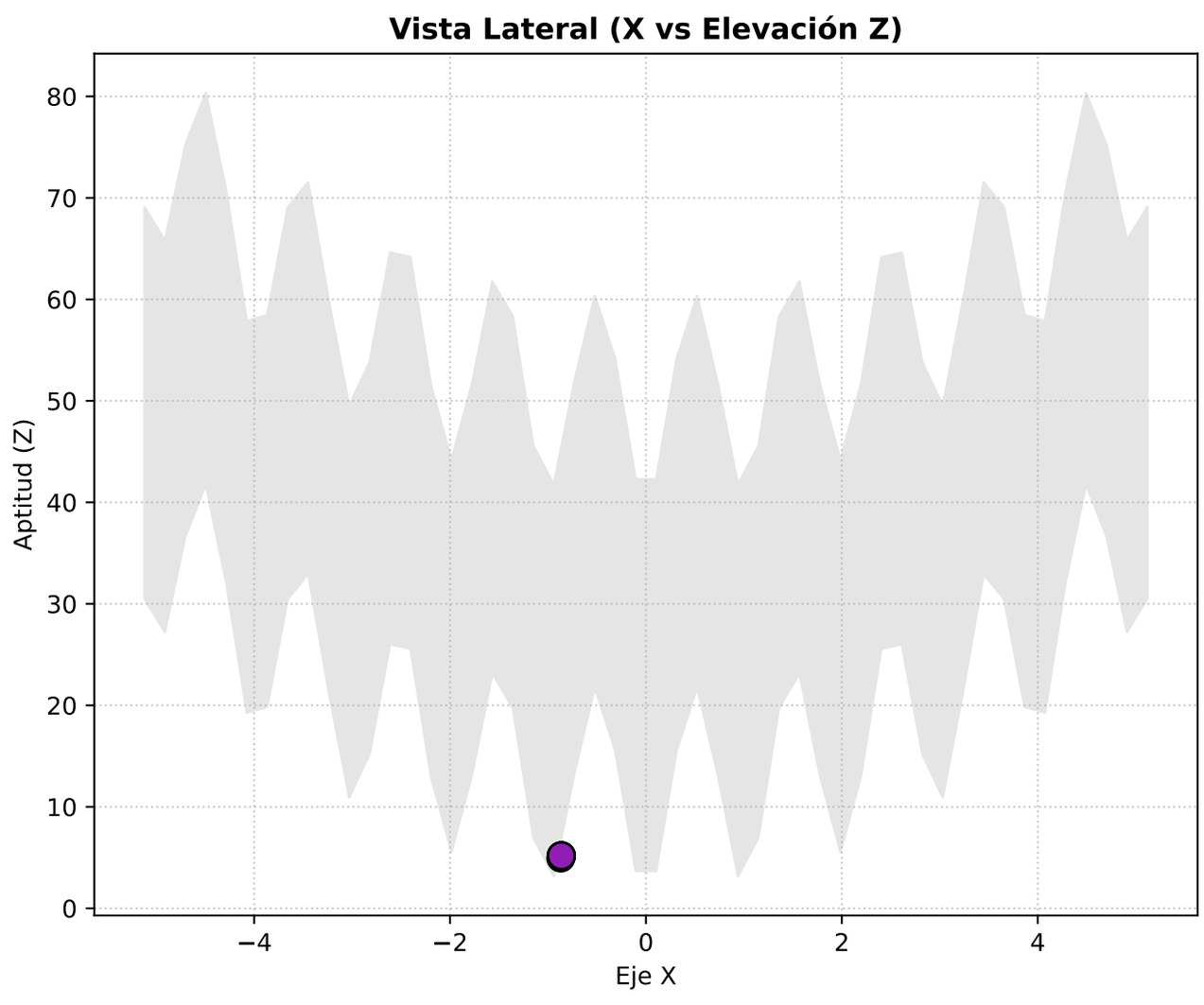
Generación 1: Posición Inicial de los 6 Mejores

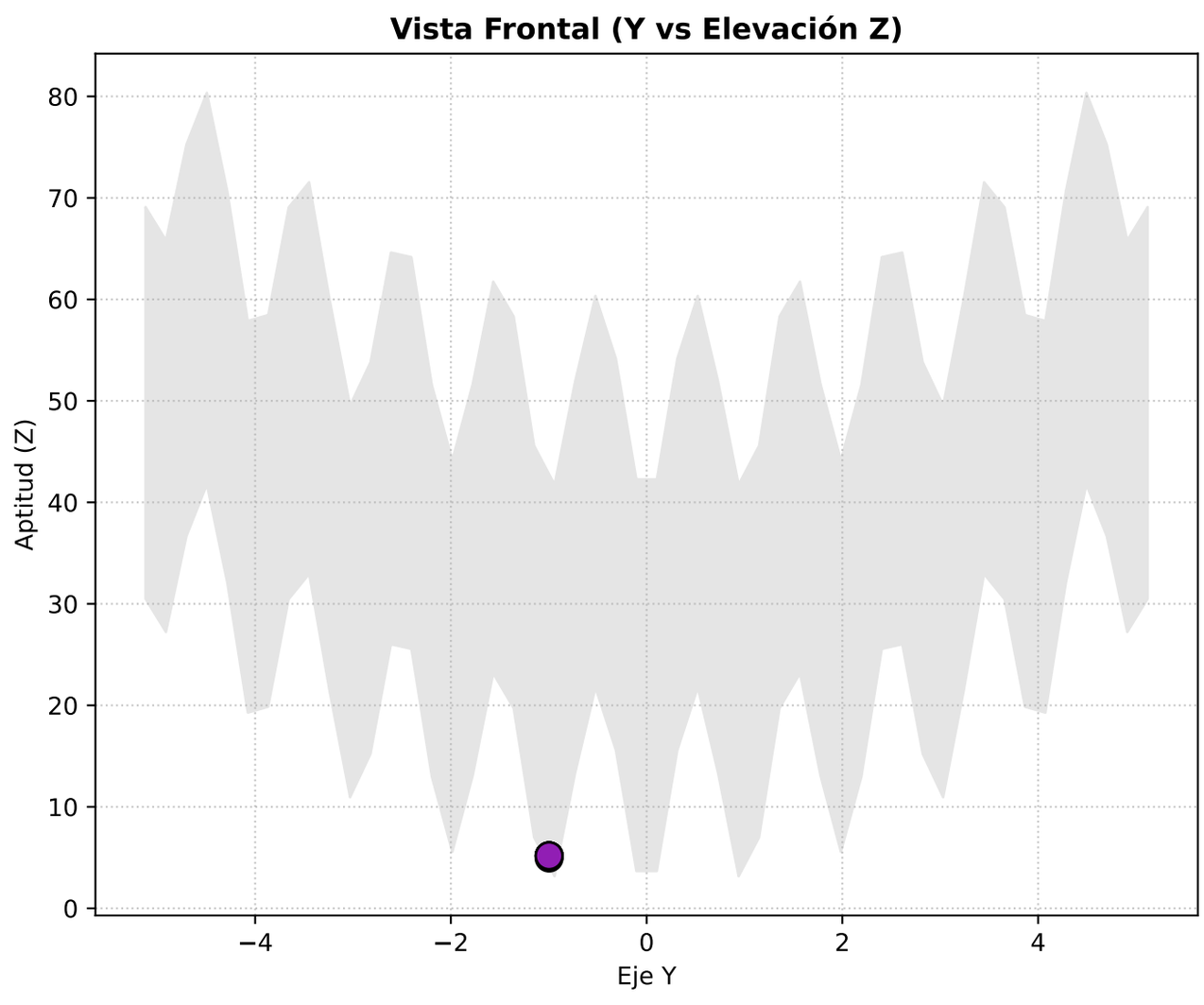


Progreso: Generación 10

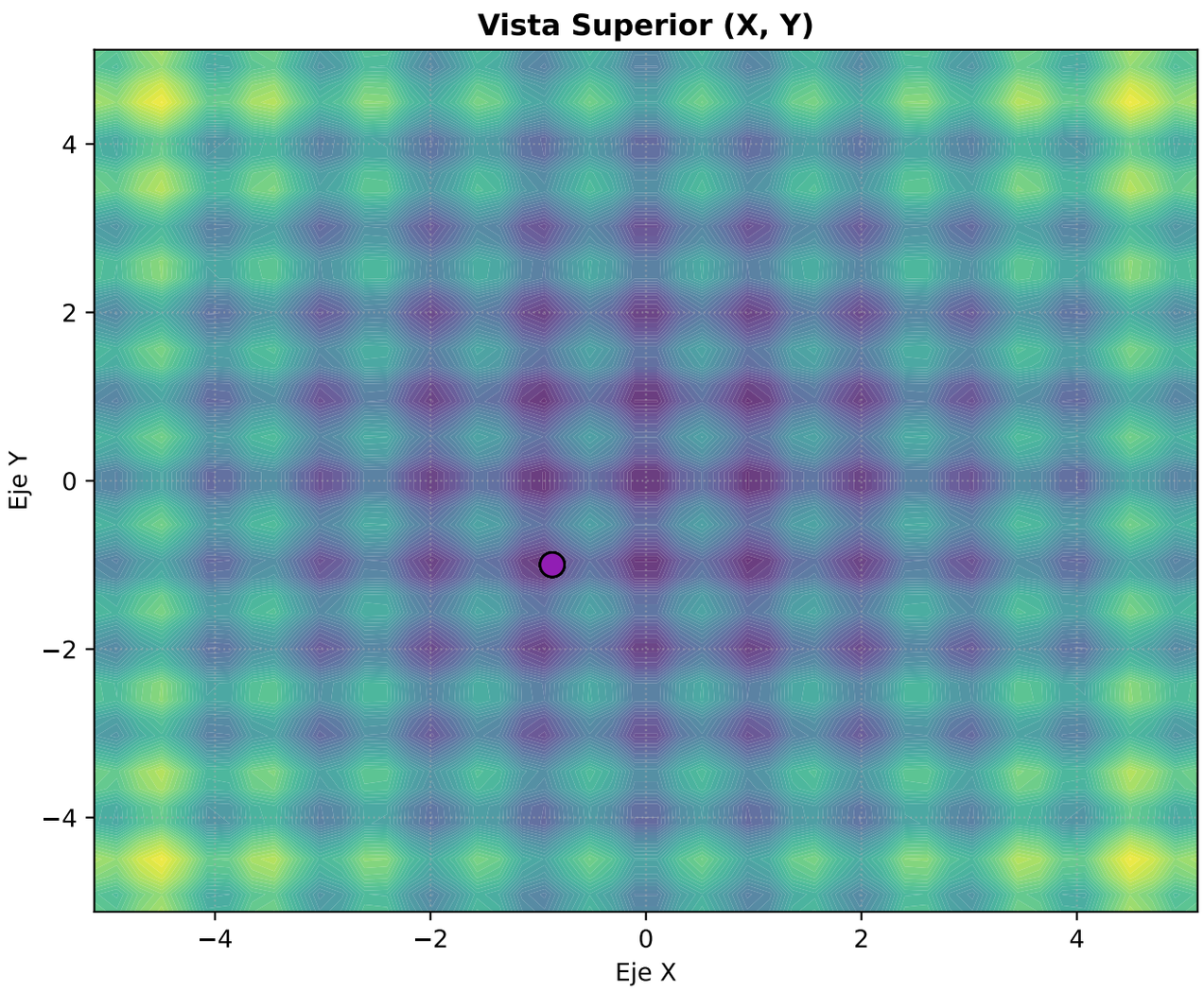


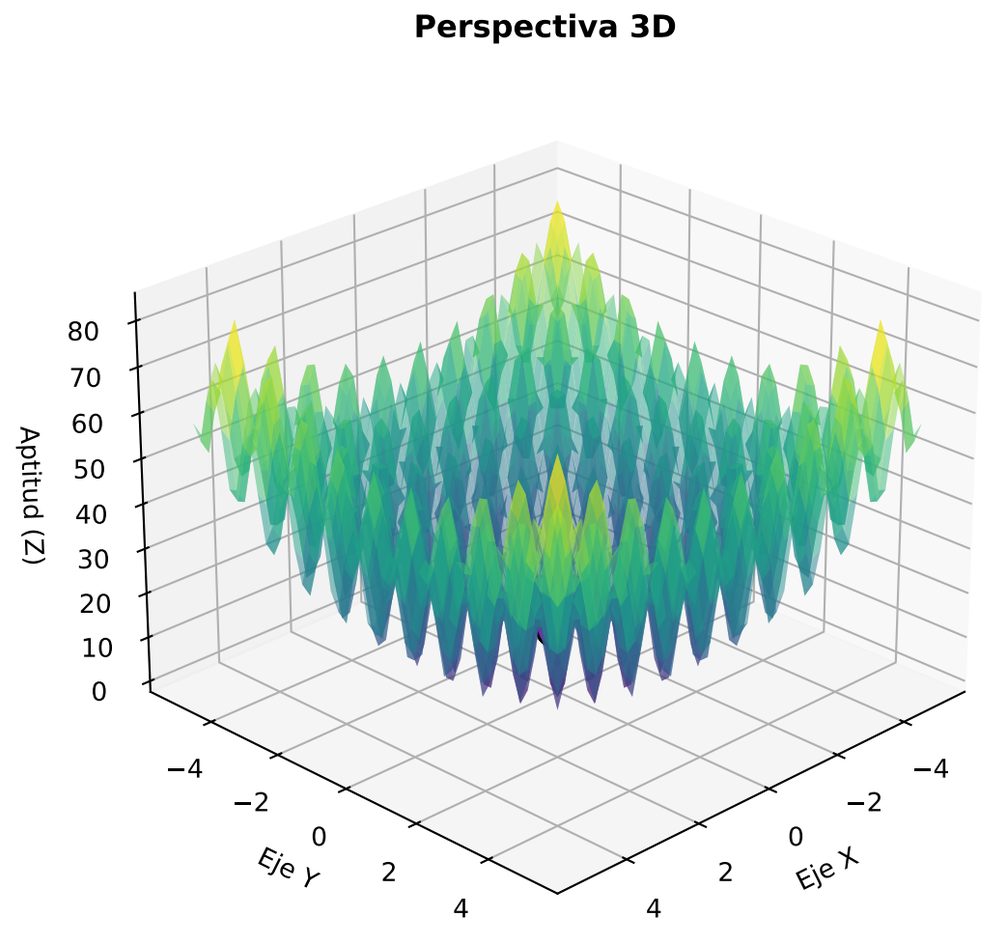


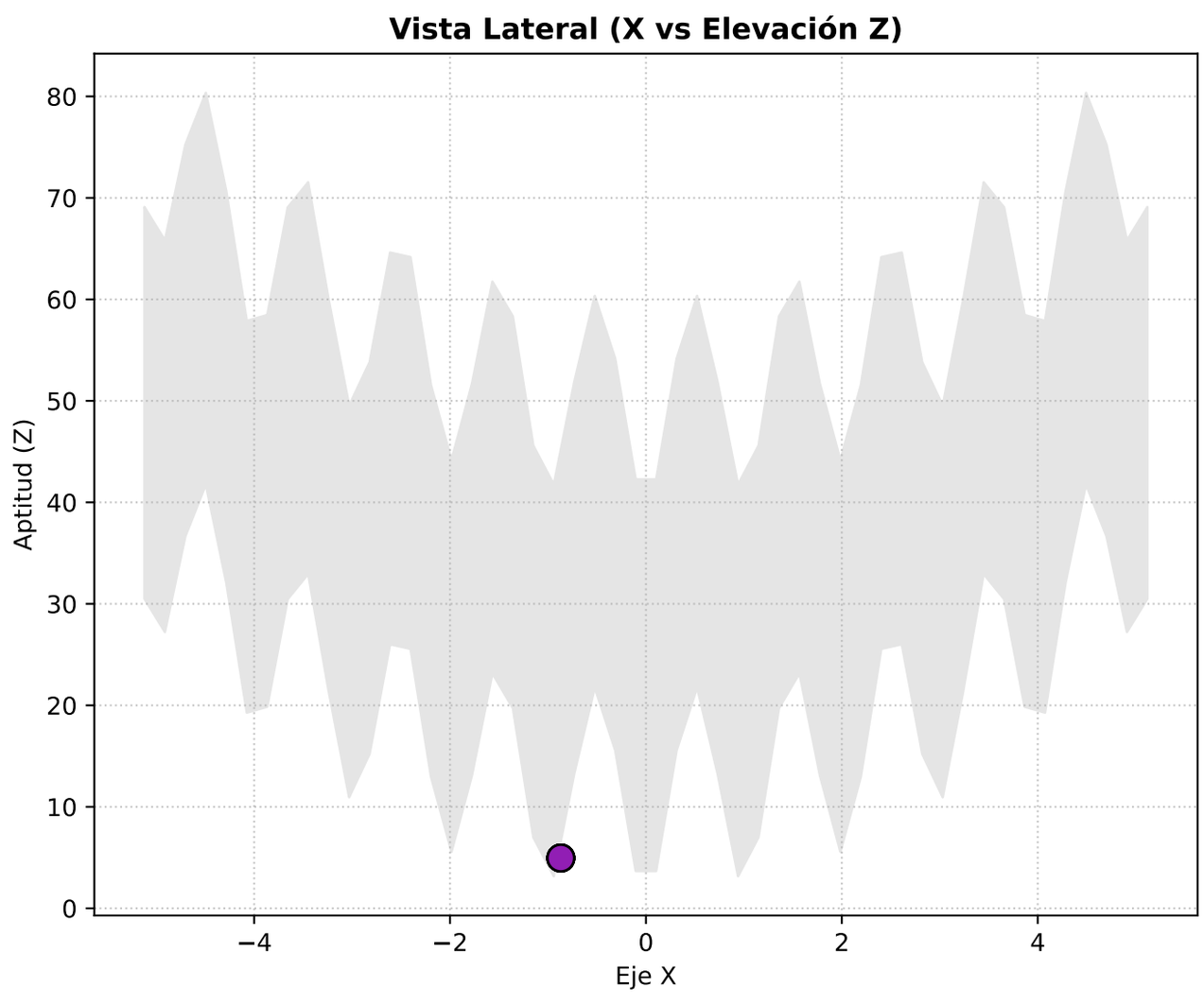


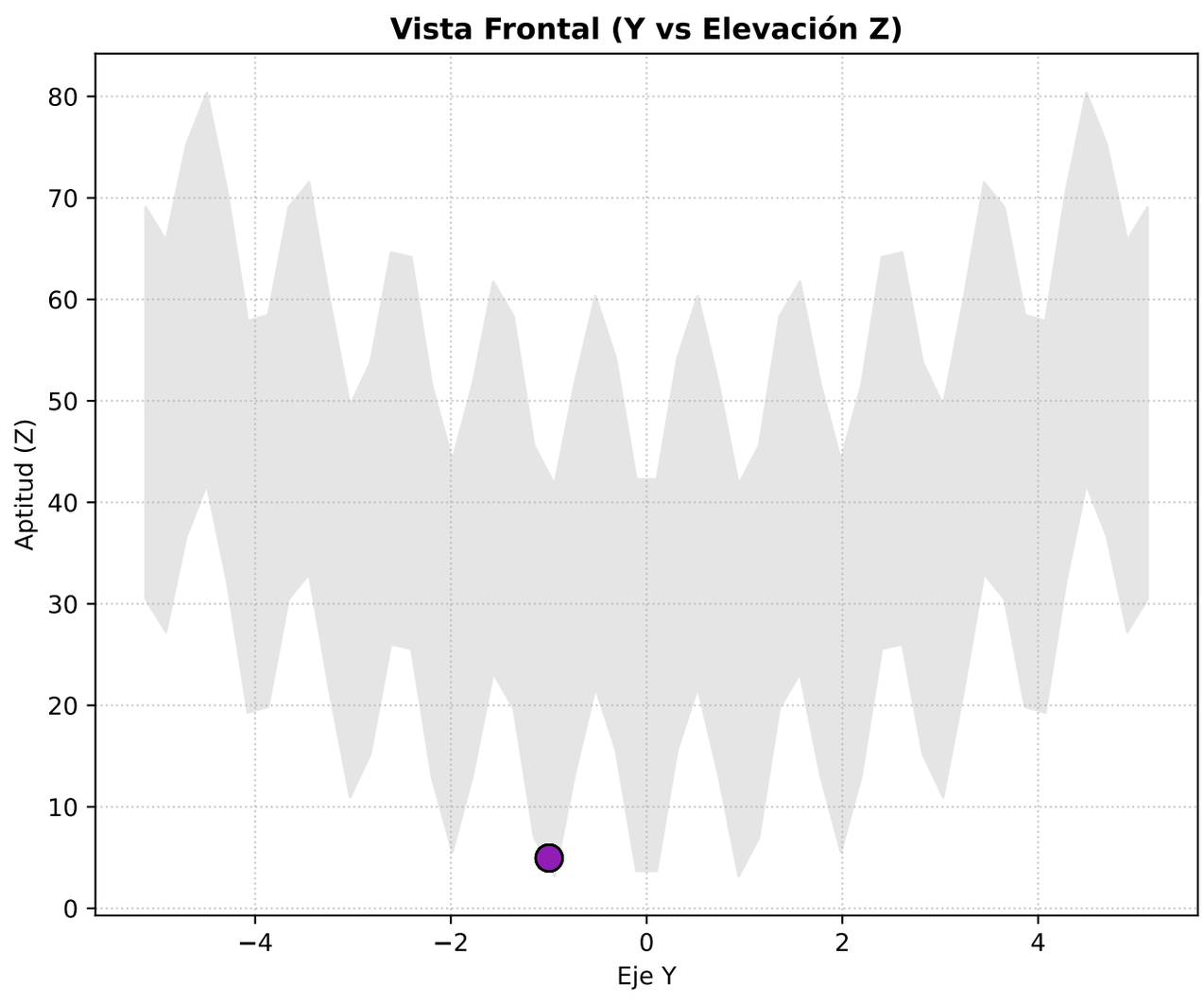


Progreso: Generación 20

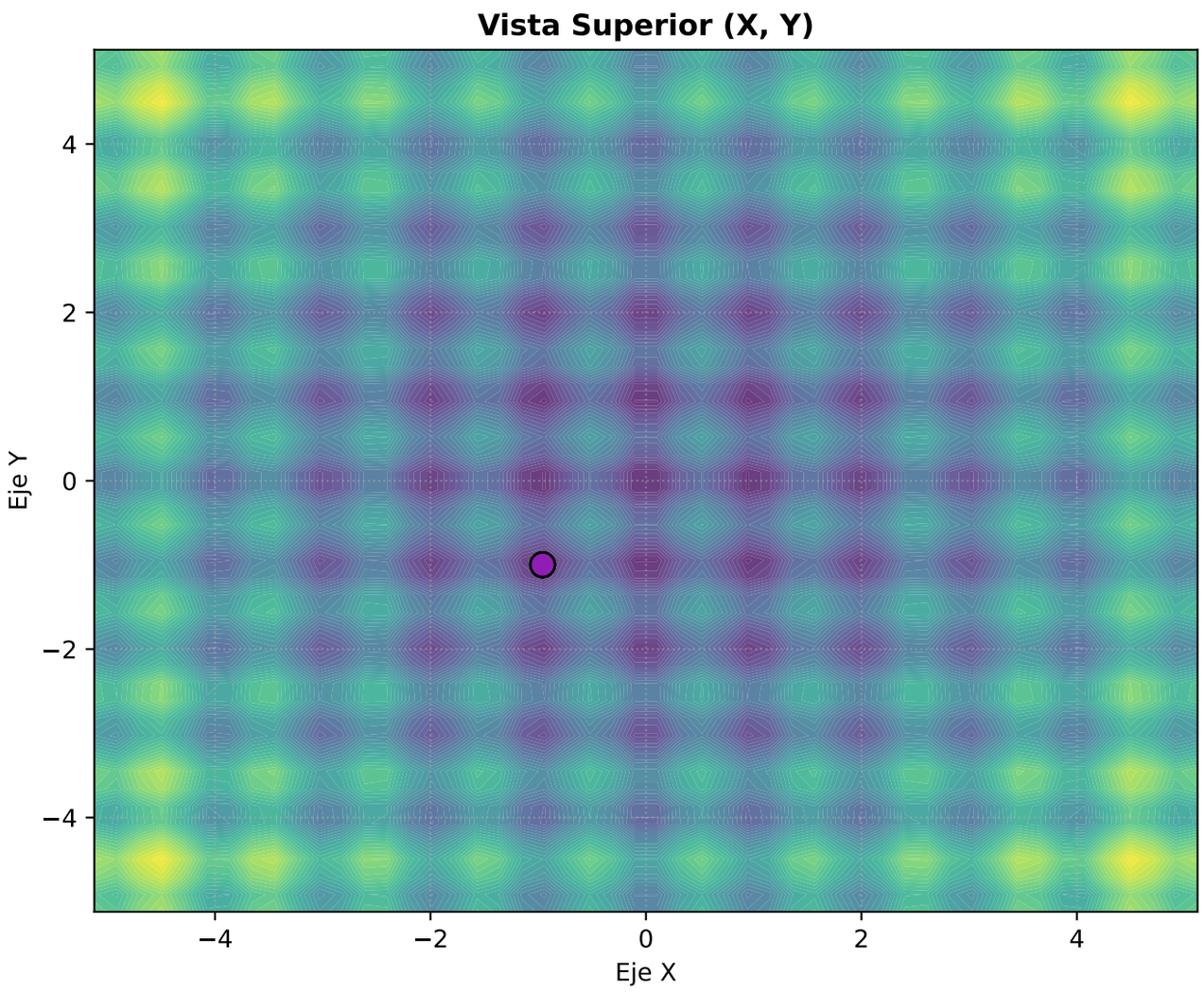


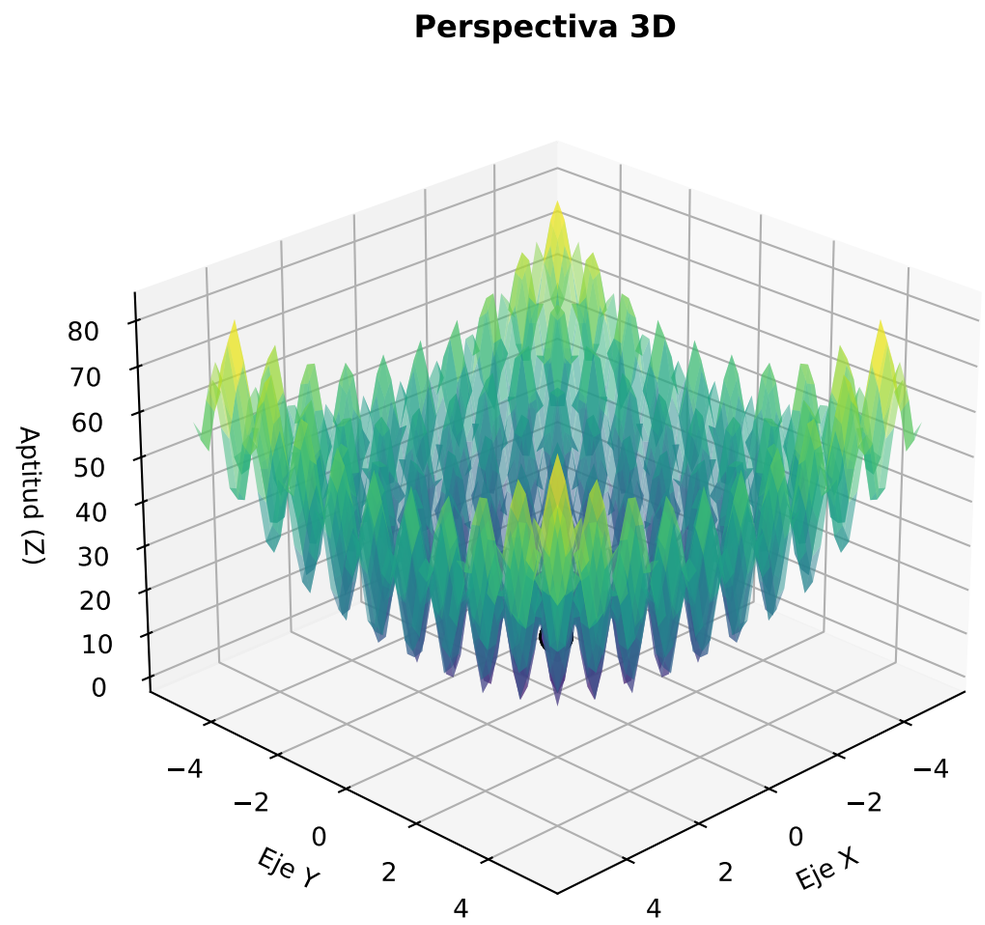


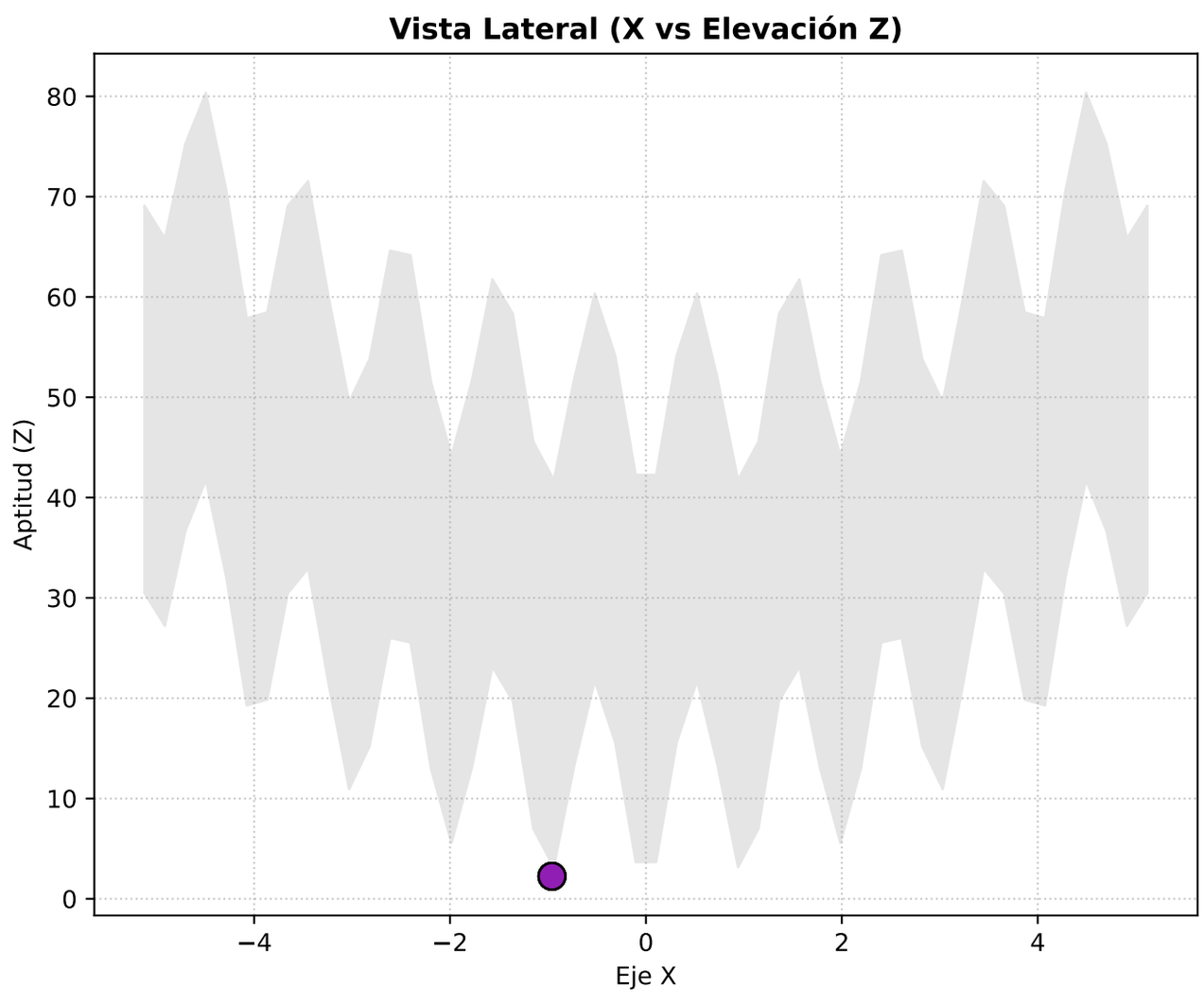


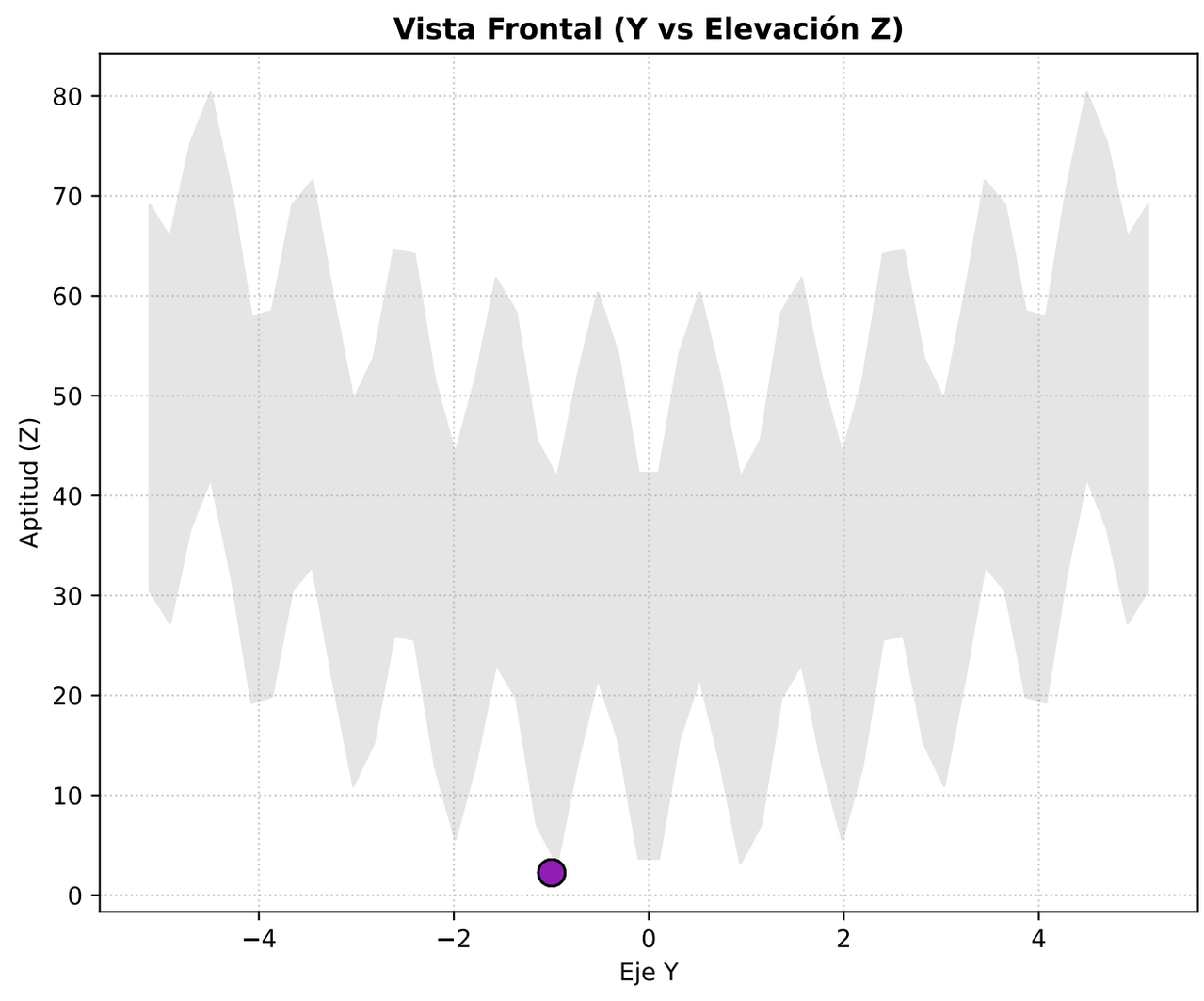


Progreso: Generación 30

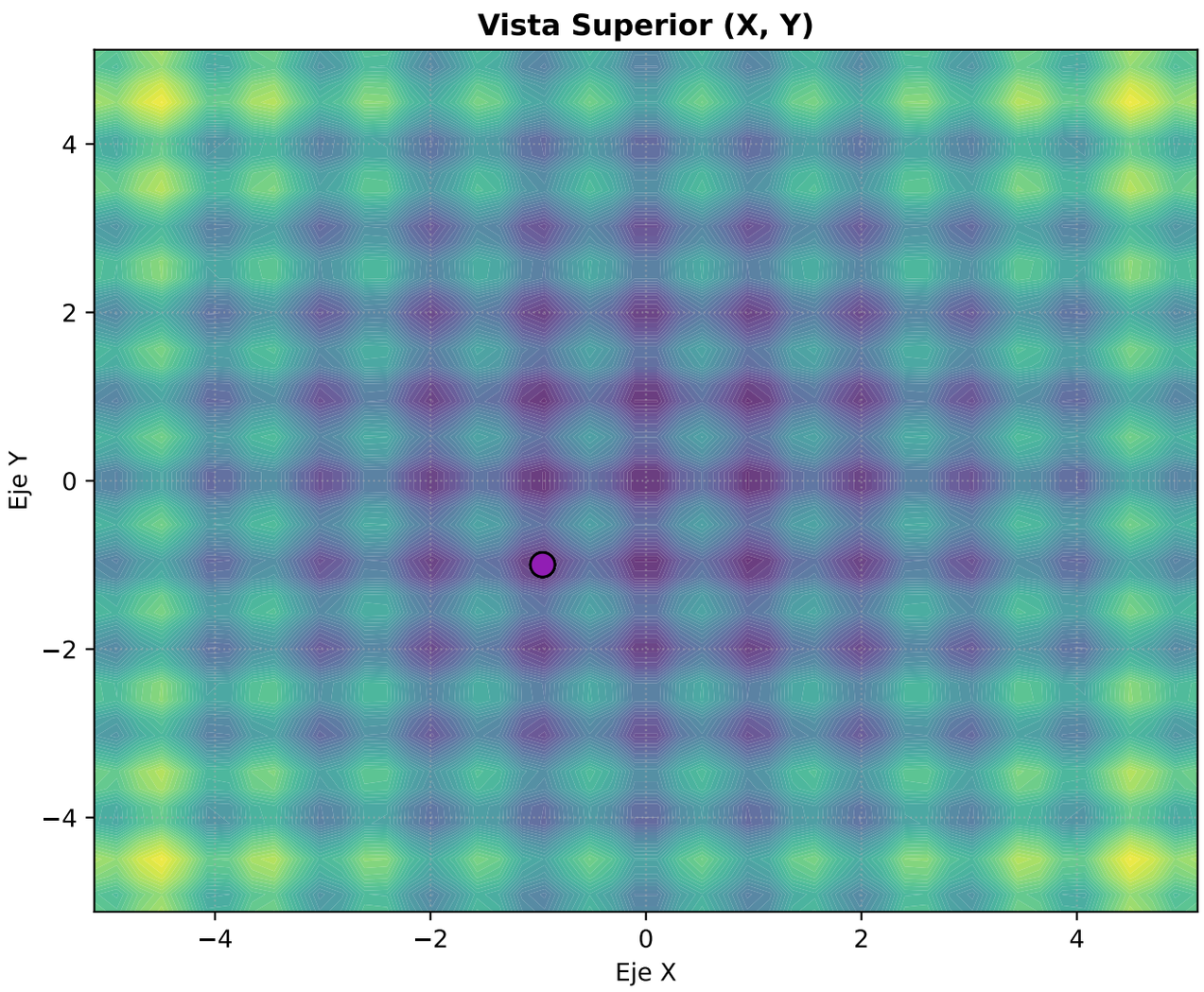


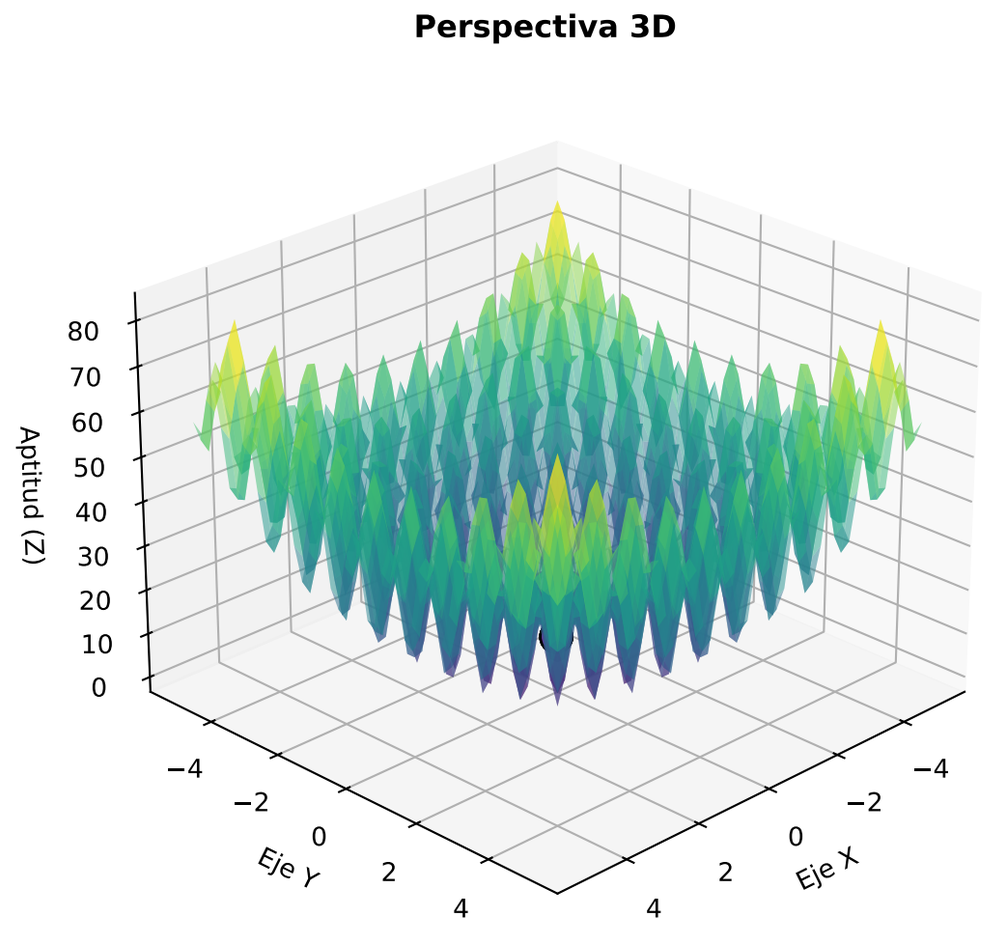


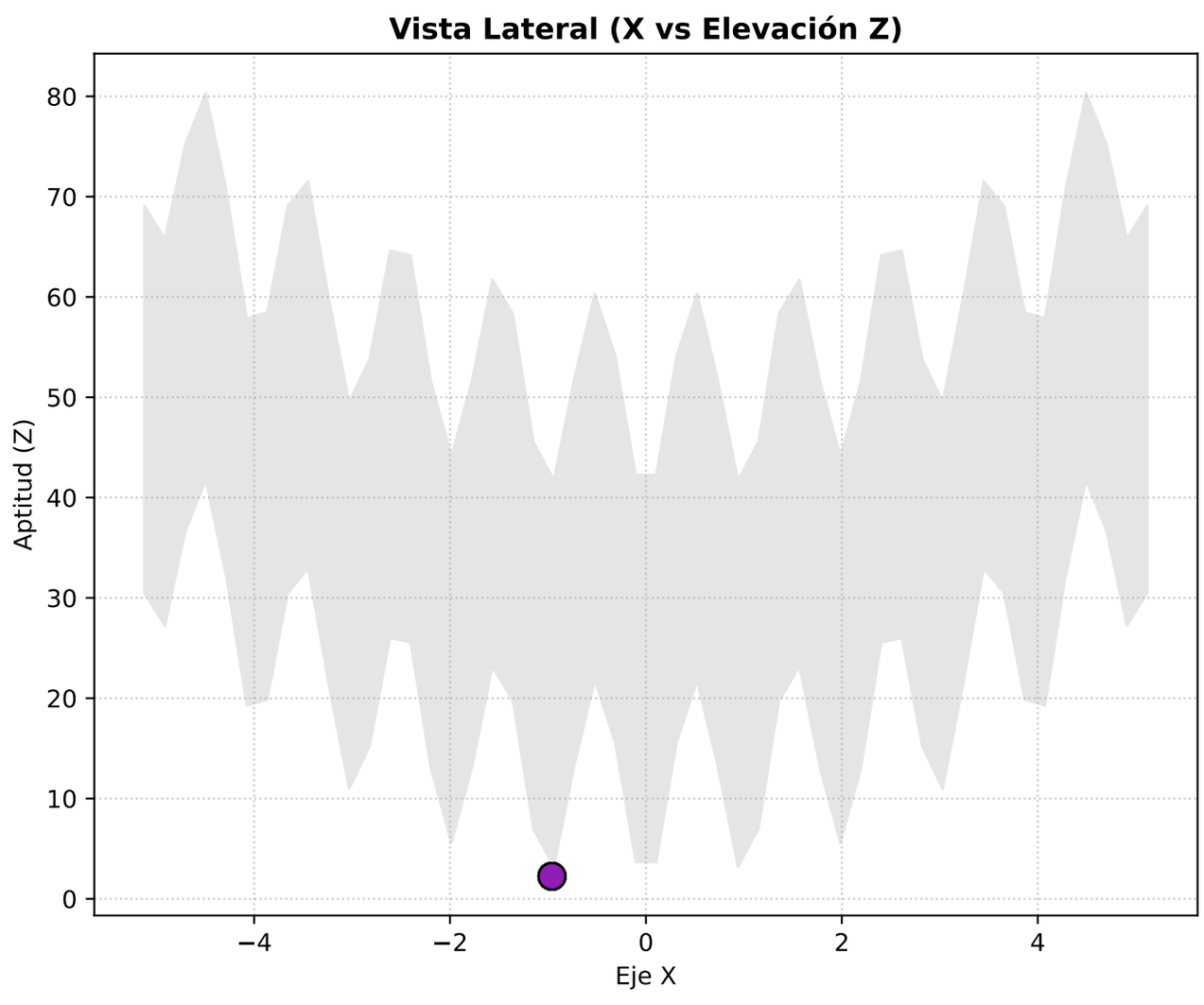


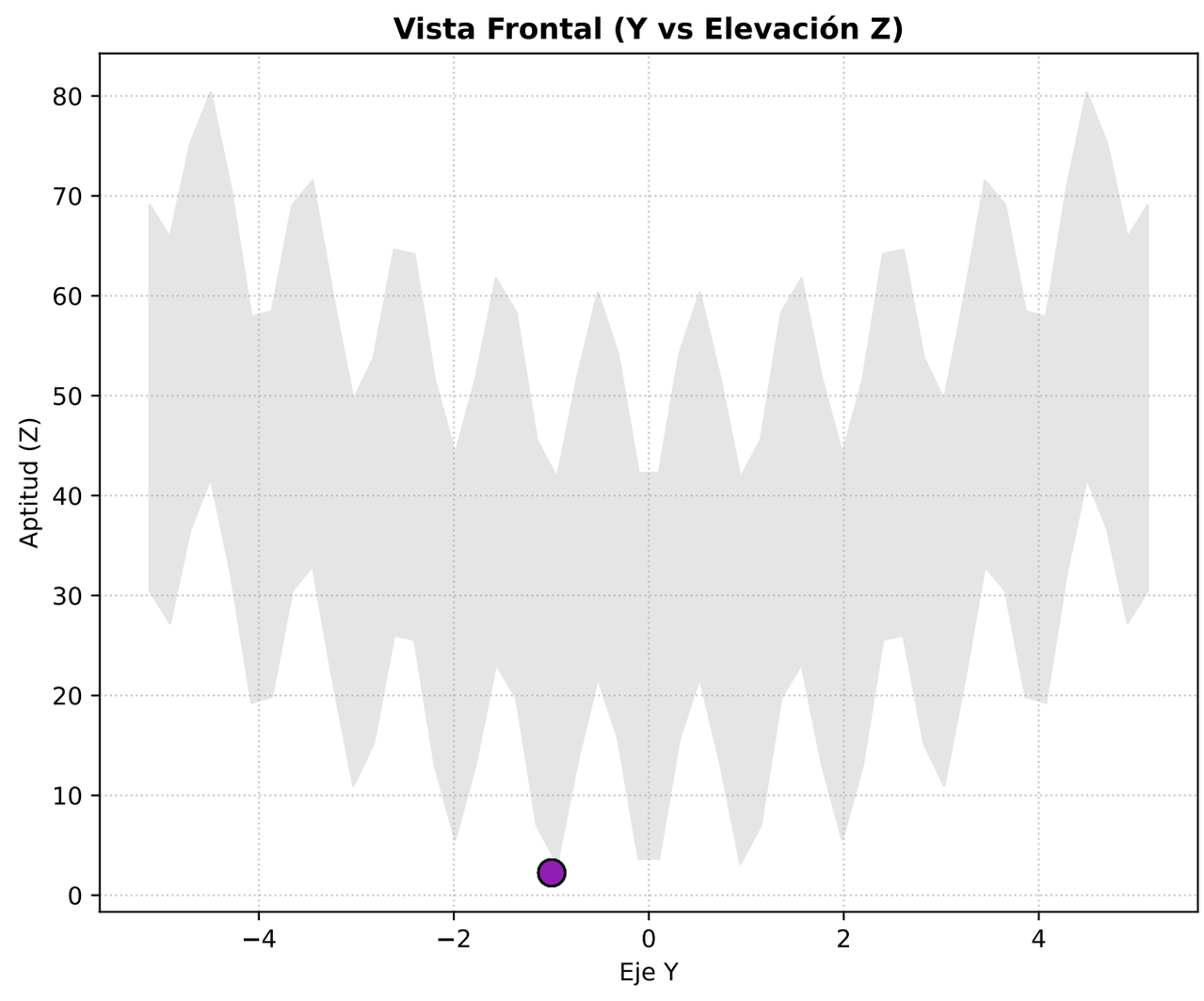


Progreso: Generación 40

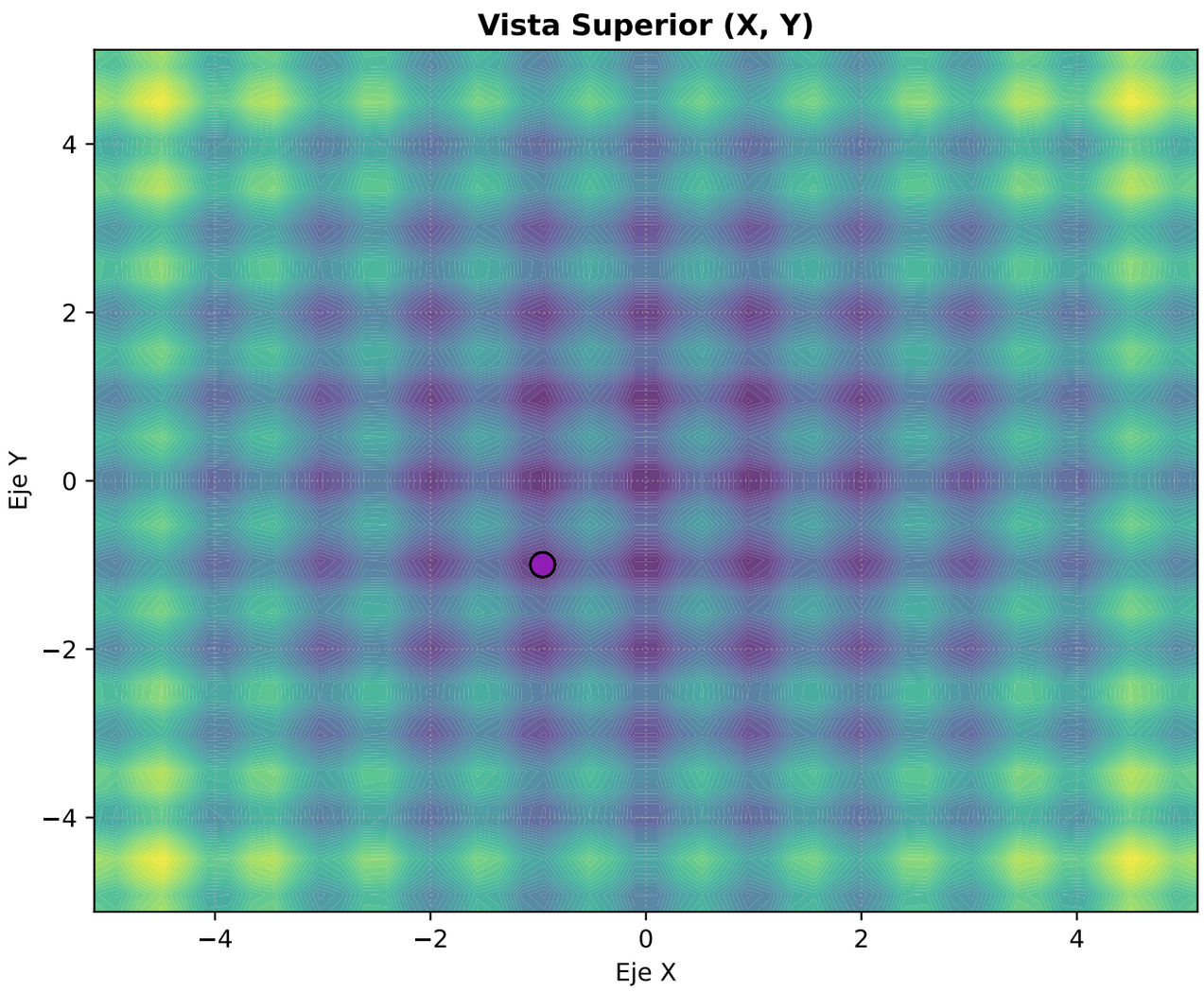


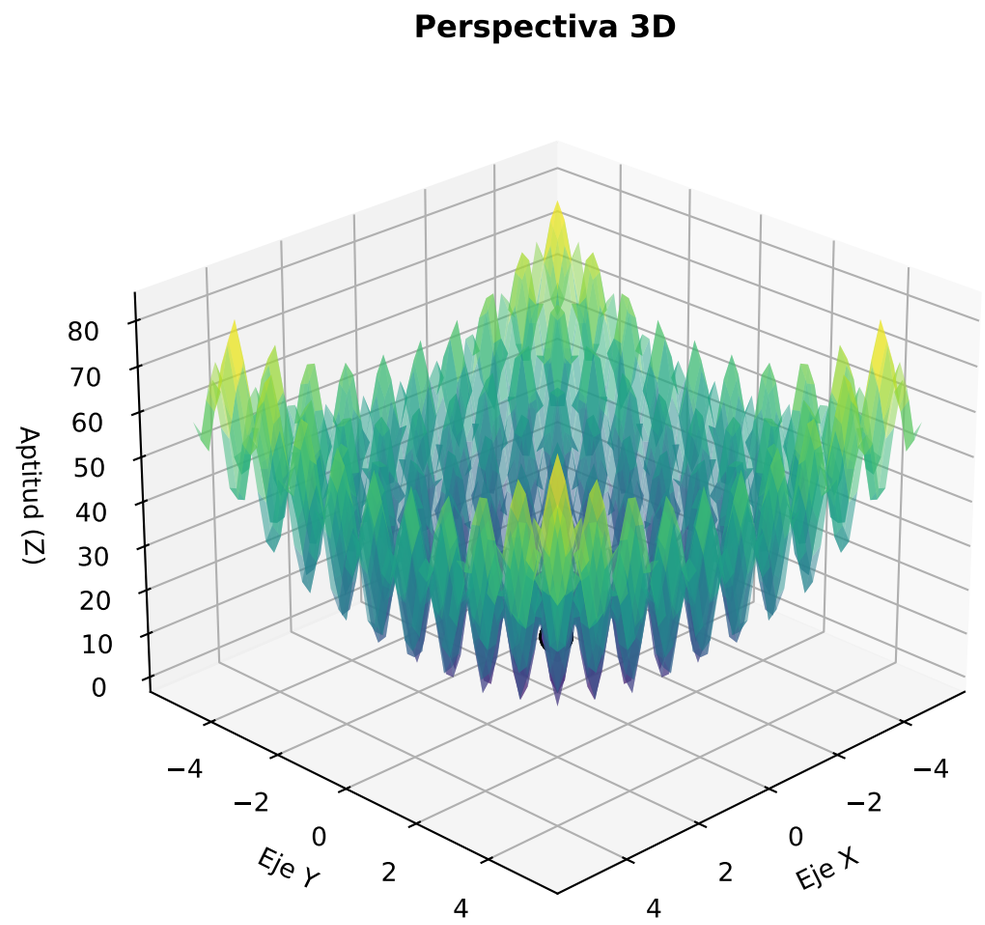


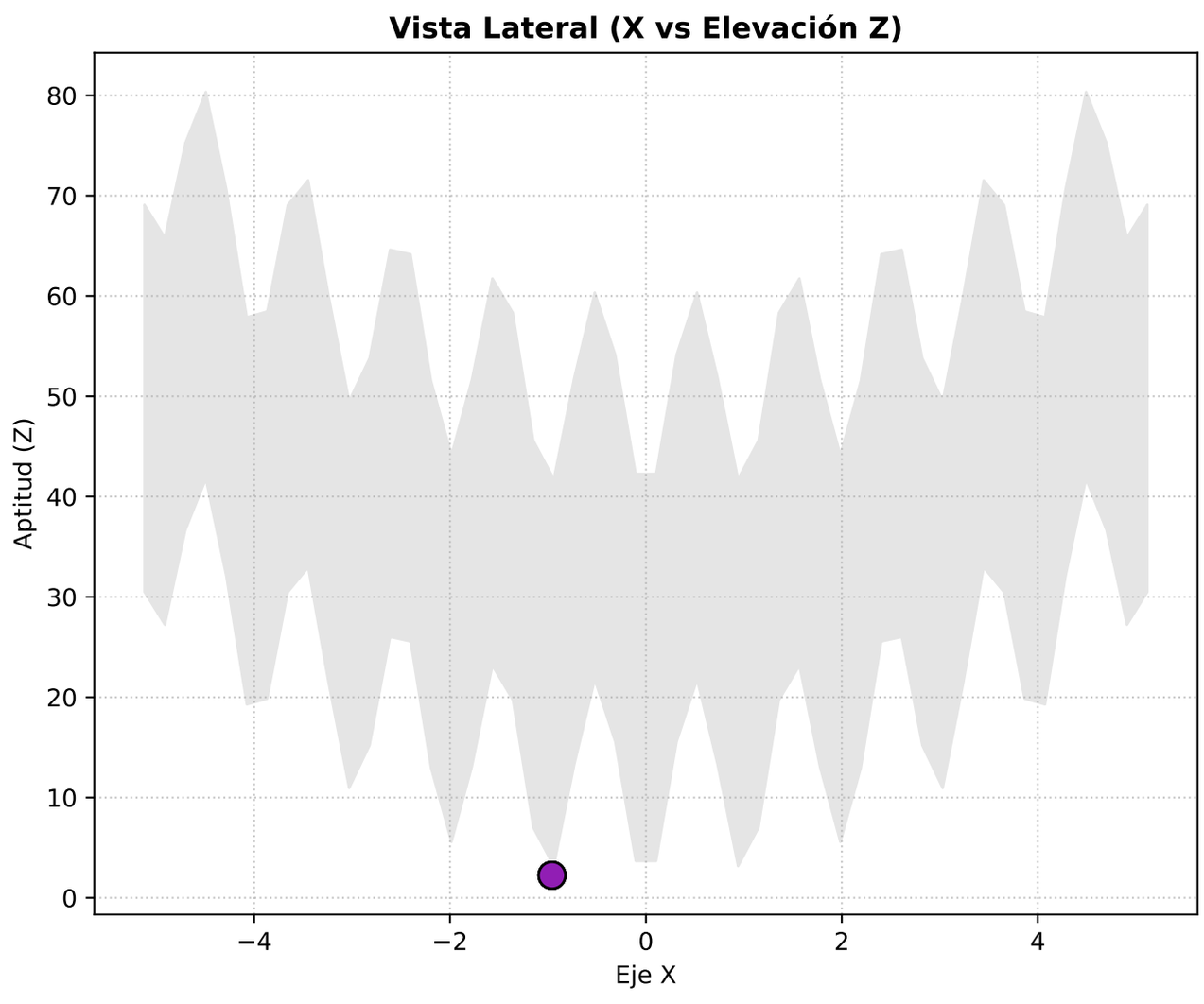


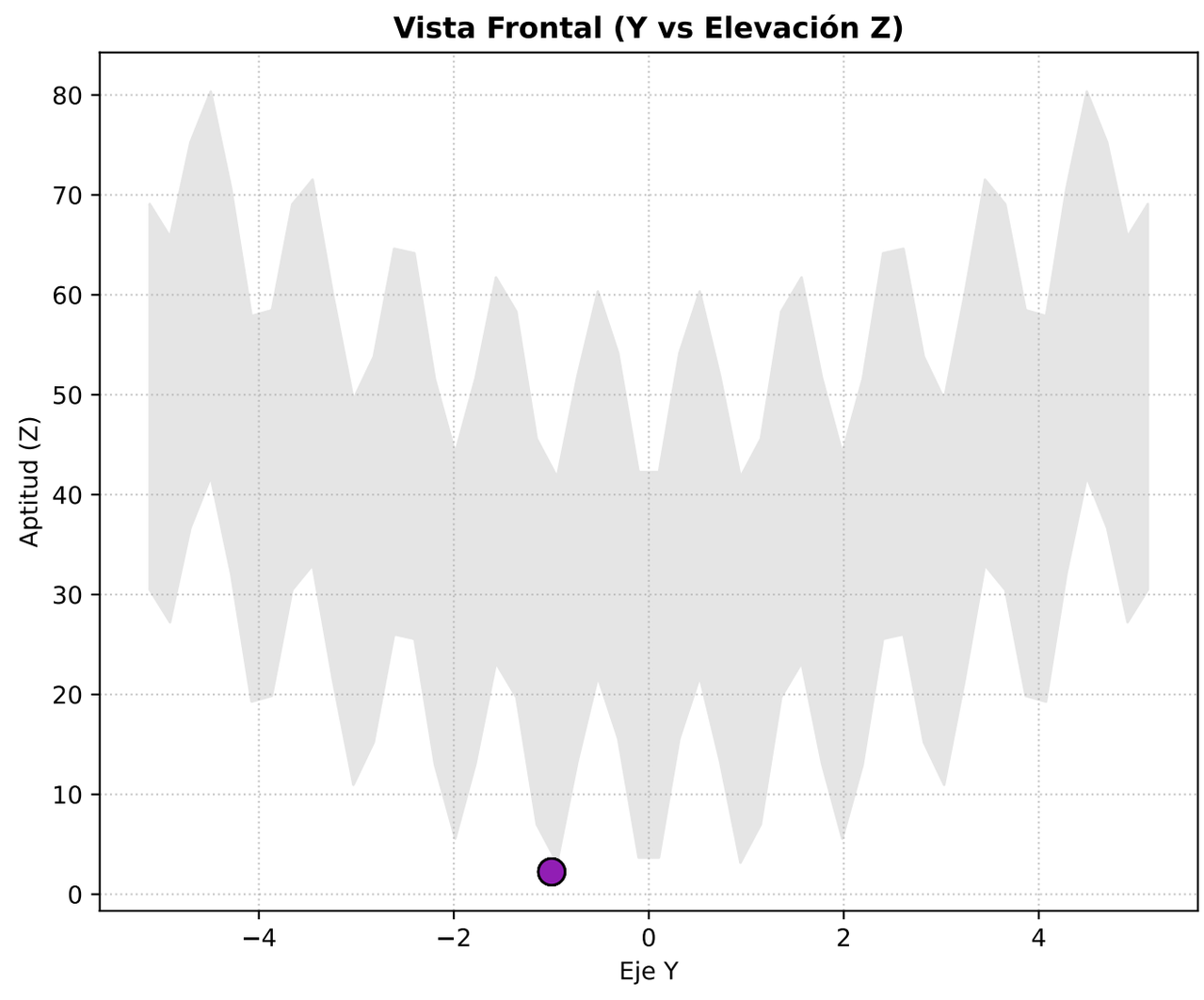


Progreso: Generación 50









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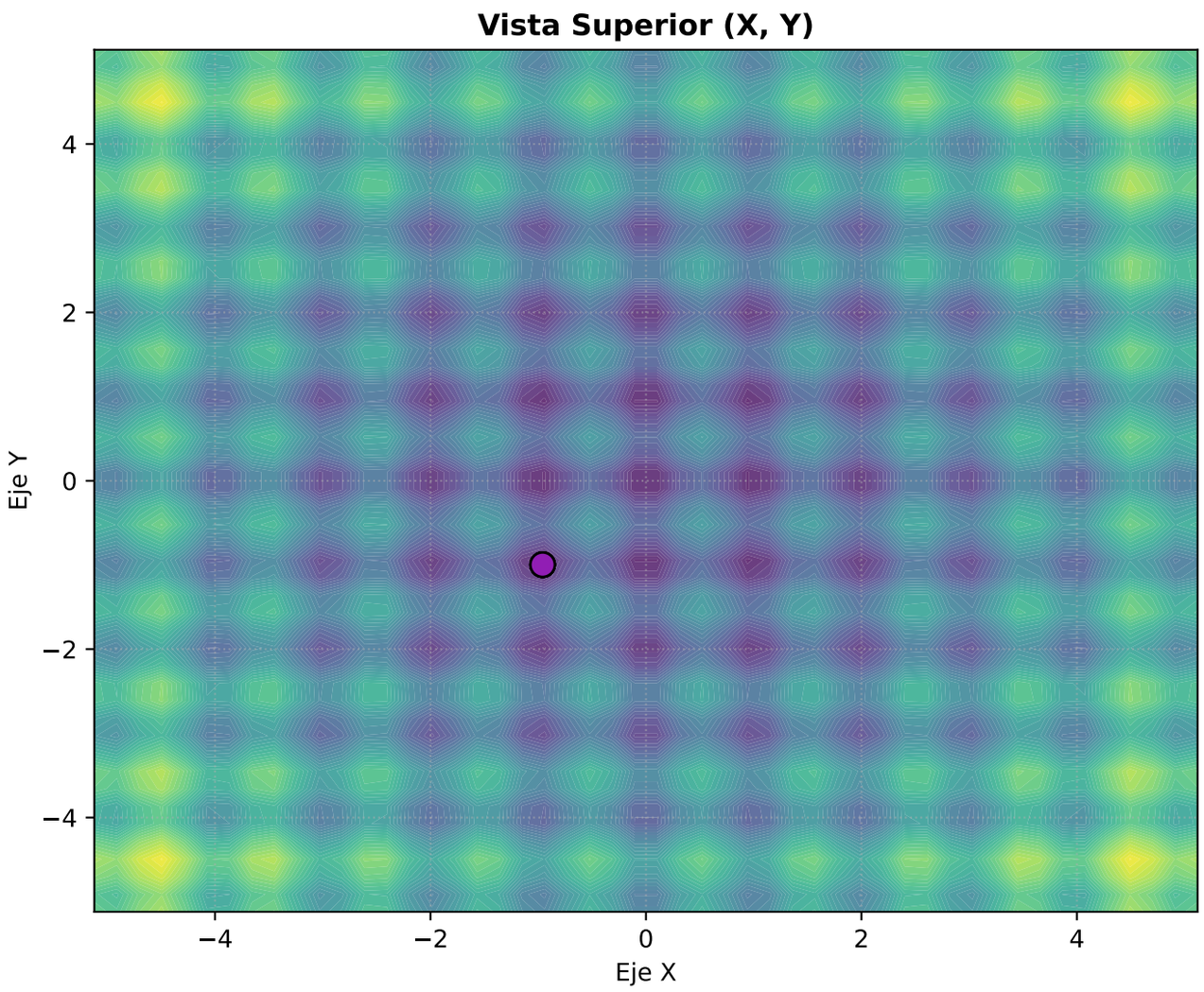
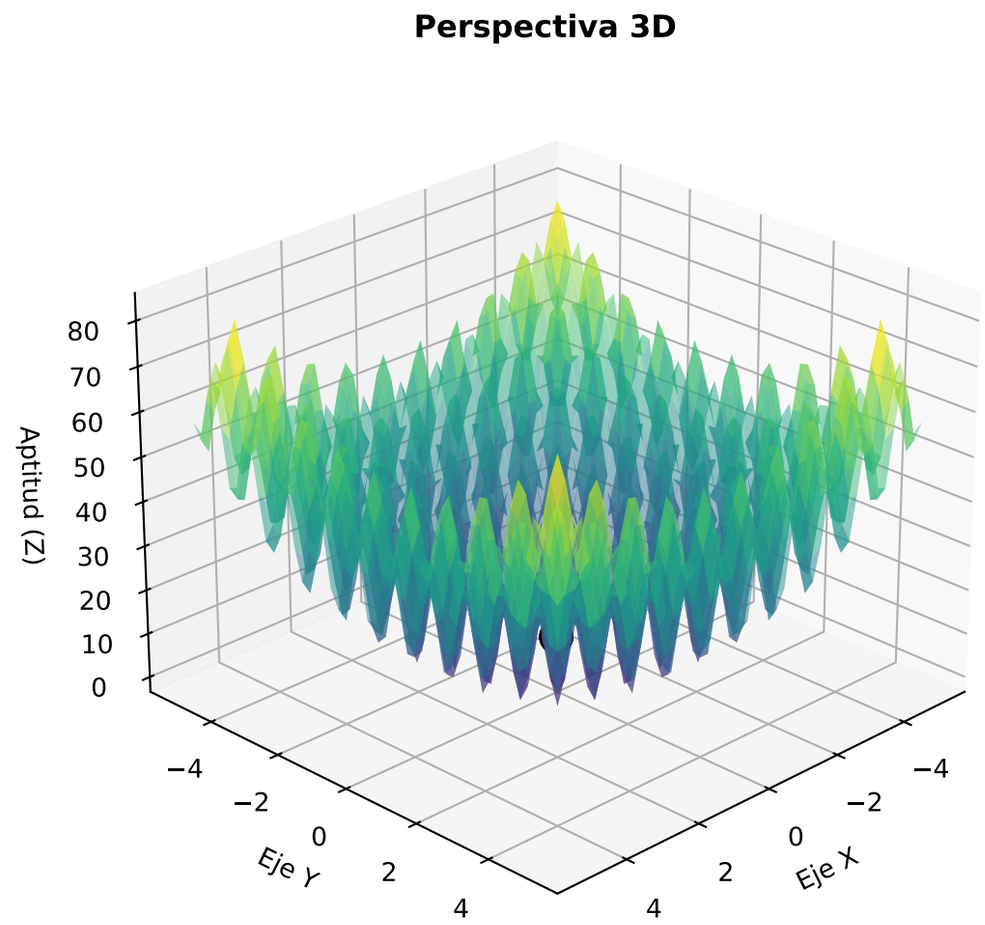
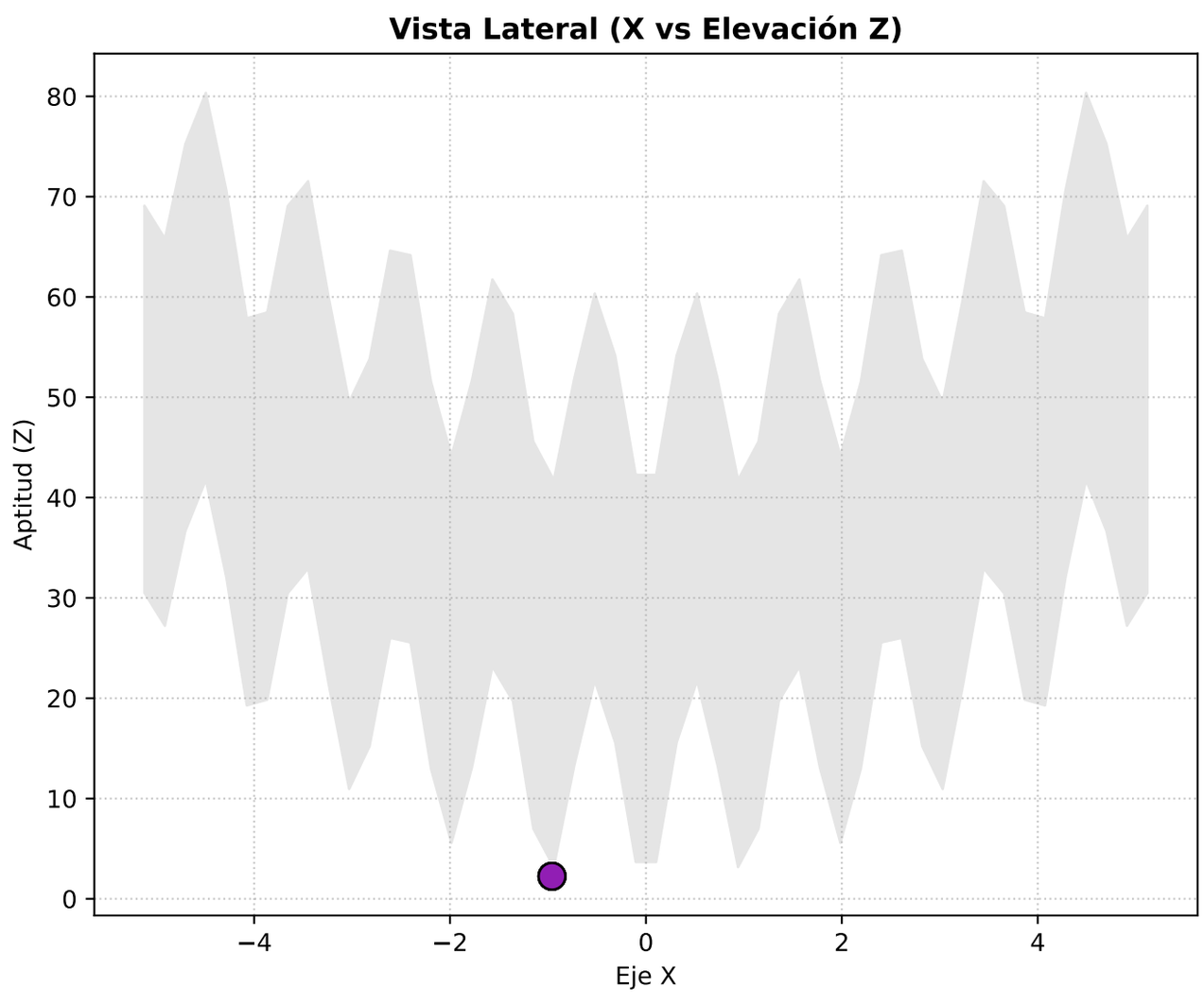
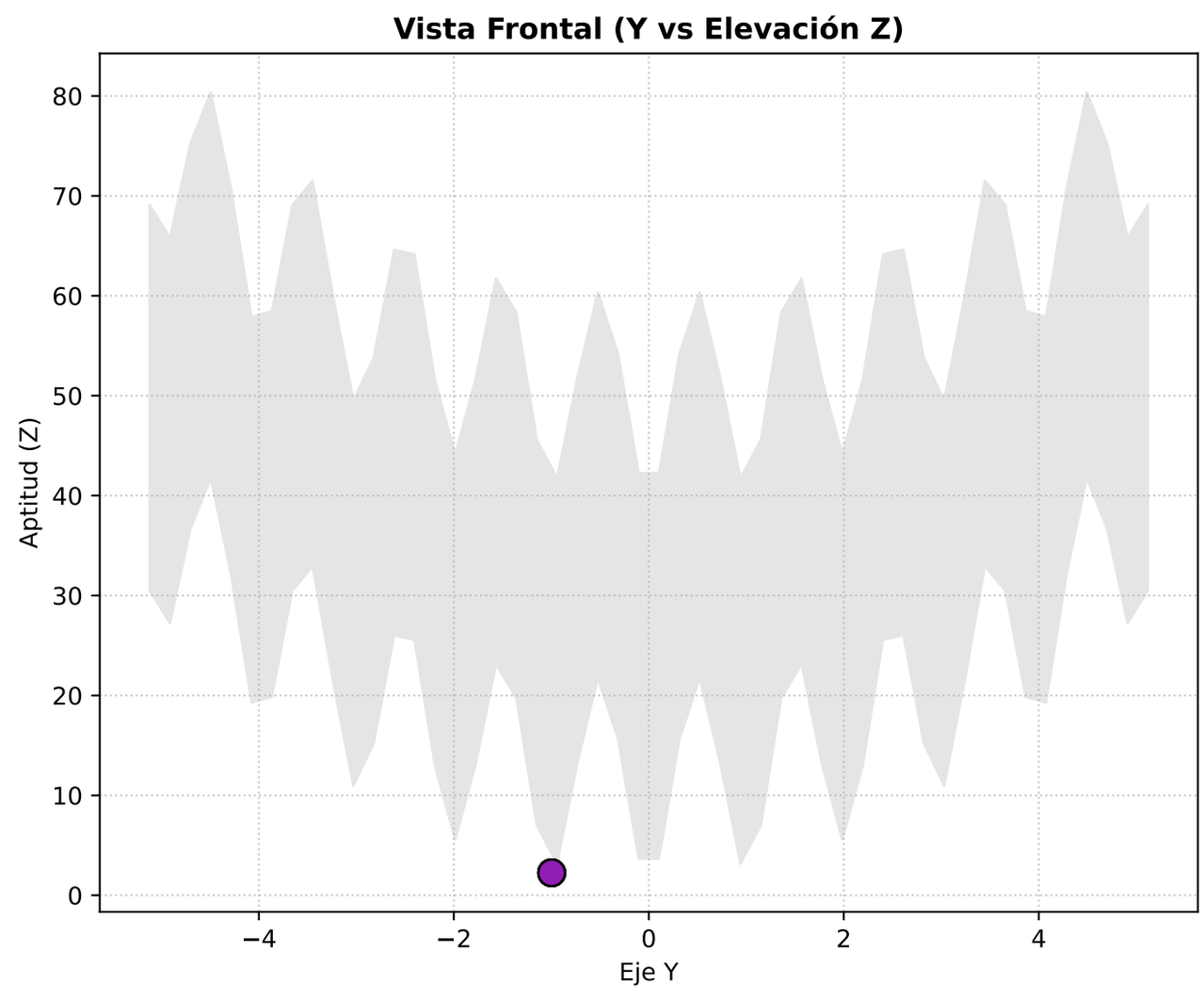
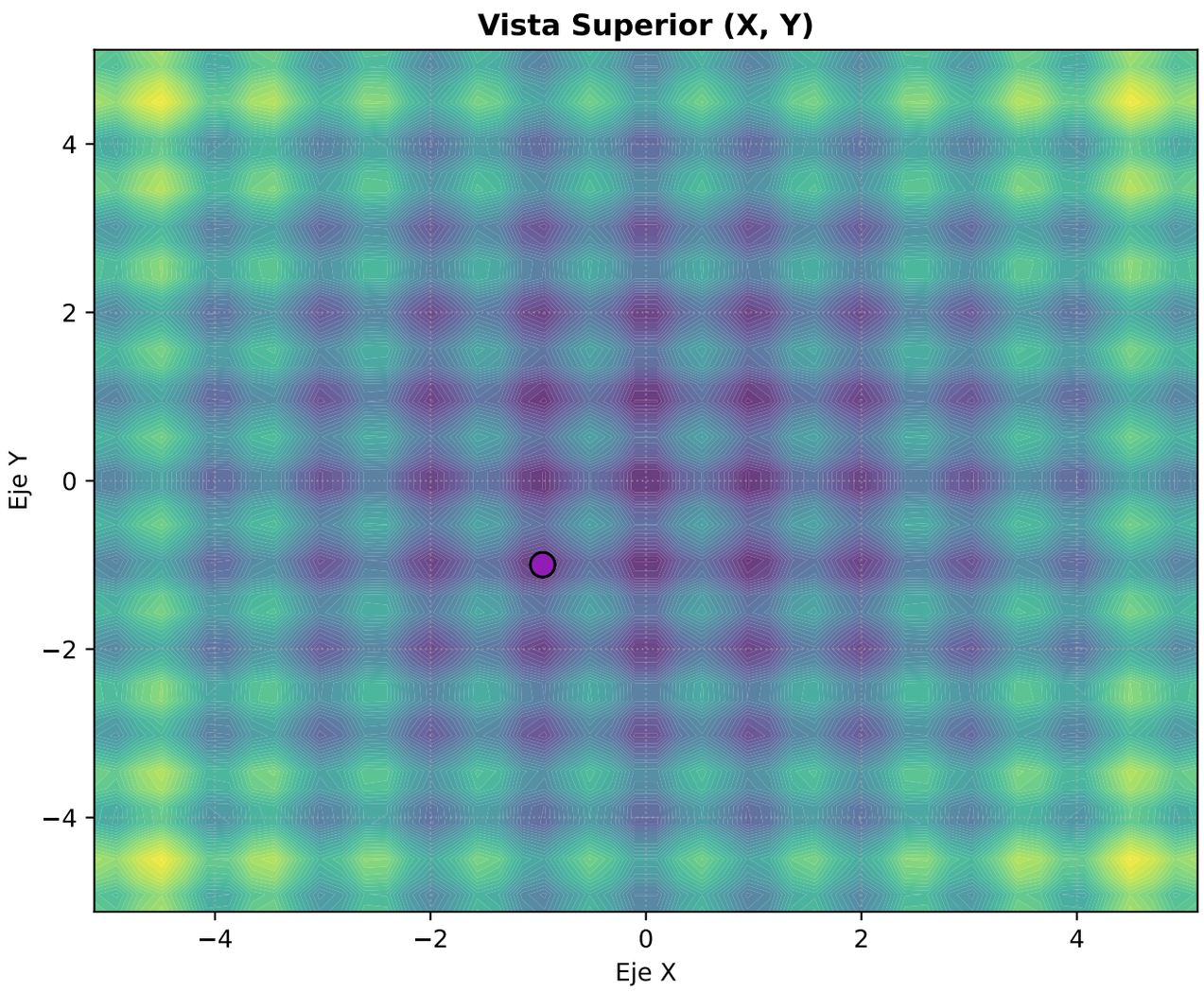


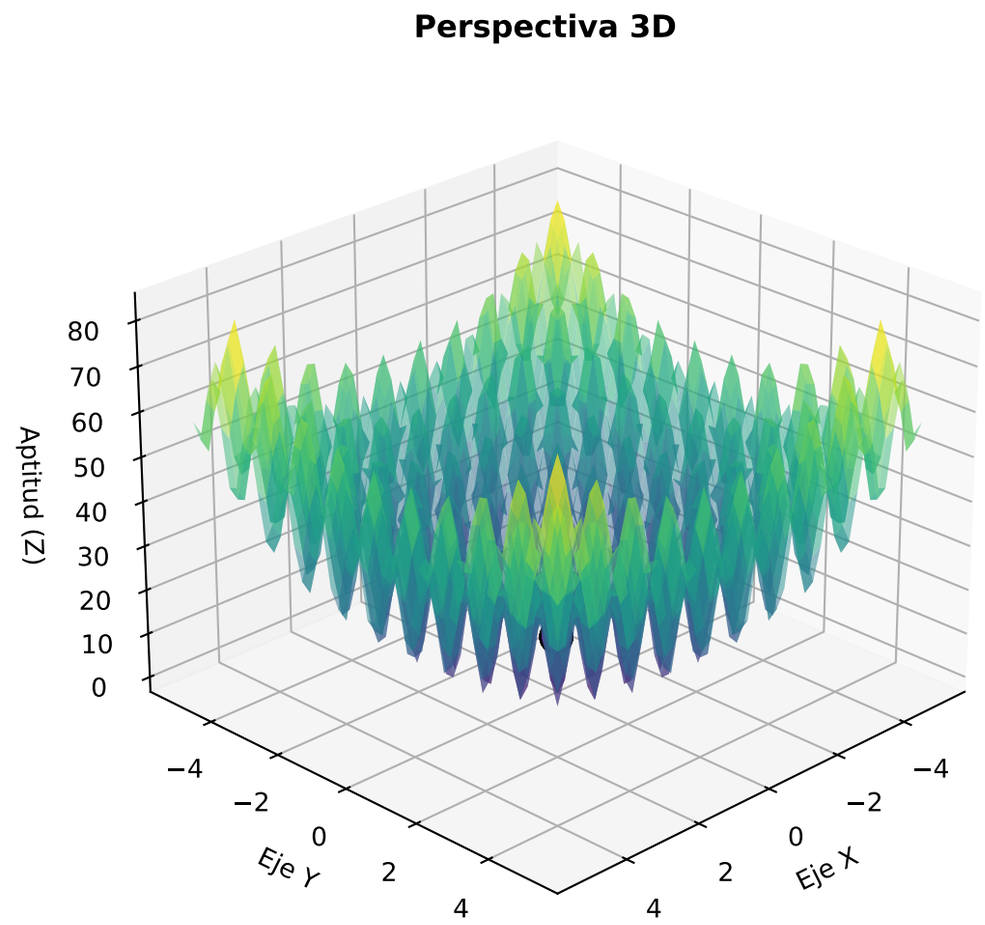


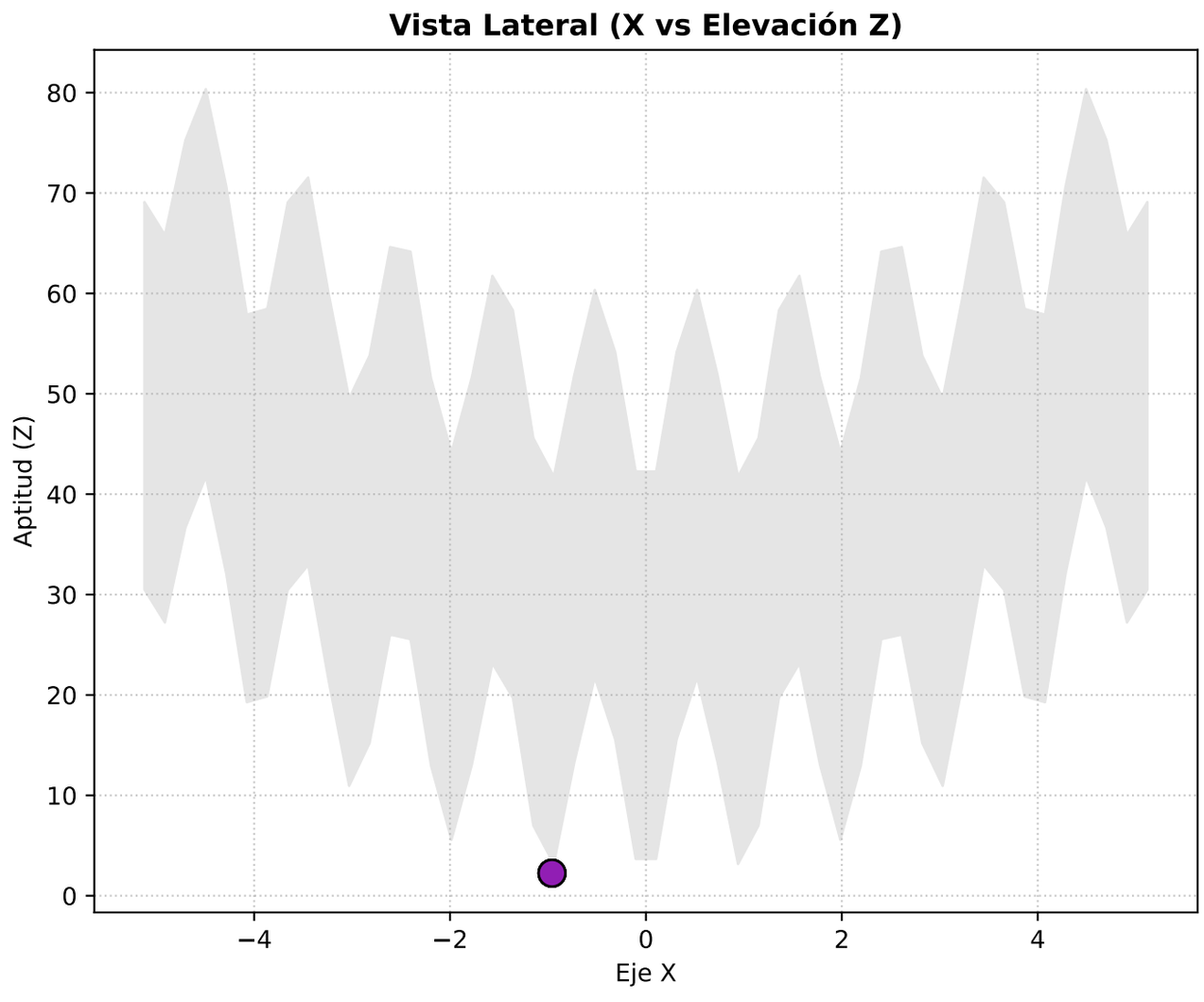


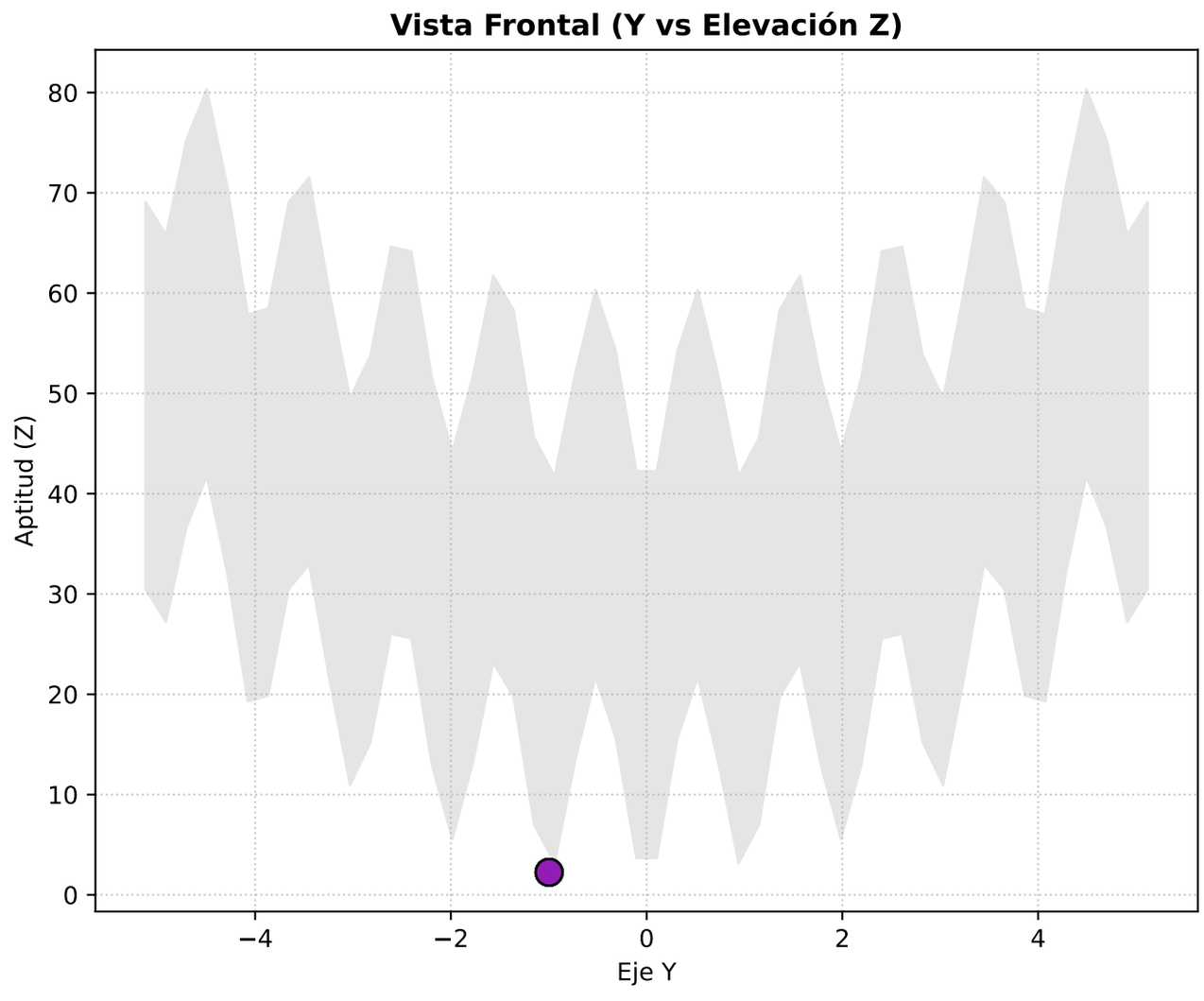


Progreso: Generación 70

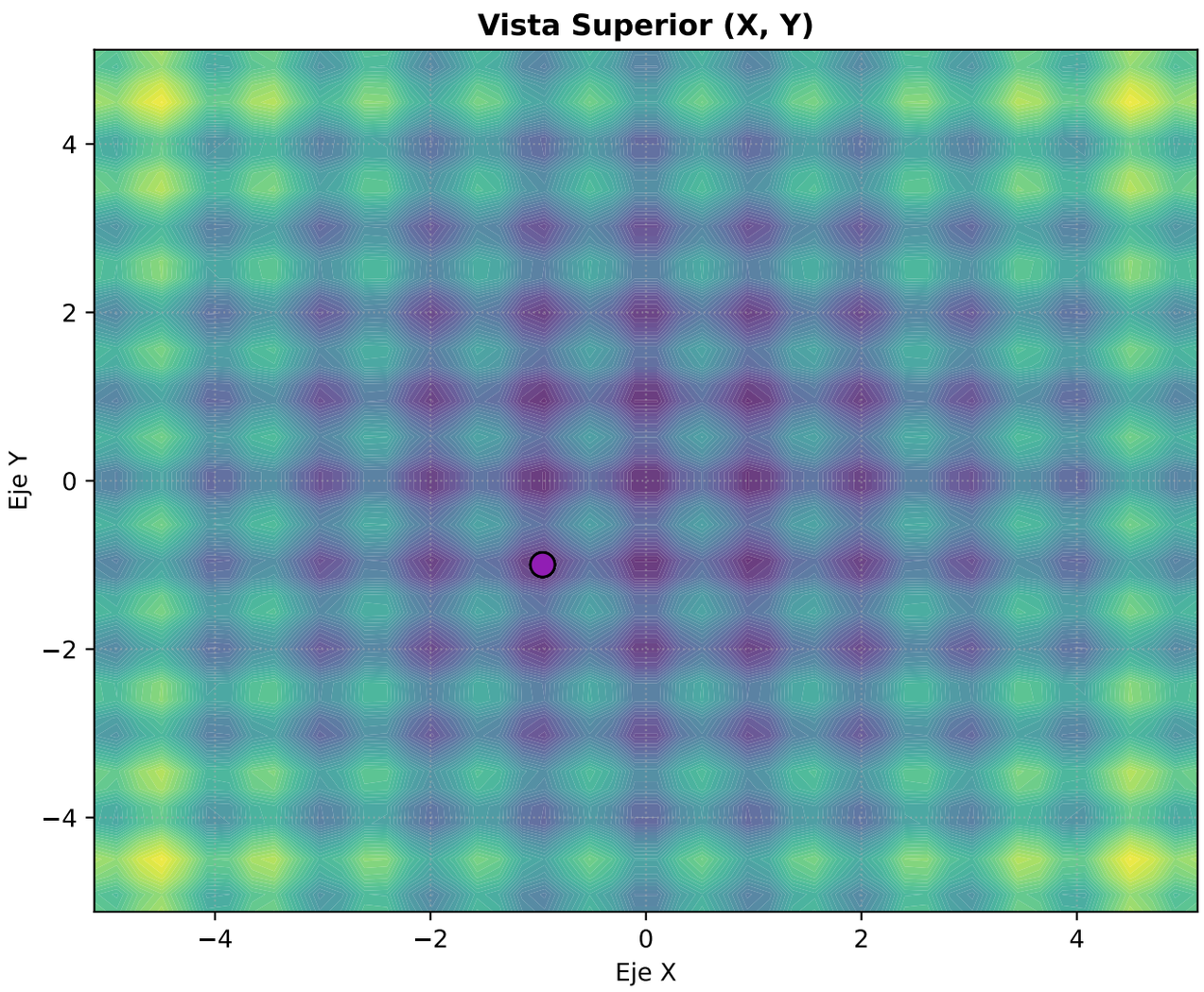


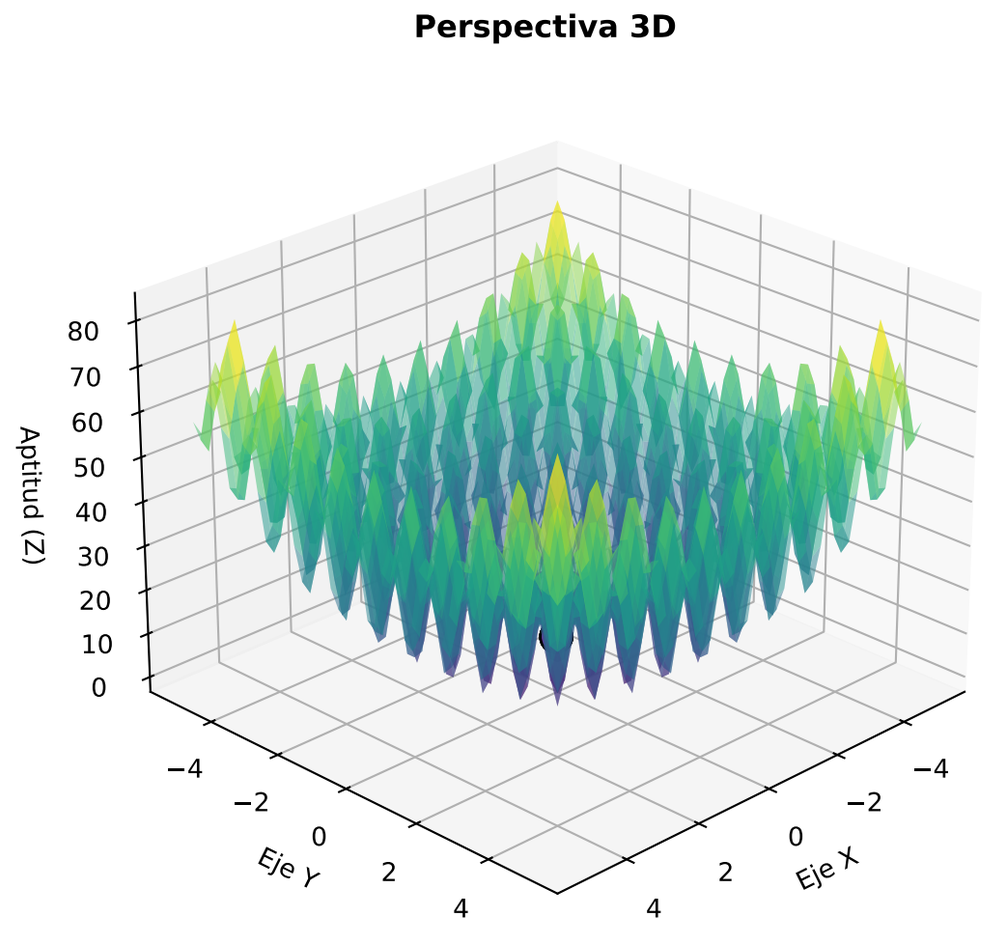


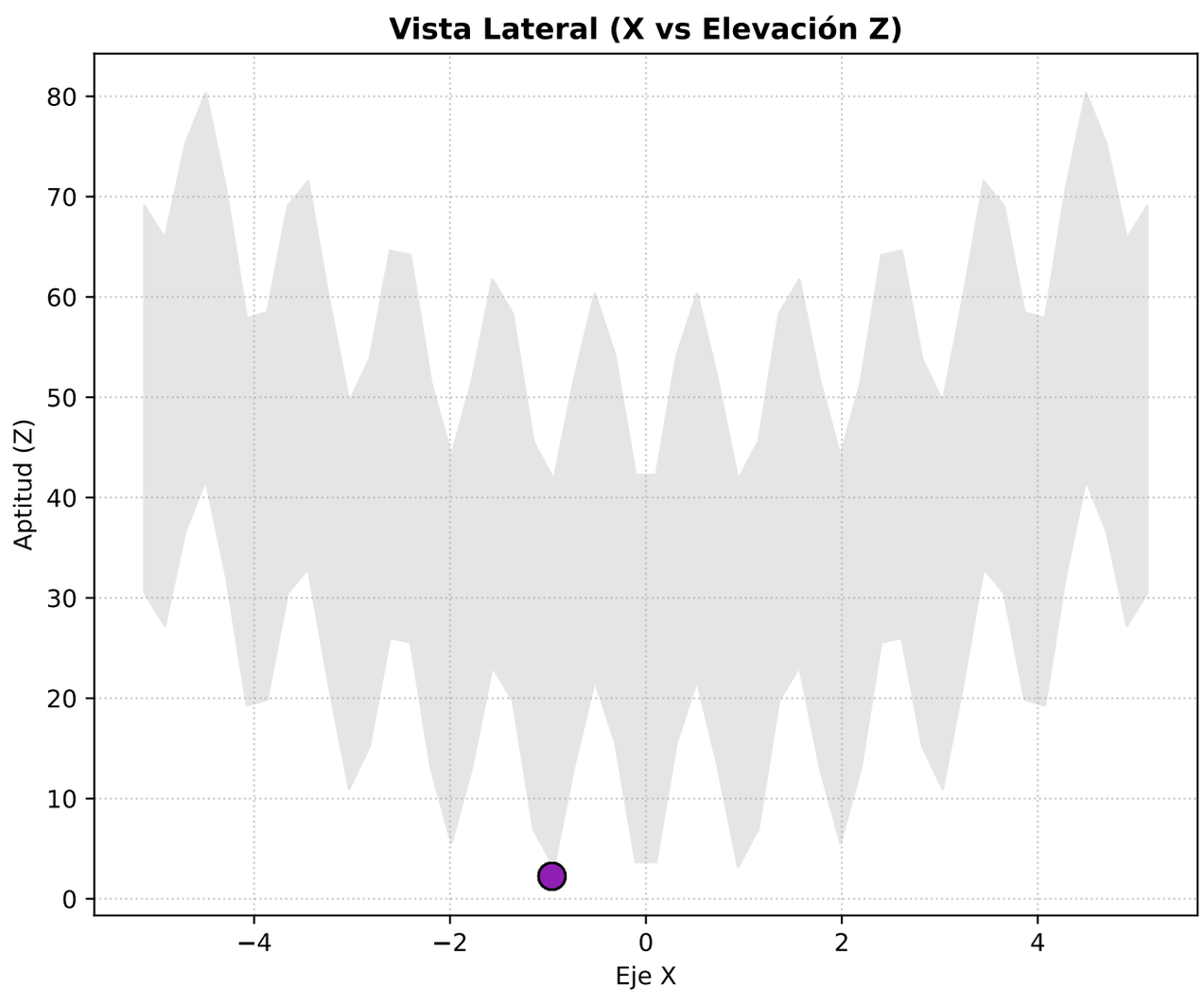


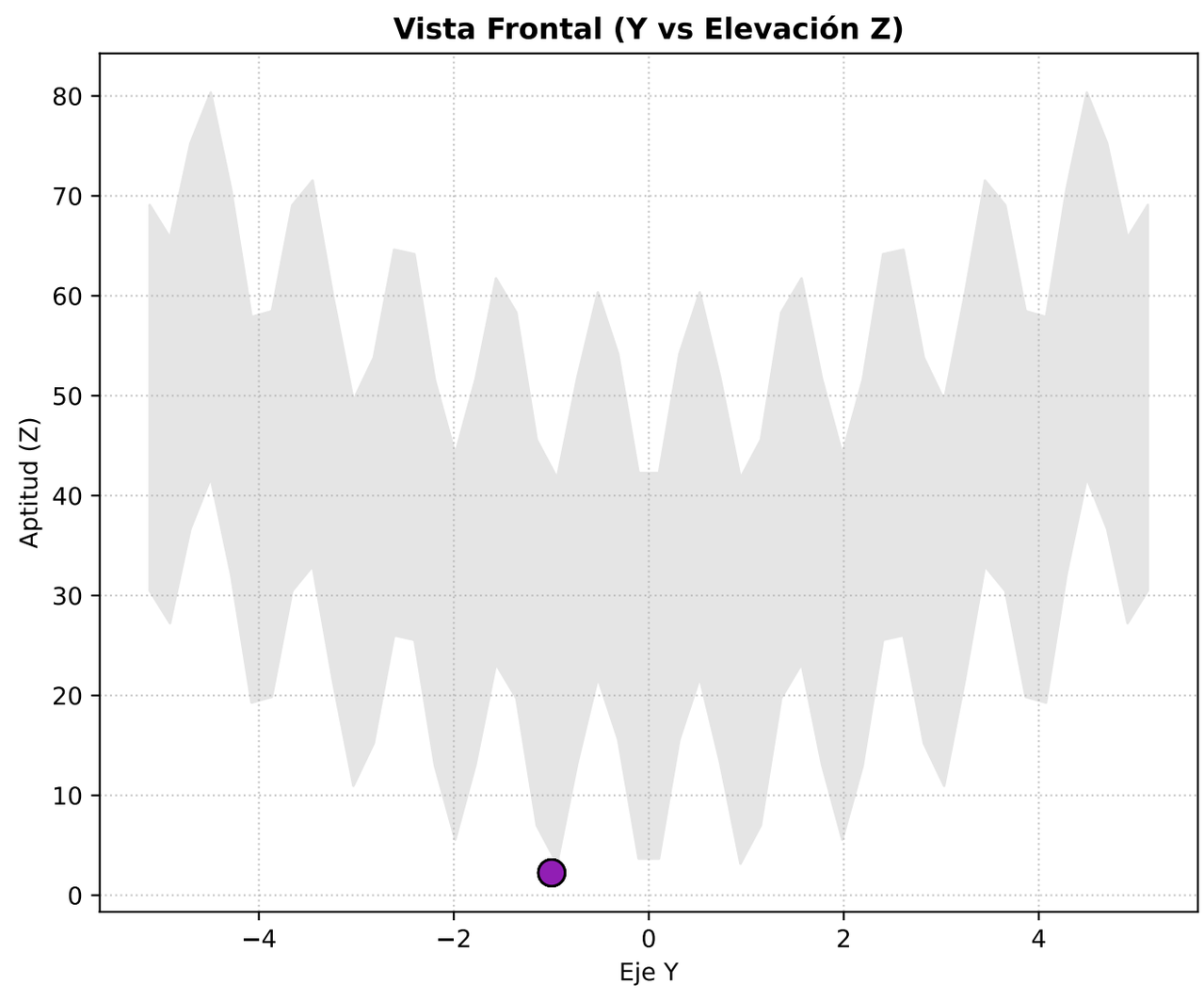


Progreso: Generación 80









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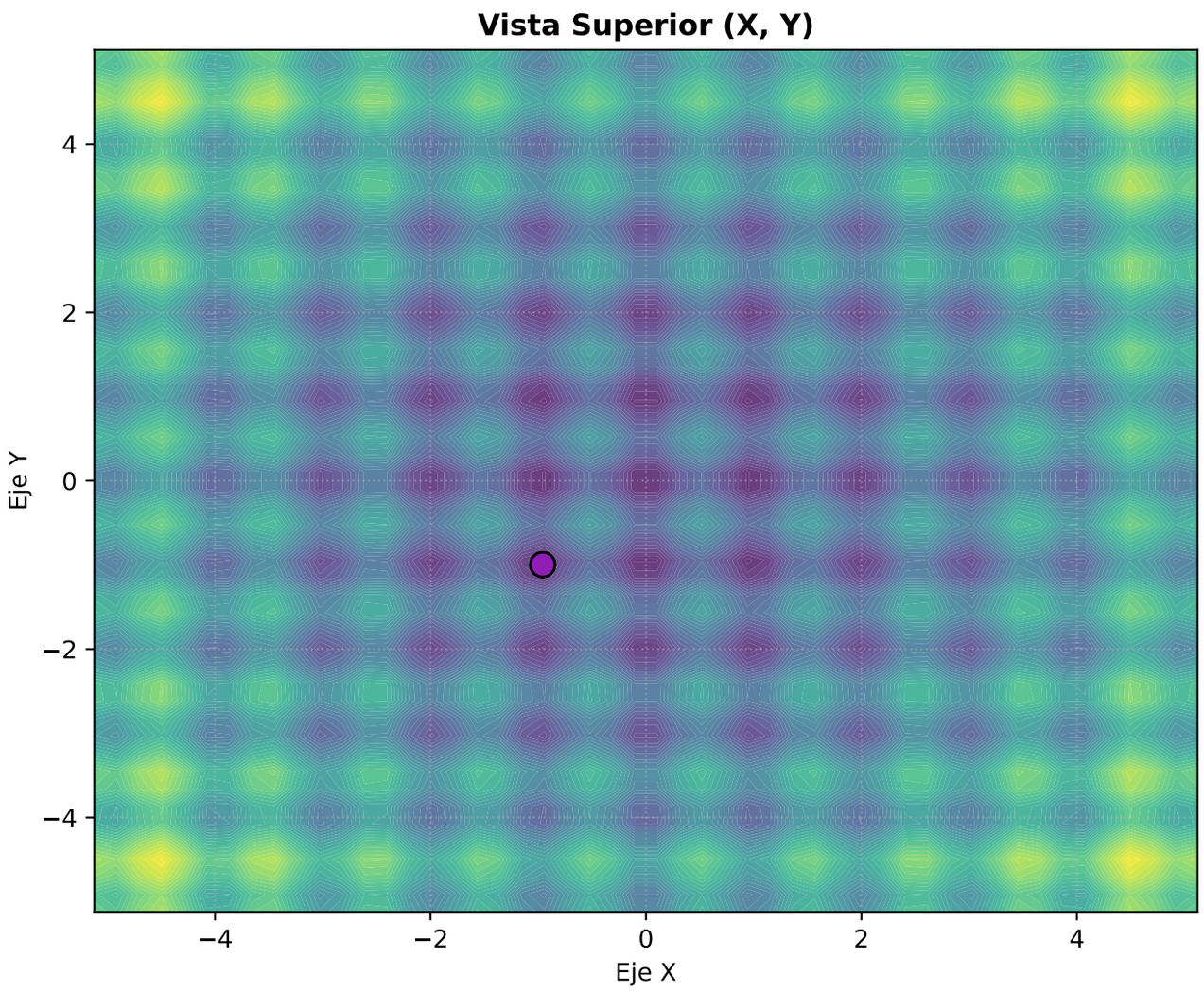
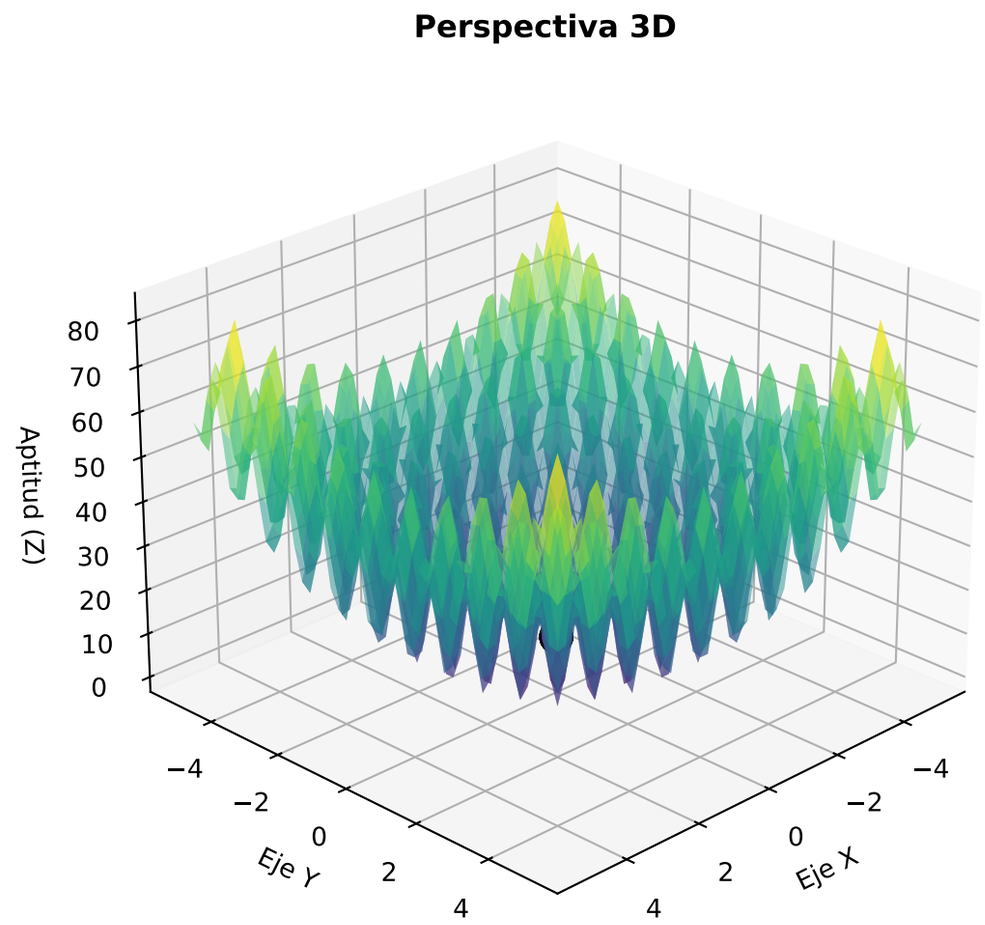
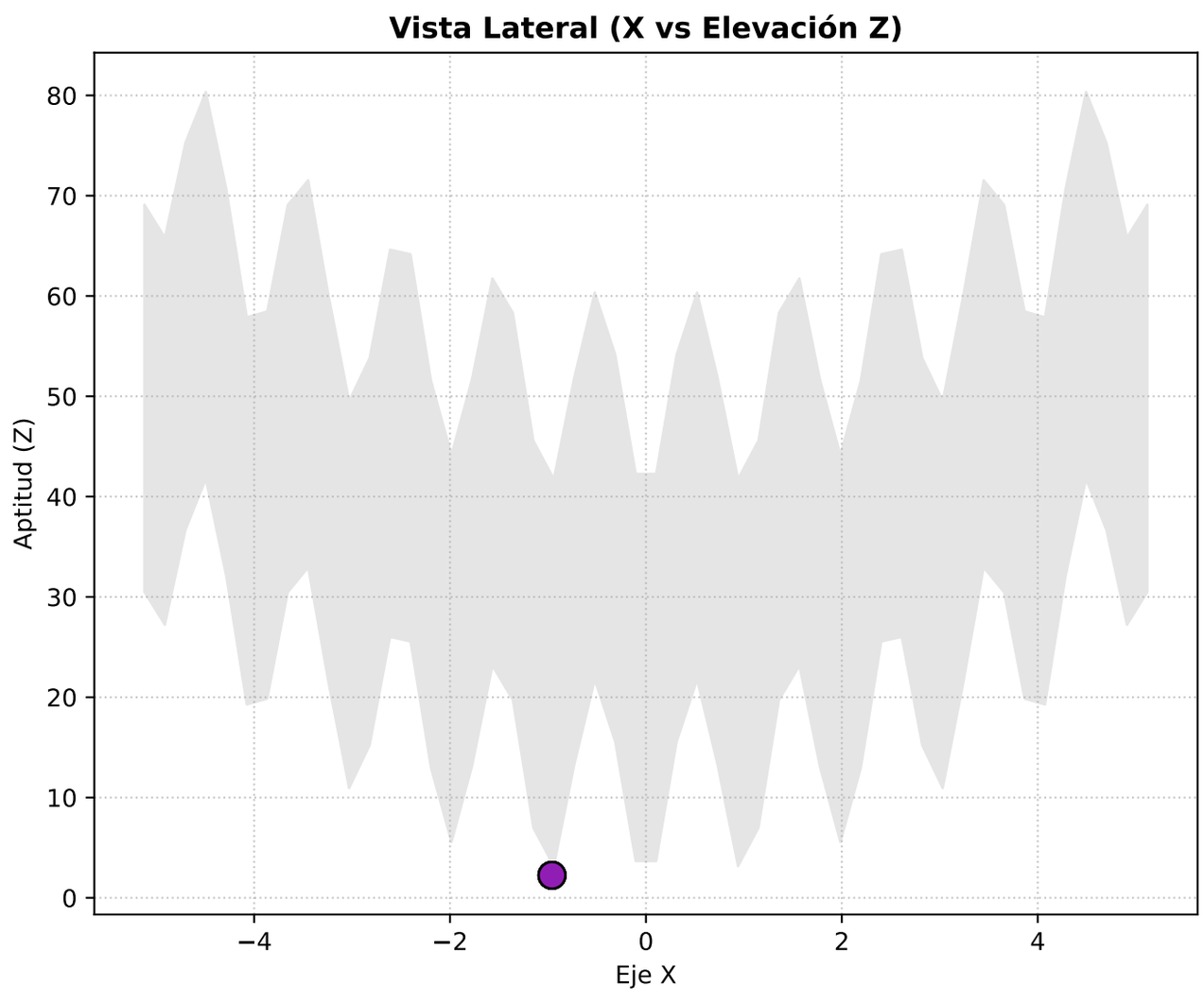
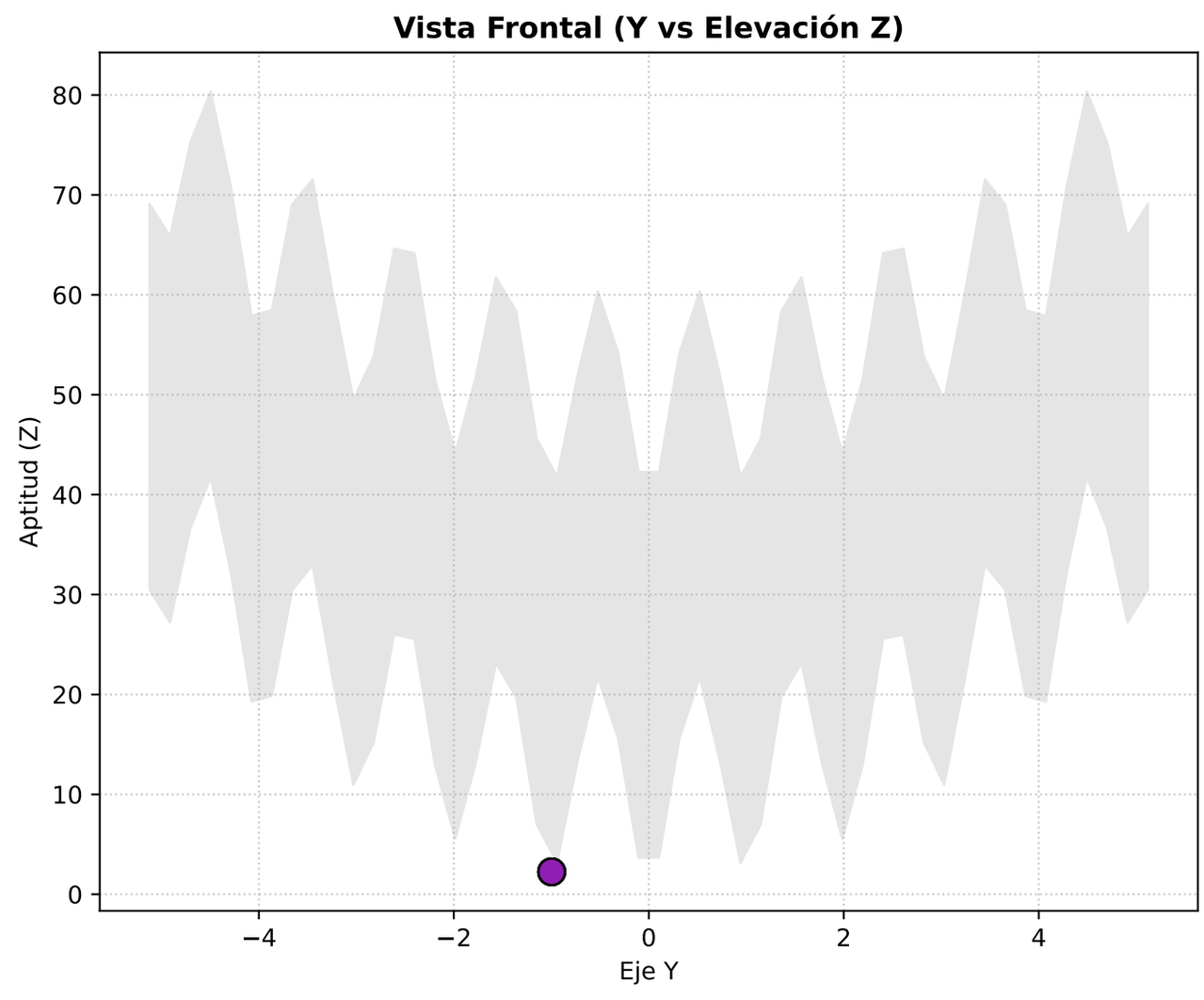
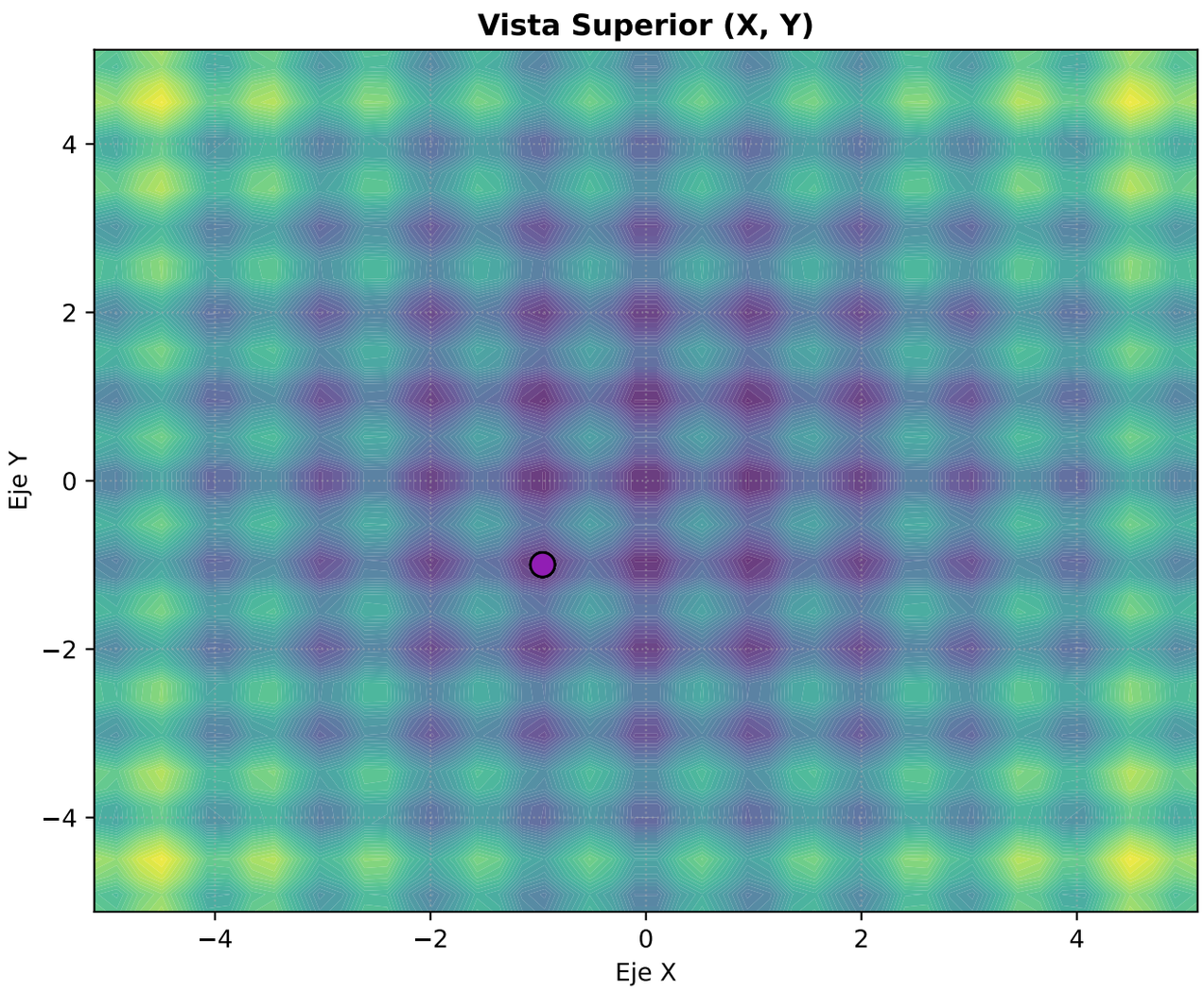


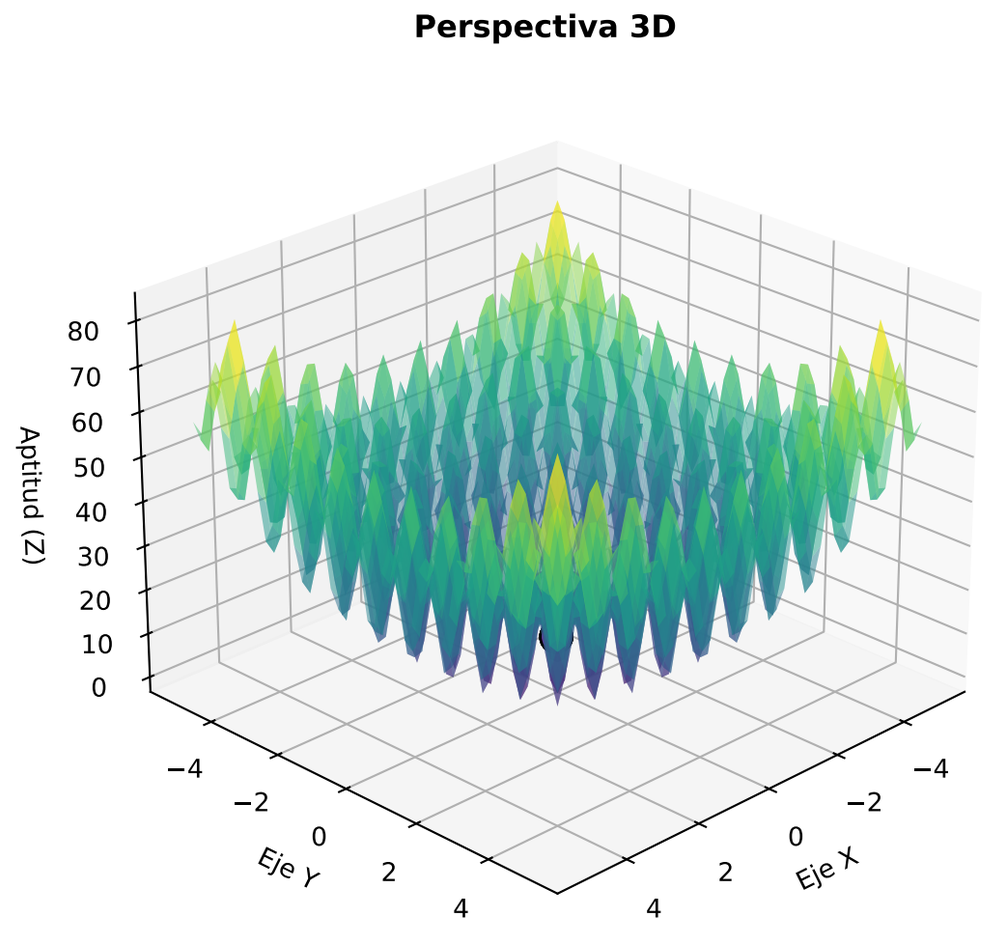


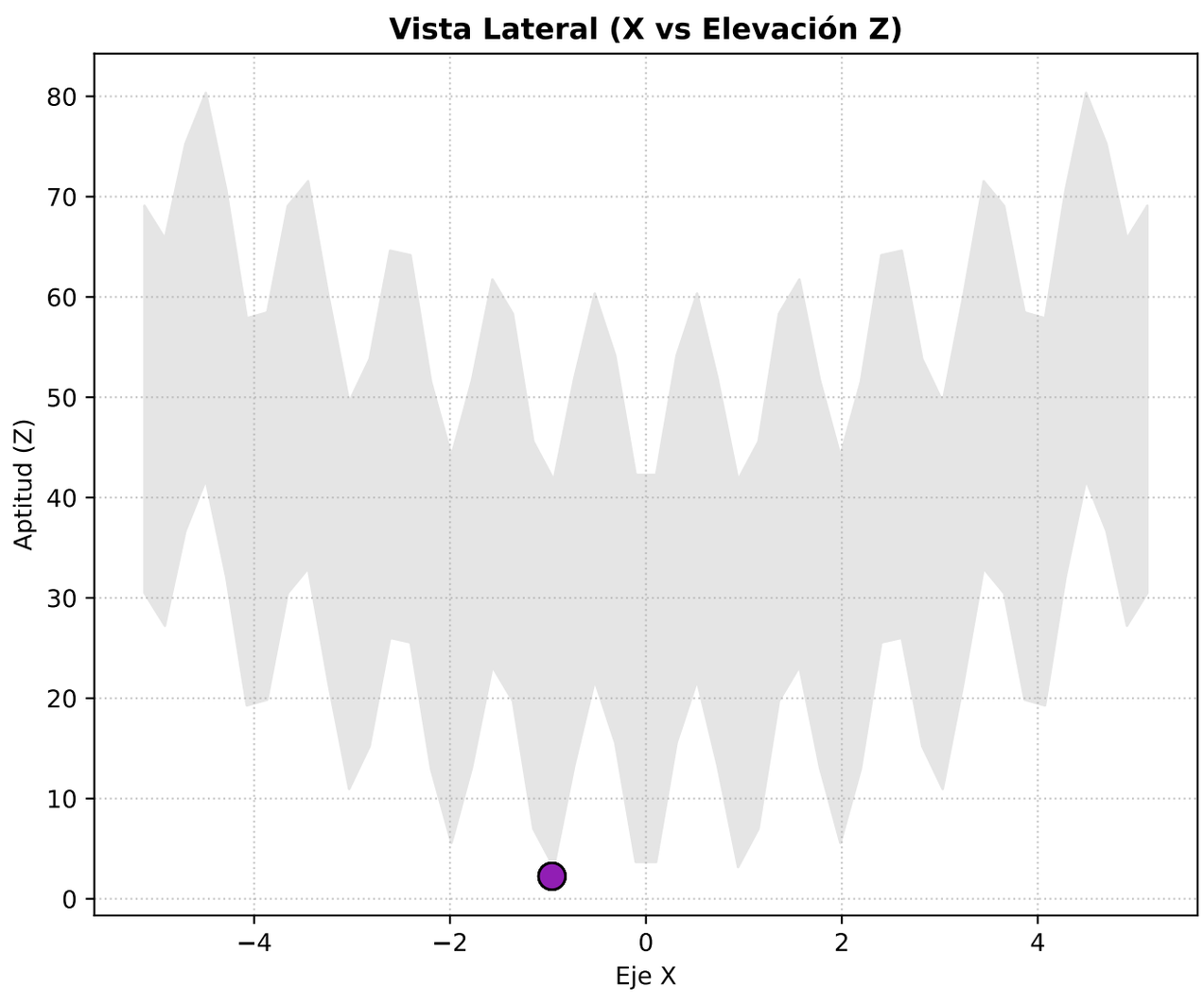


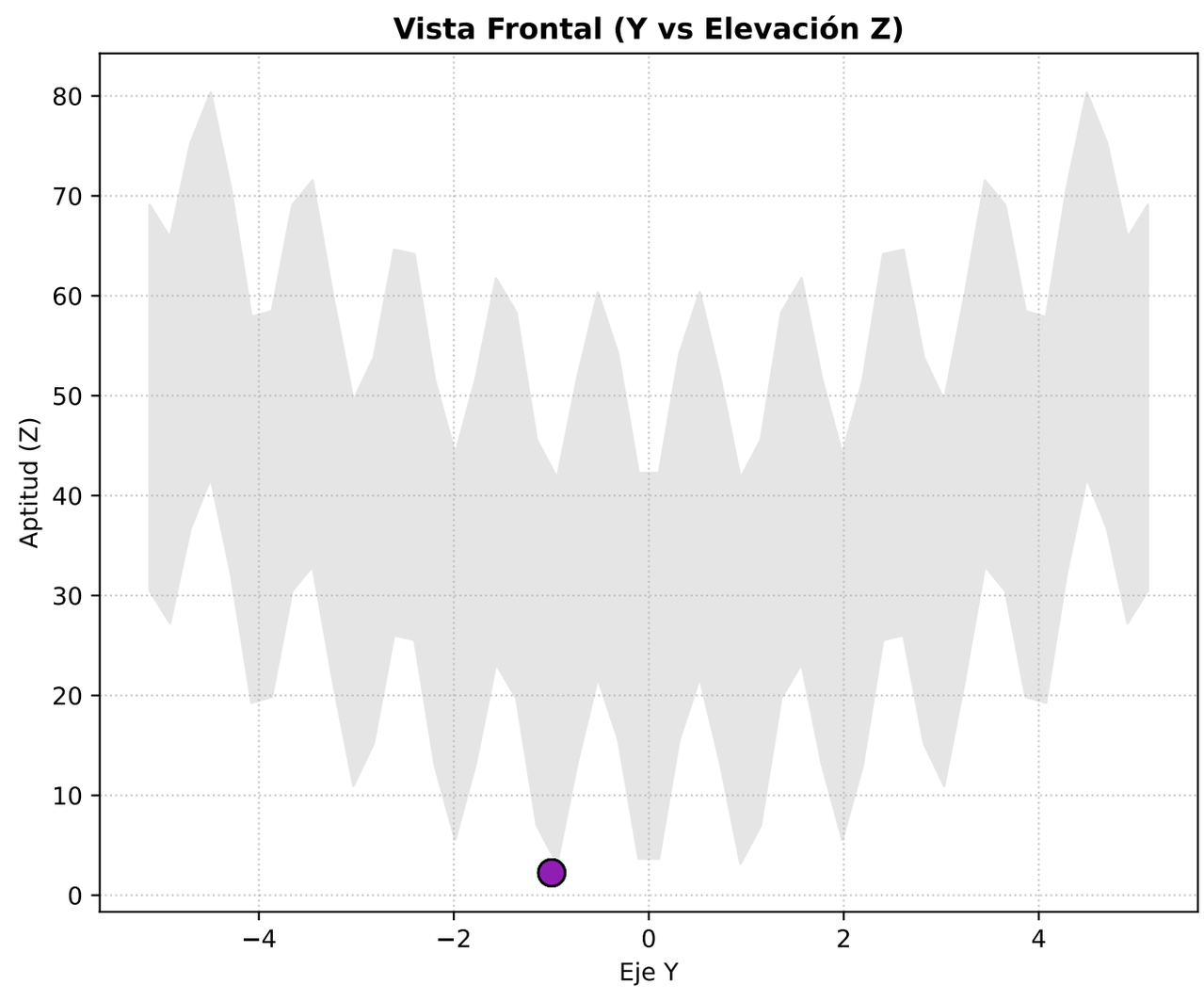


Progreso: Generación 100





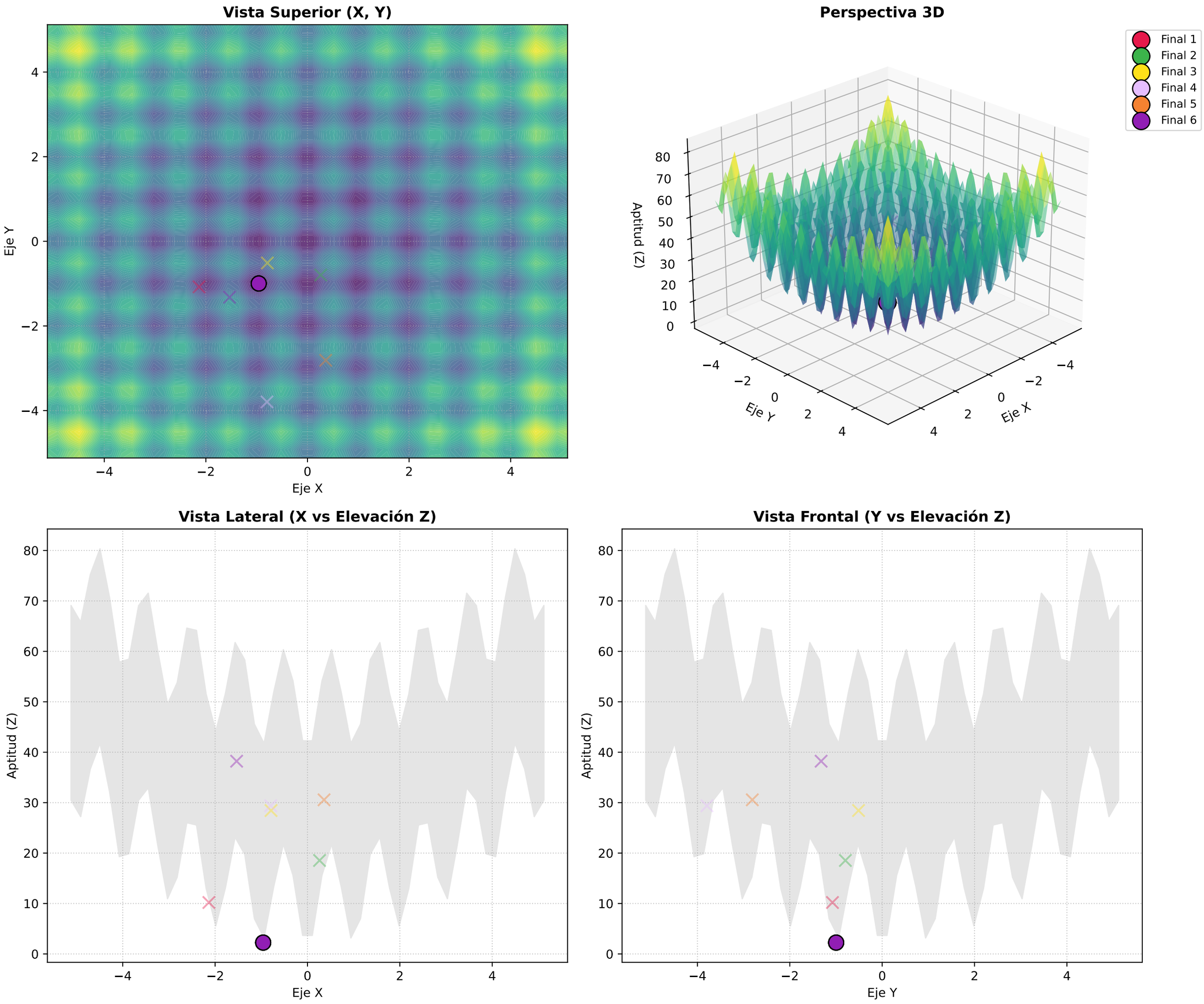




Posición del Mejor Individuo por Salto

Gen	Mejores Bits	Coordenadas (X, Y)	Aptitud
10	[0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]	X: -0.87, Y: -1.00	0.168
20	[0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]	X: -0.87, Y: -1.00	0.168
30	[0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]	X: -0.96, Y: -1.00	0.3081
40	[0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]	X: -0.96, Y: -1.00	0.3081
50	[0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]	X: -0.96, Y: -1.00	0.3081
60	[0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]	X: -0.96, Y: -1.00	0.3081
70	[0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]	X: -0.96, Y: -1.00	0.3081
80	[0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]	X: -0.96, Y: -1.00	0.3081
90	[0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]	X: -0.96, Y: -1.00	0.3081
100	[0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]	X: -0.96, Y: -1.00	0.3081

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



```
--- GENERACIÓN 1 ---
1. Evaluación:
   Bits: [1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 1, 0, 0, 1] | Dec: (1.62, -1.62) | Aptitud: 0.0
   Bits: [1, 0, 1, 0, 0, 1, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 1, 0, 1, 1, 1, 1, 1, 0] | Dec: (1.52, -2.72) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1] | Dec: (-0.79, -0.51) | Aptitud: 0.
   Bits: [1, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1] | Dec: (0.36, -2.81) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 1, 0] | Dec: (-0.80, -3.79) | Aptitud: 0.
   Bits: [1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 1] | Dec: (0.26, -0.80) | Aptitud: 0.0
   Bits: [0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 0, 0, 1, 0, 1, 1, 1, 1, 0, 1, 1, 1, 1] | Dec: (-1.53, -1.32) | Aptitud: 0.
   Bits: [0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1] | Dec: (-2.13, -1.08) | Aptitud: 0.
   Bits: [1, 1, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0] | Dec: (4.57, 0.42) | Aptitud: 0.02
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1, 0, 1, 1, 0, 1, 1, 0, 0, 1] | Dec: (-0.78, 4.38) | Aptitud: 0.0

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

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

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

--- GENERACIÓN 2 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.16) | Aptitud: 0.
   Bits: [0, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1] | Dec: (-2.06, -0.43) | Aptitud: 0.
   Bits: [0, 1, 0, 0, 1, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1] | Dec: (-1.97, -1.12) | Aptitud: 0.
   Bits: [1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 0, 1, 0, 0, 0, 1] | Dec: (0.10, -0.76) | Aptitud: 0.0
   Bits: [1, 0, 1, 0, 1, 1, 1, 0, 1, 1, 0, 0, 0, 1, 1, 1, 1, 0, 0, 1, 0, 0, 1, 1] | Dec: (1.87, -0.27) | Aptitud: 0.0
   Bits: [0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-2.40, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.77, -1.00) | Aptitud: 0.
   Bits: [0, 1, 0, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1, 0, 0, 1, 1] | Dec: (-2.15, -0.59) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1] | Dec: (-0.68, -0.51) | Aptitud: 0.
   Bits: [0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1] | Dec: (-2.24, -1.08) | Aptitud: 0.

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

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

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

--- GENERACIÓN 3 ---
1. Evaluación:
   Bits: [0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-2.14, -1.16) | Aptitud: 0.
```

```
   Bits: [1, 0, 1, 0, 0, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 0, 1, 0, 0, 0, 1] | Dec: (1.40, -0.76) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.16) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.16) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1] | Dec: (-0.84, -1.12) | Aptitud: 0.
   Bits: [0, 1, 0, 0, 1, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-1.97, -1.16) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.69, -1.00) | Aptitud: 0.
   Bits: [0, 1, 0, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1] | Dec: (-2.05, -1.12) | Aptitud: 0.
   Bits: [1, 0, 1, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (1.79, -1.00) | Aptitud: 0.0
   Bits: [0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 0, 1, 0, 0, 0, 1] | Dec: (-2.46, -0.76) | Aptitud: 0.

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

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

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

--- GENERACIÓN 4 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.16) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.16) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.16) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1] | Dec: (-0.84, -1.12) | Aptitud: 0.
   Bits: [0, 0, 1, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1] | Dec: (-3.24, -1.12) | Aptitud: 0.
   Bits: [1, 1, 1, 0, 1, 0, 0, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (4.19, -1.00) | Aptitud: 0.0
   Bits: [0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-3.32, -1.04) | Aptitud: 0.
   Bits: [1, 1, 1, 0, 1, 0, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1] | Dec: (4.27, -1.08) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1] | Dec: (-0.84, -1.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 5 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.16) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.16) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.08) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.92, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.08) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1] | Dec: (-0.84, -1.20) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.16) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 6 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.84, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.92, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-1.24, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.84, -1.04) | Aptitud: 0.

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

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

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

--- GENERACIÓN 7 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 0, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -3.56) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.70, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 8 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.84, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 9 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -2.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, 4.12) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
```

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   Bits: [0, 0, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-3.42, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 10 ---
1. Evaluación:
   Bits: [1, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (4.26, -1.00) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 11 ---
1. Evaluación:
   Bits: [0, 1, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.23, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.86, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
```

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   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -0.68) | Aptitud: 0.

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

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

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

--- GENERACIÓN 12 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.87, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -0.68) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.23, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 13 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
```

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

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

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

--- GENERACIÓN 14 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.87, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1] | Dec: (-0.87, -0.99) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 15 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 16 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -2.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.23, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 17 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -3.56) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [1, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (4.25, -1.00) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 0, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-1.19, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 18 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 0, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-2.15, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 19 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -3.56) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 20 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.23, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 21 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -0.36) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 22 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -2.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 23 ---
1. Evaluación:
   Bits: [0, 0, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-3.43, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.87, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.

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

3. Cruza:
```

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

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

--- GENERACIÓN 24 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 1] | Dec: (-0.88, -0.99) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 25 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -2.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 26 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.94, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 27 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.96, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -0.98) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 28 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, 4.12) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.32, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 29 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.92, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 30 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 31 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -0.36) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-1.28, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.96, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

4. Mutación:
```

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

--- GENERACIÓN 32 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.96, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.94, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 33 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

```
--- GENERACIÓN 34 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.32, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 1] | Dec: (-0.96, -0.99) | Aptitud: 0.

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

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

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

--- GENERACIÓN 35 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.94, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 36 ---
1. Evaluación:
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 37 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 38 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -0.68) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.16) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 39 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.92, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.94, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 40 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.92, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 41 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 42 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.32, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, 4.12) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 43 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 44 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-3.52, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 45 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 1] | Dec: (-0.96, -0.99) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 46 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -0.36) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 47 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.92, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 48 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.32, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -0.36) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
```

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

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

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

--- GENERACIÓN 49 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 50 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -0.36) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 51 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.08) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 52 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 53 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-3.52, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 54 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 55 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.80, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -2.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 56 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 57 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.80, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.96, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 1, 0, 0, 1] | Dec: (-0.96, 4.12) | Aptitud: 0.0

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

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

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

--- GENERACIÓN 58 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.80, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 59 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -3.56) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 1] | Dec: (-0.96, -0.99) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -2.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.80, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 60 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-1.28, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 61 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 62 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.32, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 0] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (4.16, -1.00) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.80, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 63 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-2.24, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 64 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.16) | Aptitud: 0.

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

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

4. Mutación:
```

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

--- GENERACIÓN 65 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.32, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 66 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.94, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 1] | Dec: (-0.96, -0.99) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 67 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.96, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.08) | Aptitud: 0.

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

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

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

--- GENERACIÓN 68 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-3.52, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

4. Mutación:
```

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

--- GENERACIÓN 69 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 0, 1] | Dec: (-0.96, -0.98) | Aptitud: 0.

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

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

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

--- GENERACIÓN 70 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 0] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

```
--- GENERACIÓN 71 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.94, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 72 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-3.52, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 0, 1] | Dec: (-0.96, -0.98) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 73 ---
```

```
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.96, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 74 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 75 ---
1. Evaluación:
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -2.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -0.68) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.32, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-1.28, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 76 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-2.24, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -2.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 77 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 1] | Dec: (-0.96, -0.99) | Aptitud: 0.

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

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

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

--- GENERACIÓN 78 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 79 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -0.36) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 80 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 0] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 81 ---
1. Evaluación:
   Bits: [0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-3.52, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 82 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 0, 1] | Dec: (-0.96, -0.98) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.92, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 83 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.95, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -2.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.88, -1.00) | Aptitud: 0.
```

```
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 84 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.92, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 85 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.08) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
```

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

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

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

--- GENERACIÓN 86 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 87 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.94, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 88 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1] | Dec: (-0.96, -0.99) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 89 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1] | Dec: (-0.96, -0.99) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 90 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, 4.12) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.32, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.32, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 91 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -2.28) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, 4.12) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.92, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 92 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 93 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-3.52, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

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

--- GENERACIÓN 94 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-1.28, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (4.16, -1.00) | Aptitud: 0.0
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 95 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 96 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 0] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -0.36) | Aptitud: 0.

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

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

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

--- GENERACIÓN 97 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

```
--- GENERACIÓN 98 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 99 ---
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 1] | Dec: (-0.96, -1.04) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

--- GENERACIÓN 100 ---
```

```
1. Evaluación:
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -0.36) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.
   Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1] | Dec: (-0.96, -1.00) | Aptitud: 0.

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

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

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

================== RESULTADO FINAL ==================
Bits: [0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1]
Valor (X, Y): (-0.96, -1.00)
Aptitud Alcanzada: 0.31
```