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# Python3 program to create target string, starting from
# random string using Genetic Algorithm

import random

# Number of individuals in each generation
POPULATION_SIZE = 100

# Valid genes
GENES = '''abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOP
QRSTUVWXYZ 1234567890, .-;:_!"#%&/()=?@${[]}'''

# Target string to be generated
TARGET = "I love GeeksforGeeks"

class Individual(object):
	'''
	Class representing individual in population
	'''
	def __init__(self, chromosome):
		self.chromosome = chromosome
		self.fitness = self.cal_fitness()

	@classmethod
	def mutated_genes(self):
		'''
		create random genes for mutation
		'''
		global GENES
		gene = random.choice(GENES)
		return gene

	@classmethod
	def create_gnome(self):
		'''
		create chromosome or string of genes
		'''
		global TARGET
		gnome_len = len(TARGET)
		return [self.mutated_genes() for _ in range(gnome_len)]

	def mate(self, par2):
		'''
		Perform mating and produce new offspring
		'''

		# chromosome for offspring
		child_chromosome = []
		for gp1, gp2 in zip(self.chromosome, par2.chromosome):
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                # random probability
                prob = random.random()

                # if prob is less than 0.45, insert gene
                # from parent 1
                if prob < 0.45:
                        child_chromosome.append(gp1)

                # if prob is between 0.45 and 0.90, insert
                # gene from parent 2
                elif prob < 0.90:
                        child_chromosome.append(gp2)

                # otherwise insert random gene(mutate),
                # for maintaining diversity
                else:
                        child_chromosome.append(self.mutated_genes())

        # create new Individual(offspring) using
        # generated chromosome for offspring
        return Individual(child_chromosome)

    def cal_fitness(self):
        '''
        Calculate fitness score, it is the number of
        characters in string which differ from target
        string.
        '''
        global TARGET
        fitness = 0
        for gs, gt in zip(self.chromosome, TARGET):
            if gs != gt: fitness+= 1
        return fitness

# Driver code
def main():
    global POPULATION_SIZE

    #current generation
    generation = 1

    found = False
    population = []

    # create initial population
    for _ in range(POPULATION_SIZE):
                gnome = Individual.create_gnome()
                population.append(Individual(gnome))

    while not found:
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            # sort the population in increasing order of fitness score
            population = sorted(population, key = lambda x:x.fitness)

            # if the individual having lowest fitness score ie.
            # 0 then we know that we have reached to the target
            # and break the loop
            if population[0].fitness <= 0:
                found = True
                break

            # Otherwise generate new offsprings for new generation
            new_generation = []

            # Perform Elitism, that mean 10% of fittest population
            # goes to the next generation
            s = int((10*POPULATION_SIZE)/100)
            new_generation.extend(population[:s])

            # From 50% of fittest population, Individuals
            # will mate to produce offspring
            s = int((90*POPULATION_SIZE)/100)
            for _ in range(s):
                parent1 = random.choice(population[:50])
                parent2 = random.choice(population[:50])
                child = parent1.mate(parent2)
                new_generation.append(child)

            population = new_generation

            print("Generation: {}\tString: {}\tFitness: {}".\
                format(generation,
                "".join(population[0].chromosome),
                population[0].fitness))

            generation += 1


        print("Generation: {}\tString: {}\tFitness: {}".\
            format(generation,
            "".join(population[0].chromosome),
            population[0].fitness))

if __name__ == '__main__':
    main()
```