**Resultaten voor aantal swaps:**

**for** child **in** children:  
 score = 0  
 # geef score op basis van sequenties elementen op goede volgorde  
 **for** i **in** range(len(child)):  
 **if** i < (len(child) - 1):  
 **if** child[i] + 1 == child[i + 1] **and** child[i] == mir[i]:  
 score += 2  
 **elif** child[i] + 1 == child[i + 1] **or** child[i] - 1 == child[i + 1]:  
 score += 1.75  
 **if** i < 2 **or** i > 22:  
 **if** child[i] != i + 1:  
 score -= 5  
 **if** counter > 12:  
 **for** j **in** range(len(mir) - 1):  
 **if** mir[j] == child[i]:  
 **if** j > i:  
 bad = j - i  
 **elif** i < j:  
 bad = i - j  
 **else**:  
 bad = 0  
 score -= (bad \* 2)  
 scores.append(score)  
  
# vindt indices van de max score  
m = max(scores)  
max\_indices = [i **for** i, j **in** enumerate(scores) **if** j > m - 0.5]  
  
**if** counter < 12:  
 # selecteer alle instanties in children met de hoogste score  
 **for** i **in** max\_indices:  
 currentnodes.append(children[i])  
**else**:  
 max\_indices1 = []  
 **for** i **in** range(len(max\_indices)):  
 **if** i % 2 == 0:  
 max\_indices1.append(max\_indices[i])  
 **for** i **in** max\_indices1:  
 currentnodes.append(children[i])

Run 1 ( 50 iteraties = 18.26)

Run 2 (50 iteraties = 18.42)

Run 3 (100 iteraties = 18.71)

run 4 (100 iteraties = 18.66)

*Variatie:*

*(***if** counter > 12:  
 **for** j **in** range(len(mir) - 1):  
 **if** mir[j] == child[i]:  
 **if** j > i:  
 bad = j - i  
 **elif** i < j:  
 bad = i - j  
 **else**:  
 bad = 0  
 score -= (bad \* 4

Run 1 (100 iteraties = 18.32)