«interface» SearchListener<SolutionType> searchStarted(Search): void searchStopped(Search): void statusChanged(Search,SearchStatus): void stepCompleted(Search,long): void newBestSolution(Search, SolutionType, Evaluation, Validation): void newCurrentSolution(LocalSearch,SolutionType,Evaluation,Validation): void Search<SolutionType> addStopCriterion(StopCriterion): void removeStopCriterion(StopCriterion): boolean «interface» clearStopCriteria(): void StopCriterion setStopCriterionCheckPeriod(long,TimeUnit): void addSearchListener(SearchListener): void searchShouldStop(Search): boolean removeSearchListener(SearchListener): boolean clearSearchListeners(): void init() : void start(): void «enumeration» stop(): void SearchStatus dispose(): void **IDLE** getStatus(): SearchStatus **INITIALIZING** getRuntime(): long **RUNNING** getSteps(): long **TERMINATING** getTimeWithoutImprovement(): long DISPOSED getStepsWithoutImprovement(): long getMinDelta() : double getBestSolution(): SolutionType getBestSolutionEvaluation(): Evaluation getBestSolutionValidation(): Validation getName(): String getID(): int getProblem() : Problem getRandom(): Random setRandom(Random): void LocalSearch<SolutionType> getCurrentSolution(): SolutionType getCurrentSolutionEvaluation(): Evaluation getCurrentSolutionValidation(): Validation setCurrentSolution(SolutionType): void setCurrentSolution(SolutionType,Evaluation,Validation): void SingleNeighbourhoodSearch<SolutionType> setNeighbourhood(Neighbourhood): void NeighbourhoodSearch<SolutionType> getNeighbourhood(): Neighbourhood getNumAcceptedMoves(): long MultiNeighbourhoodSearch<SolutionType> getNumRejectedMoves(): long setNeighbourhoods(List): void getNeighbourhoods() : List