## «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» setStopCriterionCheckPeriod(long,TimeUnit): void **StopCriterion** addSearchListener(SearchListener): void removeSearchListener(SearchListener): boolean searchShouldStop(Search): boolean start(): void stop(): void dispose(): void getStatus(): SearchStatus «enumeration» getRuntime(): long SearchStatus getSteps(): long **IDLE** getTimeWithoutImprovement() : long INITIALIZING getStepsWithoutImprovement(): long RUNNING getMinDelta(): double TERMINATING getBestSolution(): SolutionType DISPOSED 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 SingleNeighbourhoodSearch<SolutionType> setNeighbourhood(Neighbourhood): void NeighbourhoodSearch<SolutionType> getNeighbourhood(): Neighbourhood getNumAcceptedMoves(): long MultiNeighbourhoodSearch<SolutionType> getNumRejectedMoves(): long setNeighbourhoods(List): void getNeighbourhoods(): List