z= 3 4 1 3 3 4 1 2 | 1 2 3 4 } final offspring

crossover points

x= 1 2 3 1 1 2 4 5 | 1 2 3 4 5 y= 1 2 4 3 5 6 4 5 | 1 2 3 4 5 6

x= <u>1</u> <u>2</u> 3 <u>1</u> <u>1</u> <u>2</u> 4 5 | 1 2 3 4 5

y= 12435645 | 123456