

TriangularFuzzyNumber	K1 : float K2 : float name type : FUZZY_NUMBER	add(t1: typing.Self, t2: typing.Self): typing.Self clone(): typing.Self compute_name(): str divided_by(t1: typing.Self, t2: typing.Self): typing.Self get_best_non_fuzzy_performance(): float has_defined_range(): bool is_concrete(): bool is_number(): bool minus(t1: typing.Self, t2: typing.Self): typing.Self set_range(min_range: float, max_range: float): None times(t1: typing.Self, t2: typing.Self): typing.Self	a b c k1 : float k2 : float TriangularConcreteConcept →