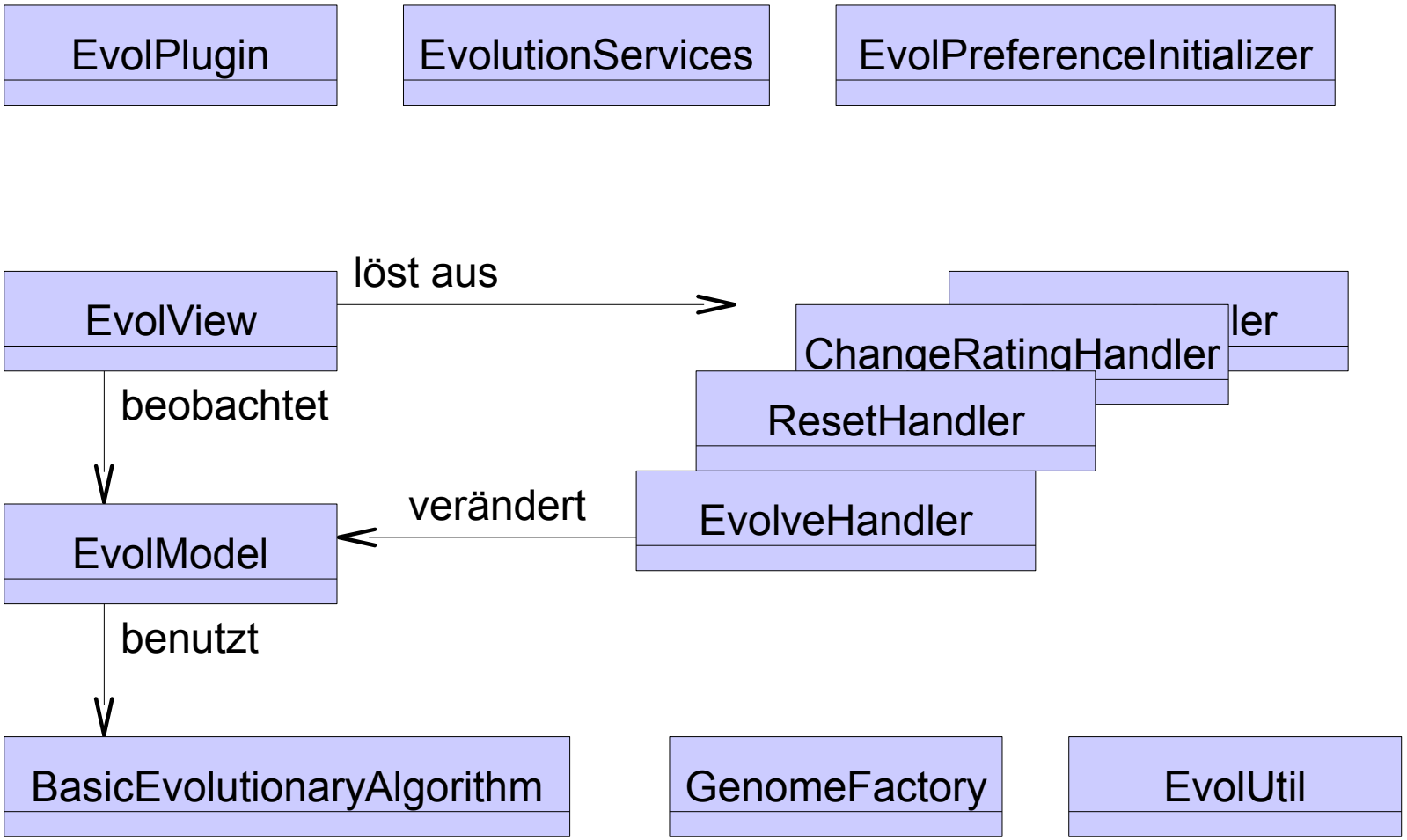
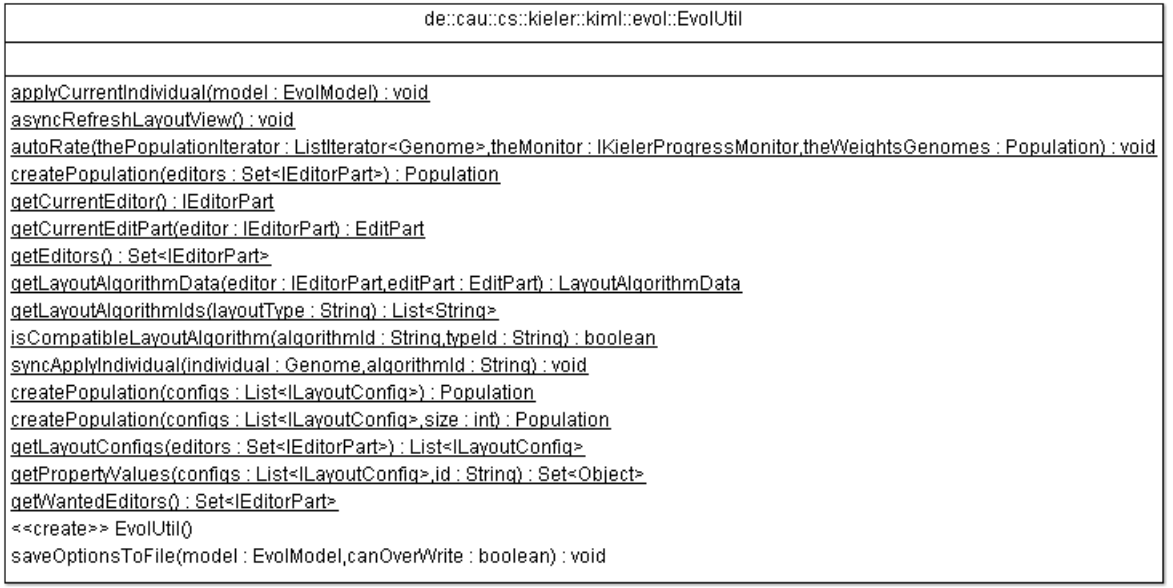
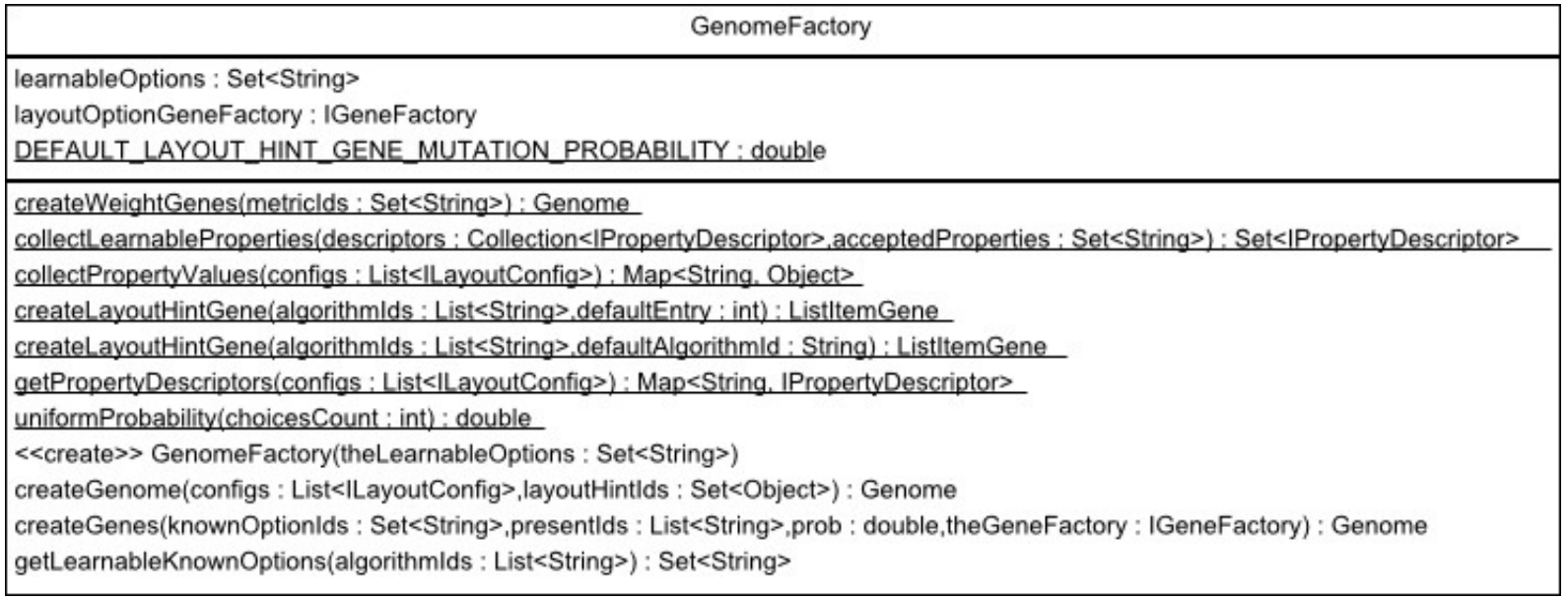
Struktur


EvolPlugin
EvolutionServices
EvolPreferenceInitializer
EvolView
löst aus
ler
ChangeRatingHandler
beobachtet
ResetHandler
verändert
EvolveHandler
EvolModel
benutzt
BasicEvolutionaryAlgorithm
GenomeFactory
EvolUtil

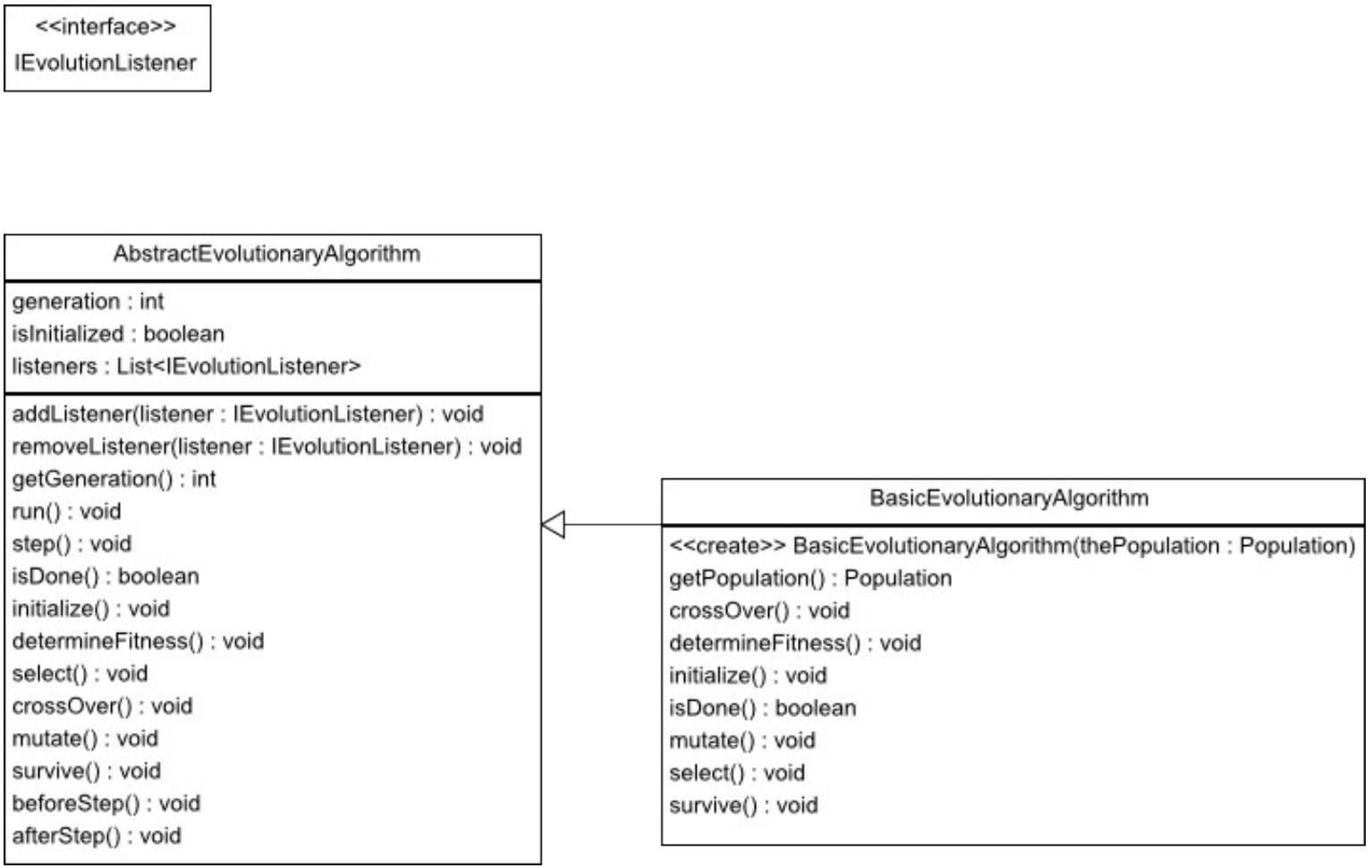
EvolUtil


de::cau::cs::kieler::kiml::evol::EvolUtil
applyCurrentIndividual(model : EvolModel) : void
asyncRefreshLayoutView() : void
autoRate(thePopulationIterator : ListIterator<Genome>,theMonitor : IKielerProgressMonitor,theWeightsGenomes : Population) : void
createPopulation(editors : Set<IEditorPart>) : Population
getCurrentEditor() : IEditorPart
getCurrentEditPart(editor : IEditorPart) : EditPart
getEditors() : Set<IEditorPart>
getLayoutAlgorithmData(editor : IEditorPart,editPart : EditPart) : LayoutAlgorithmData
getLayoutAlgorithmIds(layoutType : String) : List<String>
isCompatibleLayoutAlgorithm(algorithmId : String,typeId : String) : boolean
syncApplyIndividual(individual : Genome,algorithmId : String) : void
createPopulation(configs : List<ILayoutConfig>) : Population
createPopulation(configs : List<ILayoutConfig>,size : int) : Population
getLayoutConfigs(editors : Set<IEditorPart>) : List<ILayoutConfig>
getPropertyValues(configs : List<ILayoutConfig>,id : String) : Set<Object>
getWantedEditors() : Set<IEditorPart>
<<create>> EvolUtil()
saveOptionsToFile(model : EvolModel,canOverWrite : boolean) : void

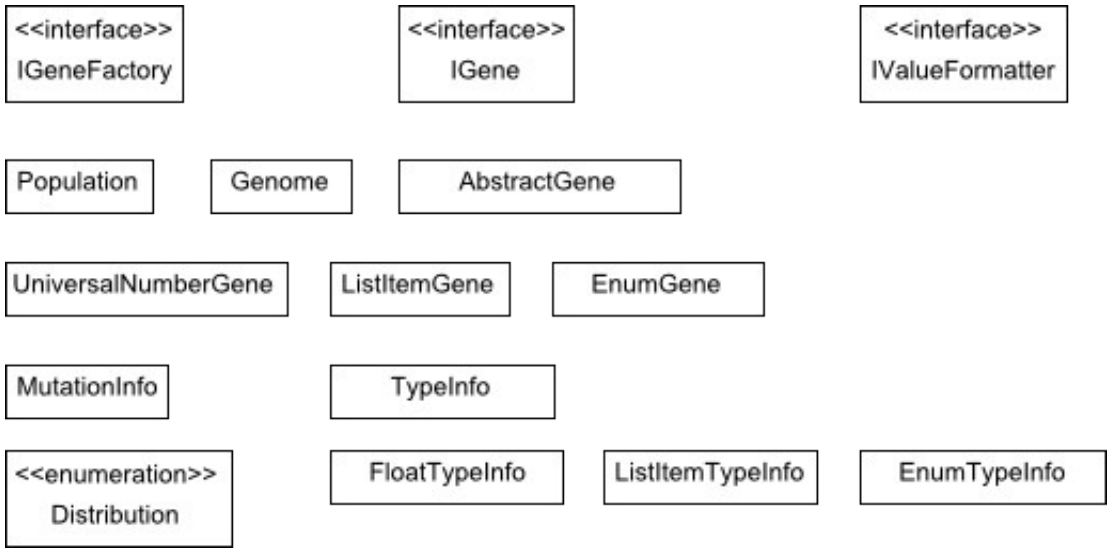
GenomeFactory



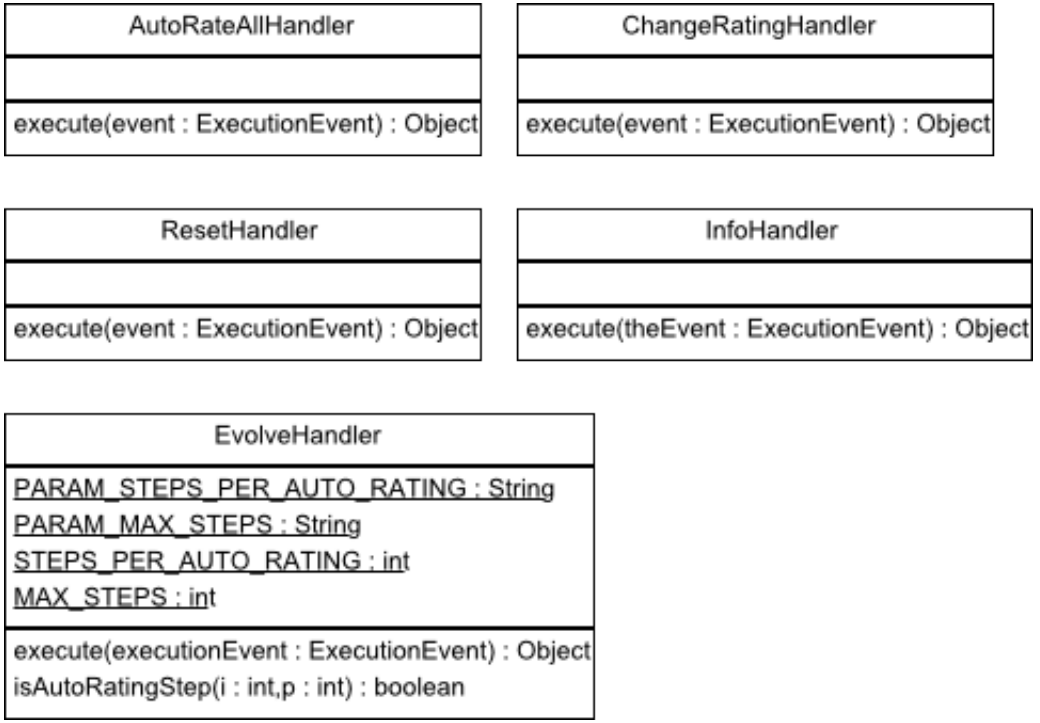
Package alg


<<interface>>
IEvolutionListener
AbstractEvolutionaryAlgorithm
generation : int
isInitialized : boolean
listeners : List<IEvolutionListener>
addListener(listener : IEvolutionListener) : void
removeListener(listener : IEvolutionListener) : void
getGeneration() : int
run() : void
step() : void
isDone() : boolean
initialize() : void
determineFitness() : void
select() : void
crossOver() : void
mutate() : void
survive() : void
beforeStep() : void
afterStep() : void
BasicEvolutionaryAlgorithm
<<create>> BasicEvolutionaryAlgorithm(thePopulation : Population)
getPopulation() : Population
crossOver() : void
determineFitness() : void
initialize() : void
isDone() : boolean
mutate() : void
select() : void
survive() : void

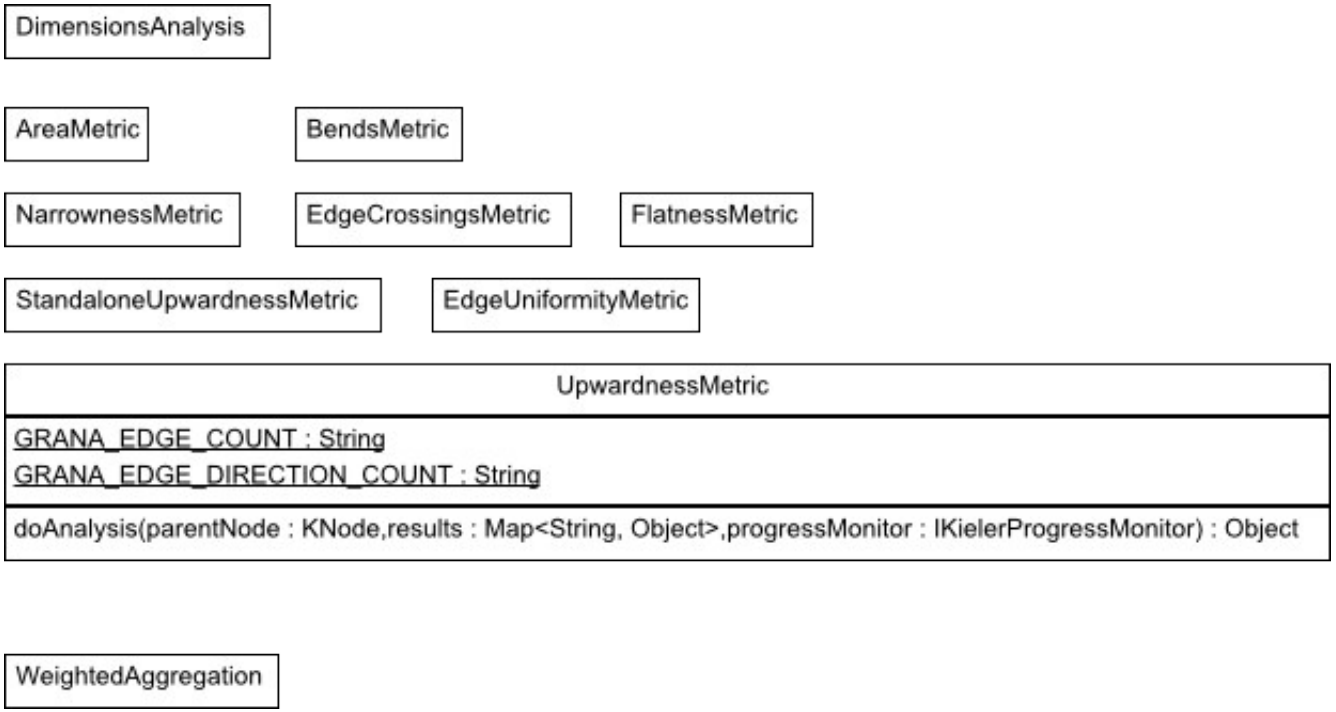
Package genetic



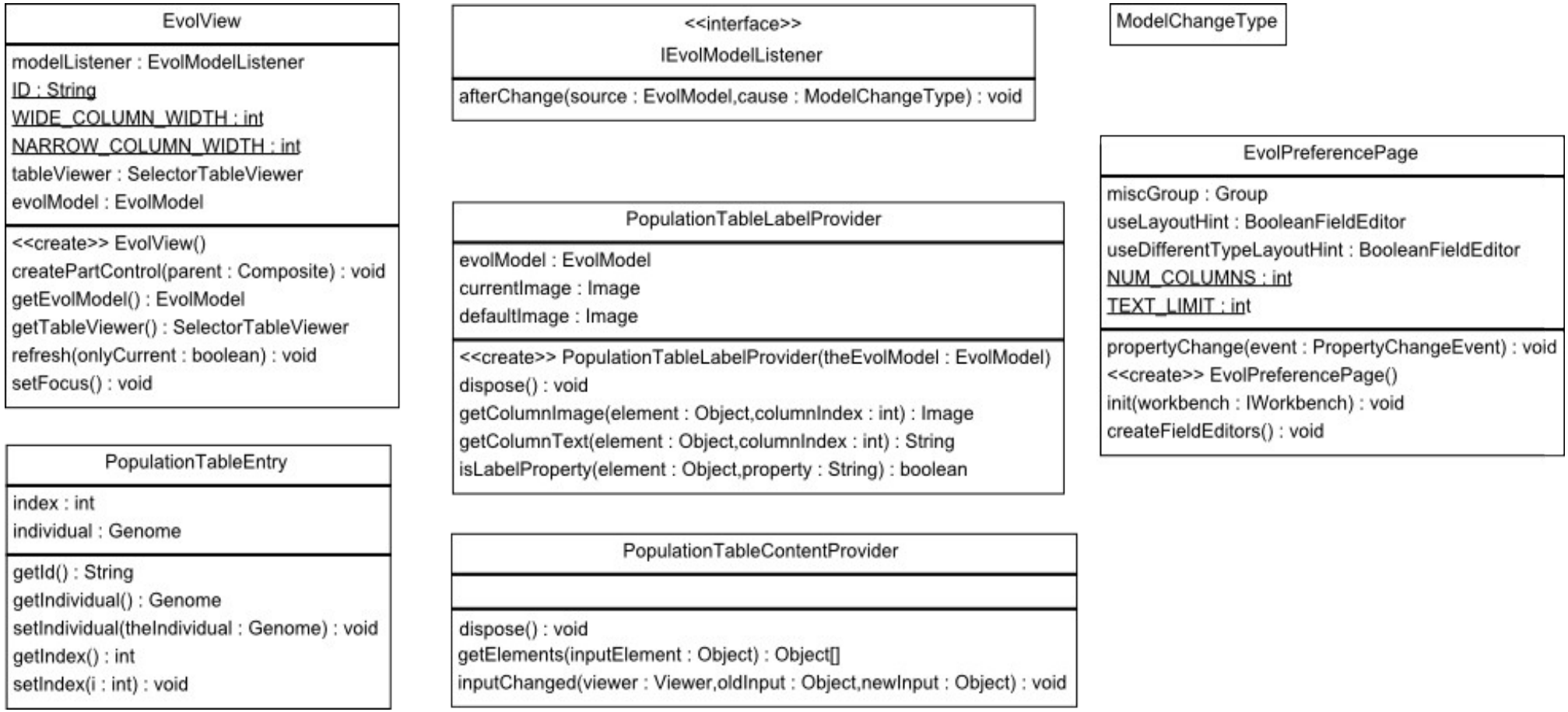
Package handlers



Package metrics



Package ui


EvolView
modelListener : EvolModelListener
ID : String
WIDE_COLUMN_WIDTH : int
NARROW_COLUMN_WIDTH : int
tableViewer : SelectorTableViewer
evolModel : EvolModel
<<create>> EvolView()
createPartControl(parent : Composite) : void
getEvolModel() : EvolModel
getTableViewer() : SelectorTableViewer
refresh(onlyCurrent : boolean) : void
setFocus() : void
<<interface>>
IEvolModelListener
afterChange(source : EvolModel,cause : ModelChangeType) : void
ModelChangeType
EvolPreferencePage
miscGroup : Group
useLayoutHint : BooleanFieldEditor
useDifferentTypeLayoutHint : BooleanFieldEditor
NUM_COLUMNS : int
TEXT_LIMIT : int
propertyChange(event : PropertyChangeEvent) : void
<<create>> EvolPreferencePage()
init(workbench : IWorkbench) : void
createFieldEditors() : void
PopulationTableLabelProvider
evolModel : EvolModel
currentImage : Image
defaultImage : Image
<<create>> PopulationTableLabelProvider(theEvolModel : EvolModel)
dispose() : void
getColumnImage(element : Object,columnIndex : int) : Image
getColumnText(element : Object,columnIndex : int) : String
isLabelProperty(element : Object,property : String) : boolean
PopulationTableEntry
index : int
individual : Genome
getId() : String
getIndividual() : Genome
setIndividual(theIndividual : Genome) : void
getIndex() : int
setIndex(i : int) : void
PopulationTableContentProvider
dispose() : void
getElements(inputElement : Object) : Object[]
inputChanged(viewer : Viewer,oldInput : Object,newInput : Object) : void