



problem.definition.State

- # typeGenerator
- # evaluation
- # number
- # code
- + State()
- + State()
- + State()
- + getCode()
- + setCode()
- + getTypeGenerator()
- + setTypeGenerator()
- + getEvaluation()
- + setEvaluation()
- + getNumber()
- + setNumber()
- + clone()
- + getCopy()
- + Comparator()
- + Distance()