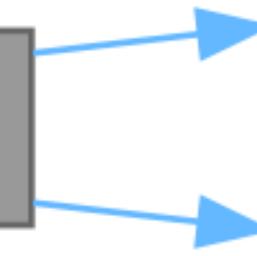


```
evolutionary_algorithms.complement.  
RouletteSelection.selection
```



```
metaheuristics.generators.  
LimitRoulette.setLimitHigh
```

```
metaheuristics.generators.  
LimitRoulette.setLimitLow
```