

GeneticAlgorithm
elitism : bool journey_manager mutation_rate : float tournament_size : int
crossover() evolvePopulation() mutate() tournamentSelection()

EvChargePoint
charge_time_required charge_type id location occupied time_occupied

Population
available_stops initialise journey_allocations : list journey_manager population_size
get_fittest() get_journey() save_journey() size_of_population()

JourneyStop
arrival_time charge_time departure_time ev_point_id wait_time

Fitness
TotalTime

Journey
current_location end_point start_time starting_point stop : list total_journey_time
distance_in_minutes() distance_in_minutes_2() journey_distance() journey_distance_2() set_journey_stop()

JourneyAllocation
available_stops journey_allocation : list journey_manager
generate_individual() get_allocation() get_fitness() journey_allocation_size() save_allocation() set_allocation() set_individual()

JourneyStops
calculate_stops_waits() total_time_of_stop() total_time_of_stops()

JourneyManager
stops : list
add_journey() get_journey() number_of_stops()

Benchmark
journey_manager random_allocation : list stops_available
get_random_fitness()

ElectricVehicle
id max_speed range