Benchmark

- journey_manager
- random_allocation : list
- stops_available

- get_random_fitness()

ElectricVehicle

- id
- max_speed
- range

EvChargePoint

- charge_time_required
- charge_type
- id
- location
- occupied
- time_occupied

Fitness

- TotalTime

GeneticAlgorithm

- elitism : bool
- journey_manager
- mutation_rate : float
- tournament_size : int

- crossover()
- evolvePopulation()
- mutate()
- tournamentSelection()

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()

JourneyManager

- stops : list

- add_journey()
- get_journey()
- number_of_stops()

JourneyStop

- arrival_time
- charge_time
- departure_time
- ev_point_id
- wait_time

JourneyStops

- calculate_stops_waits()
- total_time_of_stop()
- total_time_of_stops()

Population

- available_stops
- initialise
- journey_allocations : list
- journey_manager
- population_size

- get_fittest()
- get_journey()
- save_journey()
- size_of_population()