Population

- population : vector<Tour *>
- <<static>> population_size : unsigned long
- <<static>> num_parents : unsigned long
- + Population(vector<Tour *> &) : Population
- + ~Population(): void
- + sort_population(): void
- + get_tour_at_index(unsigned long) : Tour *
- + get_best_fitness() : double
- + select_parent_candidates() : set<Tour *>
- + <<static>> select_parents(list<set<Tour *> > &) : vector<
- + <<static>> mate_parents(vector<Tour *> &) : Tour *
- + crossover(): void
- + mutate(): void
- + <<static>> set_options(int *) : void
- + <<static>> get_population_size() : unsigned long
- + <<static>> get_num_parents() : unsigned long



Tour

- tour : vector<City *>
- <<static>> tour_size : unsigned long
- <<static>> num_elites : unsigned long
- + Tour(vector<City *> &) : Tour
- + Tour(Tour &) : Tour
- + ~Tour(): void
- + get_tour_distance() const : double
- + get_city(unsigned long) : City *
- + determine_fitness() : double
- + mutate() : Tour *
- + operator<(Tour &) : bool
- + <<friend>> operator<<(ostream &, Tour &) : ostream &
- + <<static>> set_options(int *) : void
- + <<static>> get_tour_size() : unsigned long
- + <<static>> get_num_elites() : unsigned long

GeneticTSM

- population : Population *
- map : vector<City *>
- GeneticTSM(): GeneticTSM
- + ~GeneticTSM(): void
- + <<static>> get_instance: GeneticTSM *
- + run_genetic_tsm(int, int) : voidd

City

- id : int

<------Use-----

- coords : pair<double, double>
- <<static>> city_count : int
- + City(): City
- + ~City(): void
- + get_distance_from(City *) const : double
- + operator==(City &) : bool
- + <<friend>> operator<<(ostream &, City &) : ostream &
- <<static>> generate_rand_coord() : double