## Search< P, pSize, F, fSize, V, vSize > + Search() + ~Search() + setPopulation() + getPreferredPopulationSize() + getPopulationSize() + setFitnessPolicv() + getFitnessPolicy() + getSearchSpace() + setSearchSpace() + startup() and 8 more... # getPopulation() PSO< P, pSize, F, fSize. HillClimbing < P, pSize, F, fSize, V, vSize > V. vSize > + PSO() + HillClimbing() + ~HillClimbing() + ~PSÖ() + startup() + finalize() + next()

+ startup()
+ finalize()
+ next()
+ isStuck()
+ getBestPos()
+ getCurrentNEvals()
+ getBestIndividual()
+ getBestFitness()
+ getBestFitness()
+ getName()

+ ~PSO() + startup() + finalize() + next() + isStuck() + getBestPos() + getCurrentNEvals() + getBestIndividual() + getBestFitness() + getBestFitness() + getName()