Genetic Algorithm Library ToDo List

May 3, 2013

1. make parameters reachable (make them public now)
2. Callable
3. write tournament selection
4. write other crossOver methods
5. enhance mutation random
6. write roulette wheel selection
7. write other selection methods
8. write other mutation methods
9. use enum for Selection, CrossOver and Mutuation methods
10. solve dictation mistakes
11. time limited run
12. develop get and set variables
13. create Stopping Criteria
    - max calculation time
    - reaching desired answer
    - population convergence
14. draw best population fitness value
15. toString function (write parameters)
16. Documentation
    - LaTeX booklet
    - website
    - java docs
17. bit population
18. implement it under C++
19. find best default population size
20. new, fast random creation methods
21. create random in each generation before and use them

22. eliminate repeated solutions from initialization
23. enhance sort algorithm
24. replace elicits with random members (maybe)
25. check of odd population behaviour in *bestSelection* function
26. too much random number have to be created in *mutuation* function
27. affect crossOverProbability
28. Debug
    - add debug values
    - add debug pre-processor like operators
    - enhance debugging
    - purify algorithm