```
Fitness
# config
+ Fitness()
+ ~Fitness()
+ initFitness()
+ assignFitness()
+ isBetter()
+ isWorse()
+ isEqual()
+ best()
+ worst()
+ solutionFound()
  ImageFitness
+ ImageFitness()
+ initFitness()
+ assignFitness()
+ solutionFound()
+ isBetter()
+ isWorse()
+ isEqual()
+ best()
+ worst()
+ outputResults()
```