BestCanvas + BestCanvas() + BestCanvas() + ~BestCanvas() + setRGBPixel() + setHSVPixel() + getRGBPixel() + getHSVPixel() #bestCanvas Canvas # hsvFitnessH # hsvFitnessS # hsvFitnessV + Canvas() + Canvas() + ~Canvas() + setRGBData() + getDataOffset() + getRGBData() + insideCanvas() + rotate2D() + savelmage() + saveHSVImage() and 12 more... # resetNumDrawNodes() # incrementLines() # setBackground() # setBackground_Red() # setBackground Green() # setBackground_Blue() # getBGColor() # getbgColor_Red() # getbgColor_Green() # getbgColor_Blue() and 22 more... BezierPathCanvas + BezierPathCanvas() + ~BezierPathCanvas() + paintCanvas() + resetCanvas() + computeFitness() + computeBooleanFitness()

+ getFitness()+ saveImage()