Population

config

+ Population()
+ Population()
+ Population()
+ ~Population()
+ getNumGenerationBeforeDecimation()
+ setNumGenerationBeforeDecimation()
+ getIndividual()
+ getGenerationNumber()
+ setGenerationNumber()
+ setDepthLimit()
and 34 more...
getPopulation()
setPopulation()
writeLog()
compressFile()

GridPopulation

+ GridPopulation()
+ ~GridPopulation()
+ nextGeneration()
+ evolve()
+ getNeighbours()
+ inNeighbourhood()
# computeSize()
# isElite()