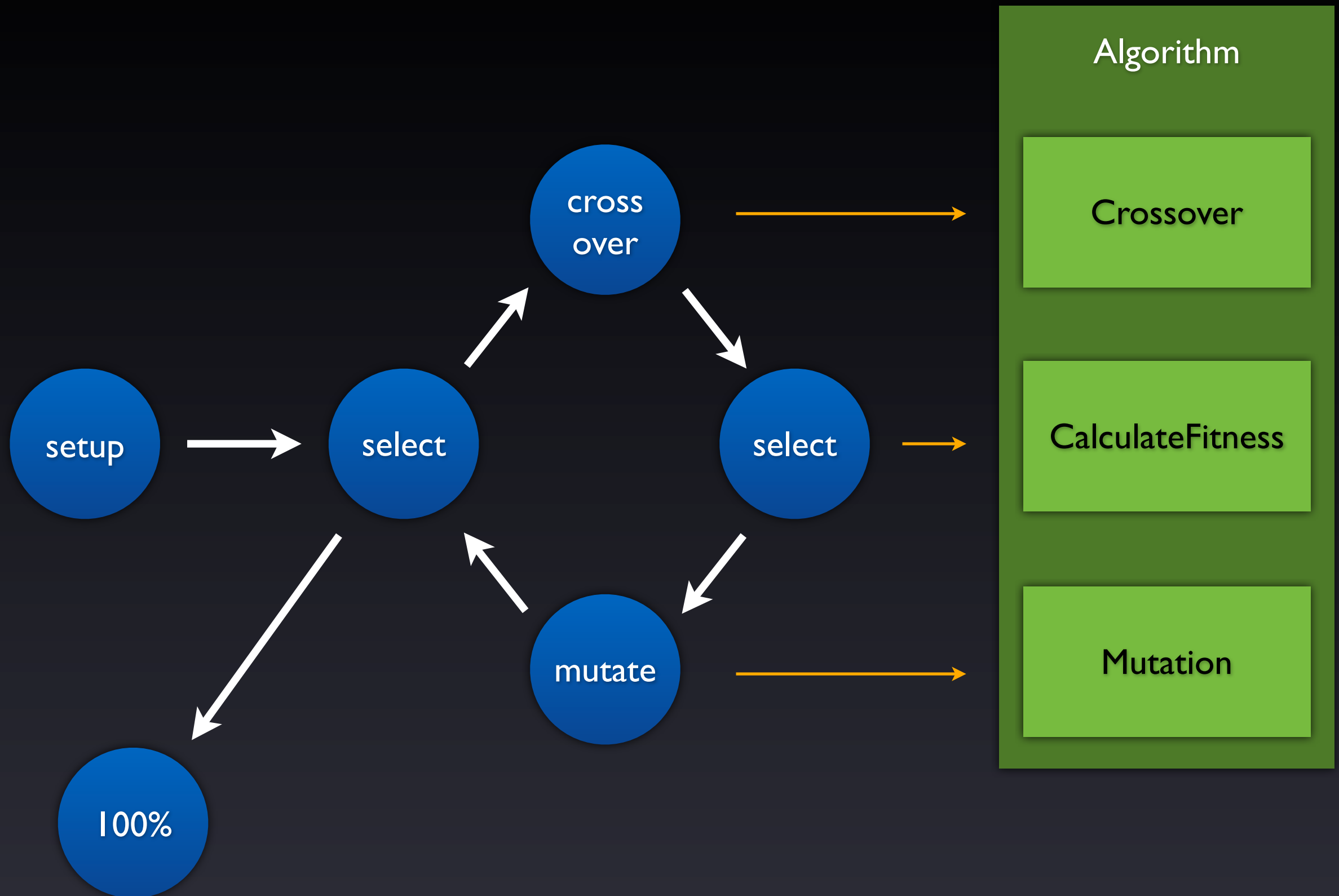


Scetris

Iteration 2

Was haben wir gemacht?

- Build-Prozess optimiert
- eigenes Object-Relation-Mapping
- eigenes Webframework
- Scheduler implementiert

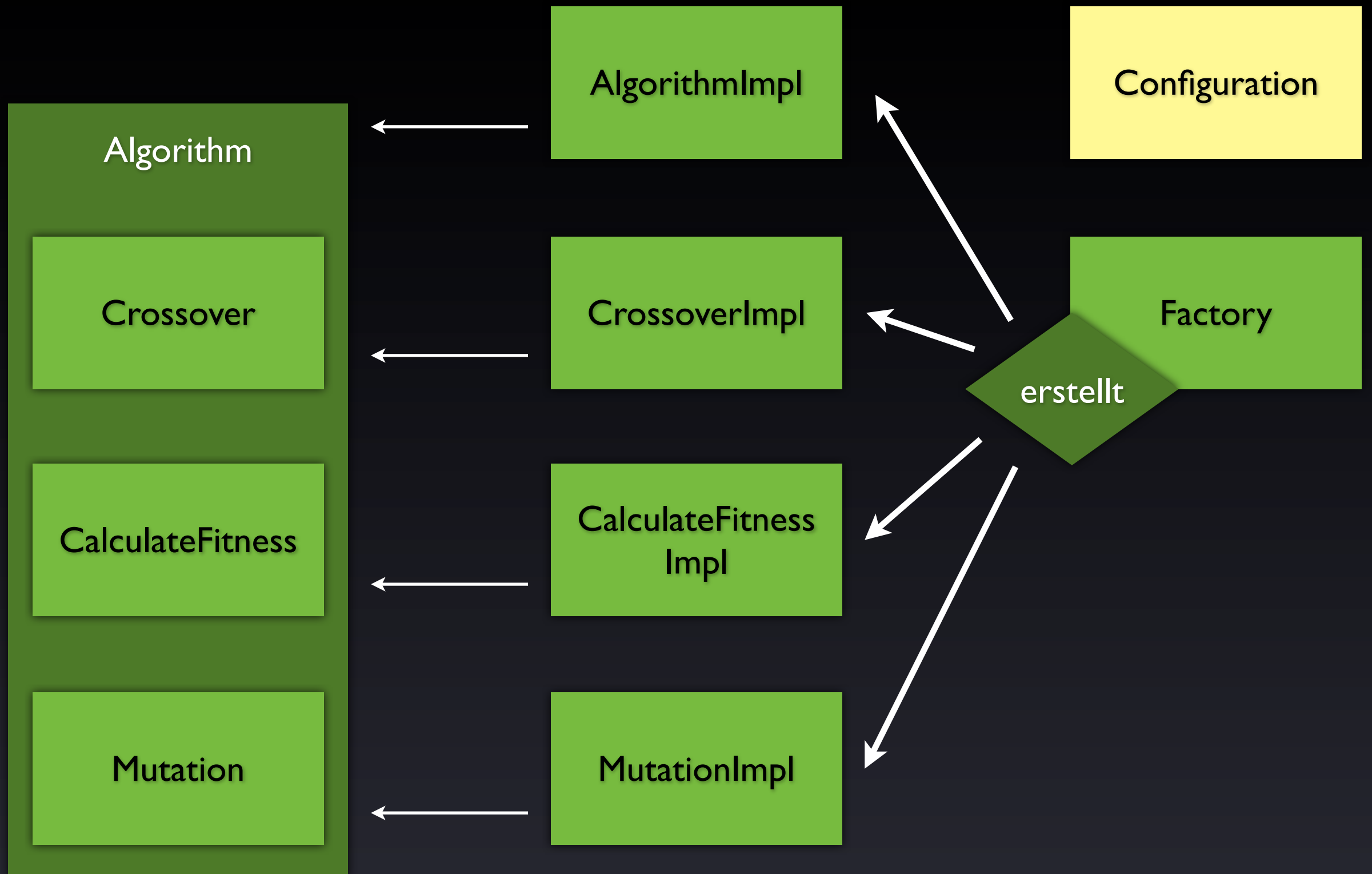


Algorithm

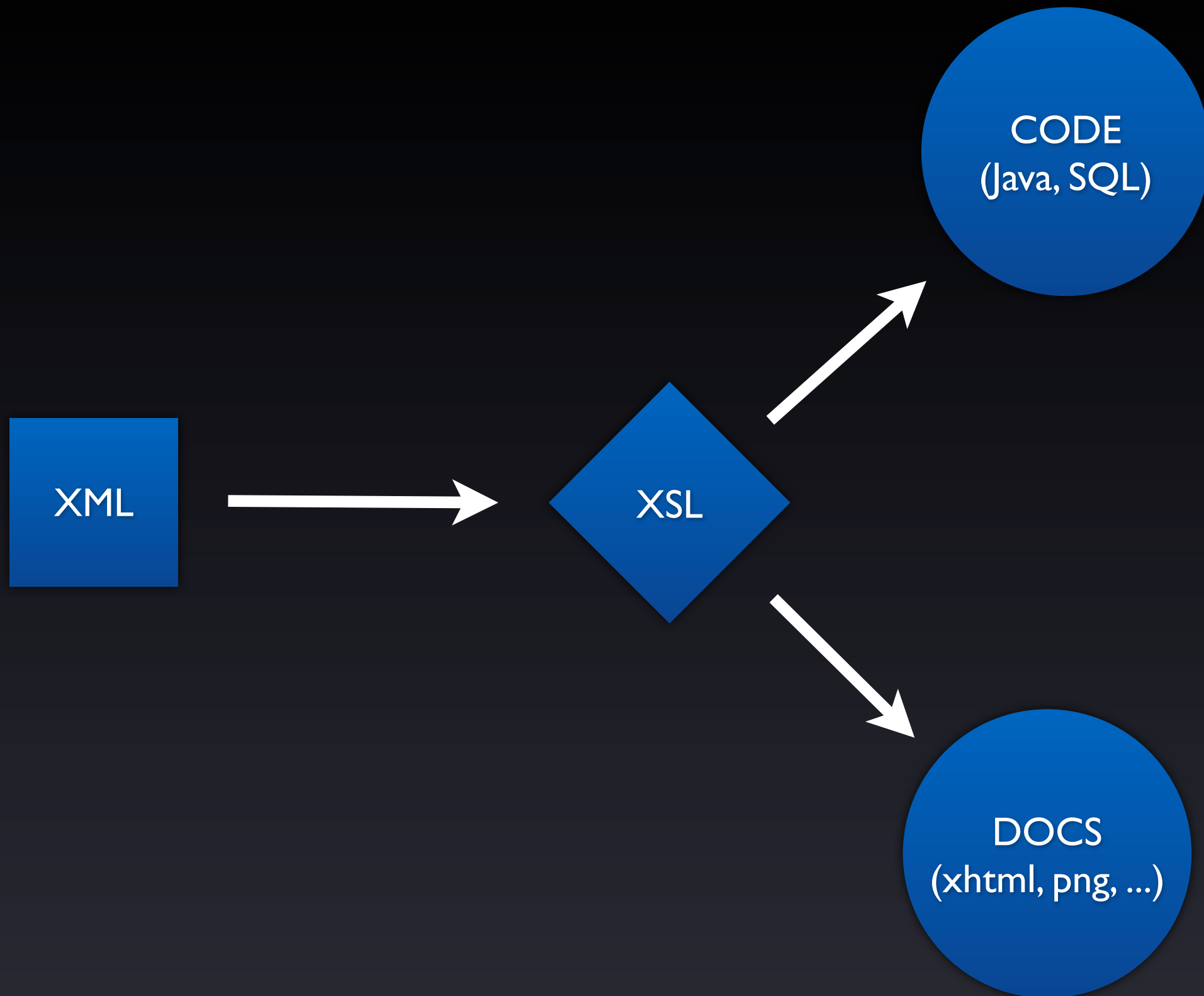
Crossover

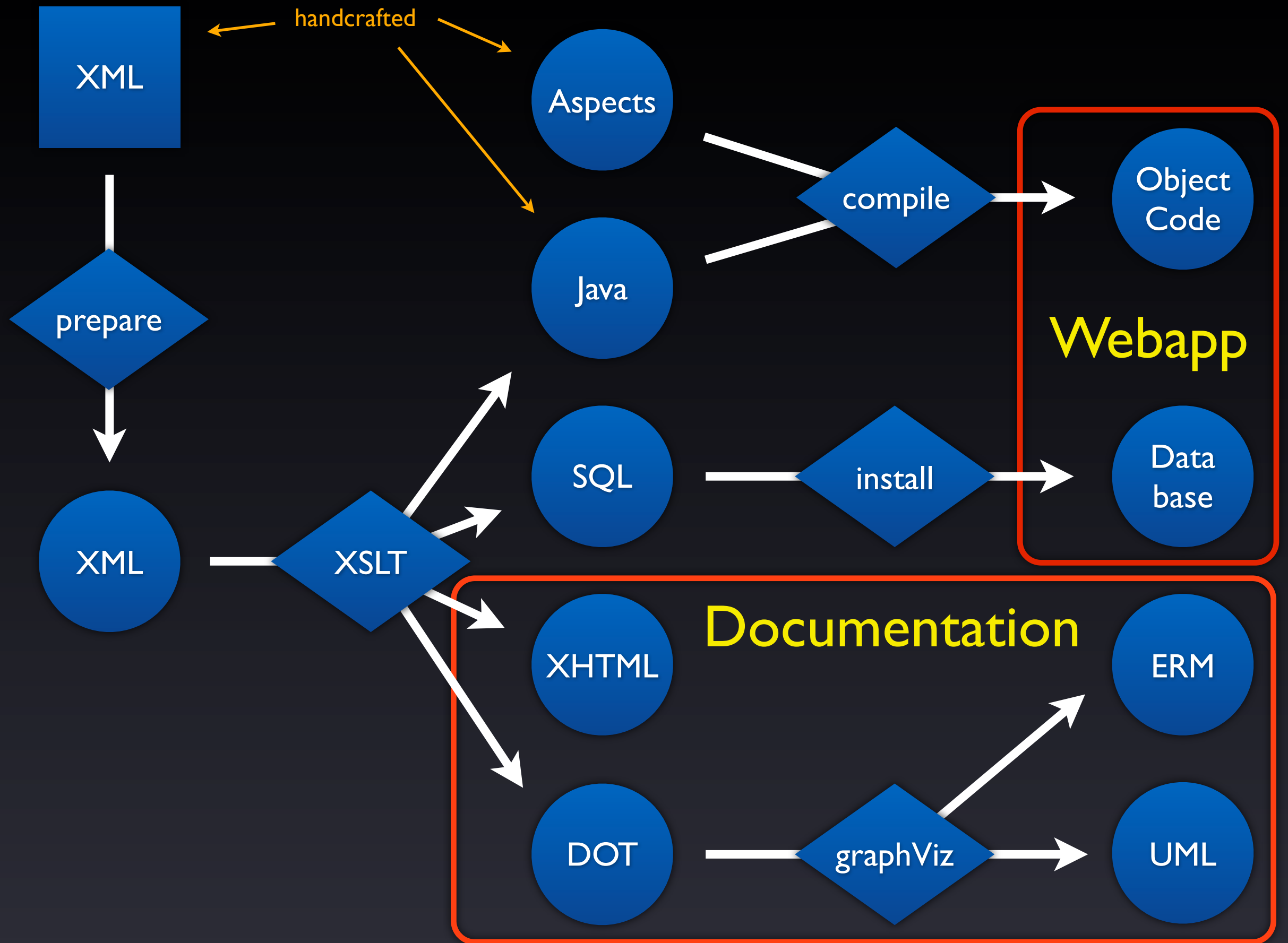
CalculateFitness

Mutation



Testlauf







weave

weave

- MVC-Architektur
 - Annotation API
 - XSL-Transformations
- Object-Relational-Mapping
 - Code-Generation mittels XSL-T aus XML

Vorführung