Class Chromosome

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This class gives the attributes and methods to create and manipulate the datatype Chromosome .

The documentation for the methods contained in this class includes briefs description of the *implementations*. Such descriptions should be regarded as *implementation notes*, rather than parts of the *specification*. Implementers should feel free to substitute other algorithms, so long as the specification itself is adhered to.

Parameters for the constructer:

• **int** *num_genes* :- This parameters specifies number of genes in the chromosome as defined by the user.

Attributes of the class:

- public Object[] chromosome contains the genes of the chromosome.
- double fitness contains the fitness of the chromosome calculated by calcFitness.

Method Summary	
Public Object	Returns the Object at the index in the chromosome.
Public void	SetObject(int index, Object Value) Changes the value of the gene at index of the chromosome to Object Value.
Public double	Returns the attribute fitness of the chromosome.
Public void	Rewrites fitness to the value given.
Public void	Increases the value of fitness by the value given.

Method Detail

getObject

```
public Object getObject(int index)
```

Returns the Object present at the index of value 'index' in the chromosome.

Parameters:

index- index of the gene.

setObject

```
public void setObject(int index, Object value)
```

Rewrites the gene at the gene of index 'index' of the chromosome to the Object value.

Parameters:

index - the index of gene.

value - the Object to be written.

getFitness

```
public double getFitness()
```

This function returns the fitness of the chromosome.

setFitness

public void setFitness(double value)

Rewrites the value of fitness to the value given.

Parameters:

value – the value to be written.

incFitness

public void incFitness(double value)

increases the value of fitness by the value given.

Parameters:

value -the value by which the fitness is to be increased.