

**aspect Fitnessable**

*structural view*

IFitnessable

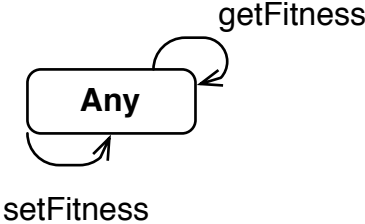
IFitnessable
Real fitness
+ create( Real Fitness )
+ setFitness( Real Fitness)
+ Real getFitness()

*state view IAllocatable*

**Pointcut**

**Advice**

Any



Binding  
Any → \*