

Source code on JS:

```
var population = [];
var maxFitness = [];
var averageFitness = [];
var iteration = 0;
var populationForShow = [];

function binaryRandom(){
    var binaryMass = [];
    for(var i = 0;i < 1000;i++){
        if(Math.random() > 0.5){
            binaryMass.push(0);
        }else{
            binaryMass.push(1);
        }
    }
    return binaryMass;
}

function fitness(chromosom){
    var fitness = 0;

    for(var i = 0;i < chromosom.length; i++){
        if(chromosom[i] === 1){
            fitness++;
        }
    }
    return fitness;
}

function randomSection(min, max){
    return Math.random() * (max - min) + min;
}

function amountOnes(){
    var amount = 0;

    for(var i = 0; i < 100; i++){
        amount += population[i].fitness;
    }
    return amount;
}

function forSort(a, b) {
    if (a.fitness < b.fitness) return 1;
    if (a.fitness > b.fitness) return -1;
}

function probabilityIndex(randomVar){
    var i = 0;
    var sum = 0;

    while(true){
        if(sum >= randomVar){
            break;
        }else{
            sum += population[i].probability;
        }
        i++;
    }
    return i;
}

function cross(chromosom1, chromosom2, point){
    var returnChoromosoms = [];
```

```

var returnChoromosom1 = [];
var returnChoromosom2 = [];

for(var i = 0; i < point; i++){
    returnChoromosom2[i] = chromosom1[i];
    returnChoromosom1[i] = chromosom2[i];
}

for(var i = point; i < 1000; i++){
    returnChoromosom1[i] = chromosom1[i];
    returnChoromosom2[i] = chromosom2[i];
}
returnChoromosoms.push(returnChoromosom1);
returnChoromosoms.push(returnChoromosom2);
return returnChoromosoms;
}

for(var i = 0; i < 100; i++){
    population.push(binaryRandom());
    population[i].fitness = fitness(population[i]);
}

var amountOnesVar = amountOnes();

for(var i = 0; i < 100; i++){
    population[i].probability = population[i].fitness / amountOnesVar;
}

population.sort(forSort);
var populationEvolution = population;

var timer = setInterval(function(){
    var Children = [];

    for(var i = 0; i < 50; i++){
        var probabilityIndex1 = probabilityIndex(randomSection(0.5, 0.9));
        var probabilityIndex2 = probabilityIndex(randomSection(0.5, 0.9));

        var Parent1 = populationEvolution[probabilityIndex1];
        var Parent2 = populationEvolution[probabilityIndex2];

        var Children2 = cross(Parent1, Parent2, Math.floor(randomSection(200, 800)));

        Children.push(Children2[0]);
        Children.push(Children2[1]);
    }

    for(var i = 0; i < 100; i++){
        Children[i].fitness = fitness(Children[i]);
    }

    Children.sort(forSort);
    var amountOnesVar = amountOnes();

    for(var i = 0; i < 100; i++){
        Children[i].probability = Children[i].fitness / amountOnesVar;
    }

    var averageFitnessTemp = 0;

    for(var i = 0; i < 100; i++){
        averageFitnessTemp += Children[i].fitness;
    }

    averageFitnessTemp /= 100;

```

```

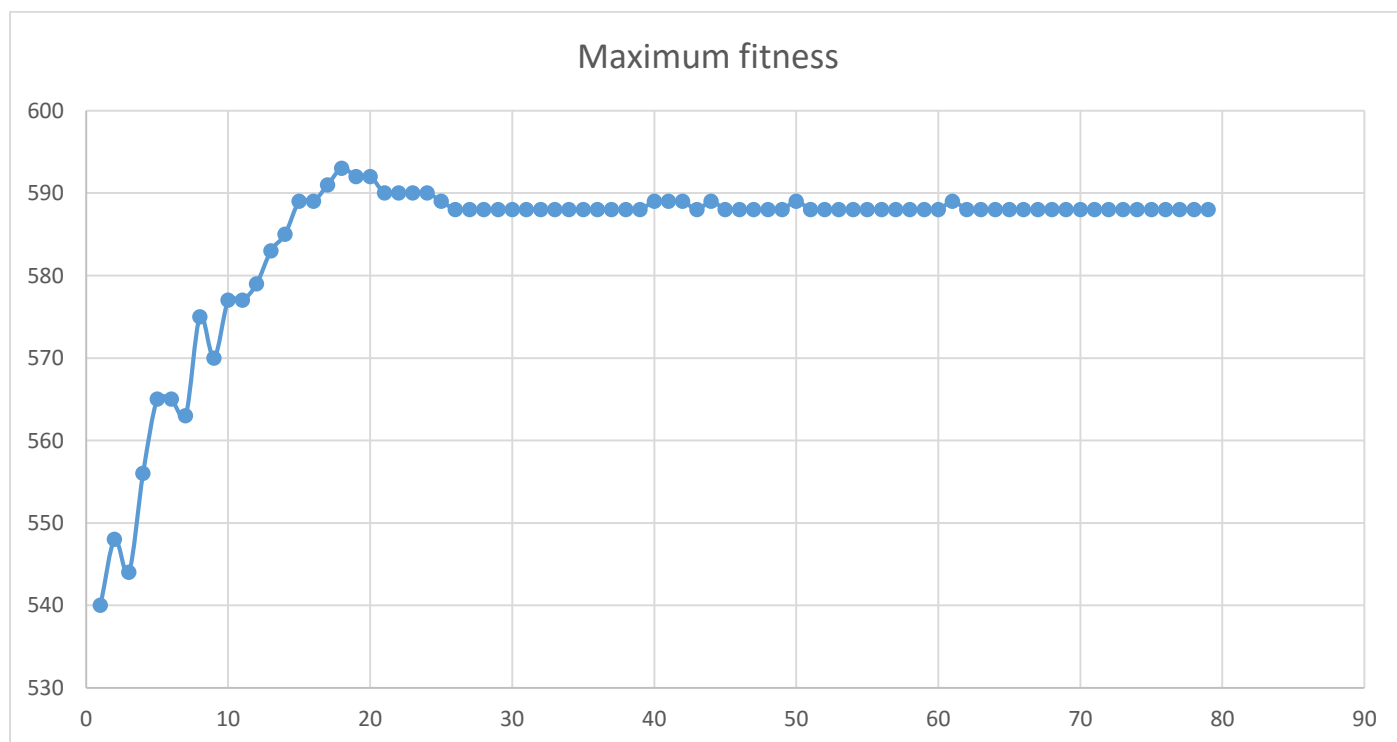
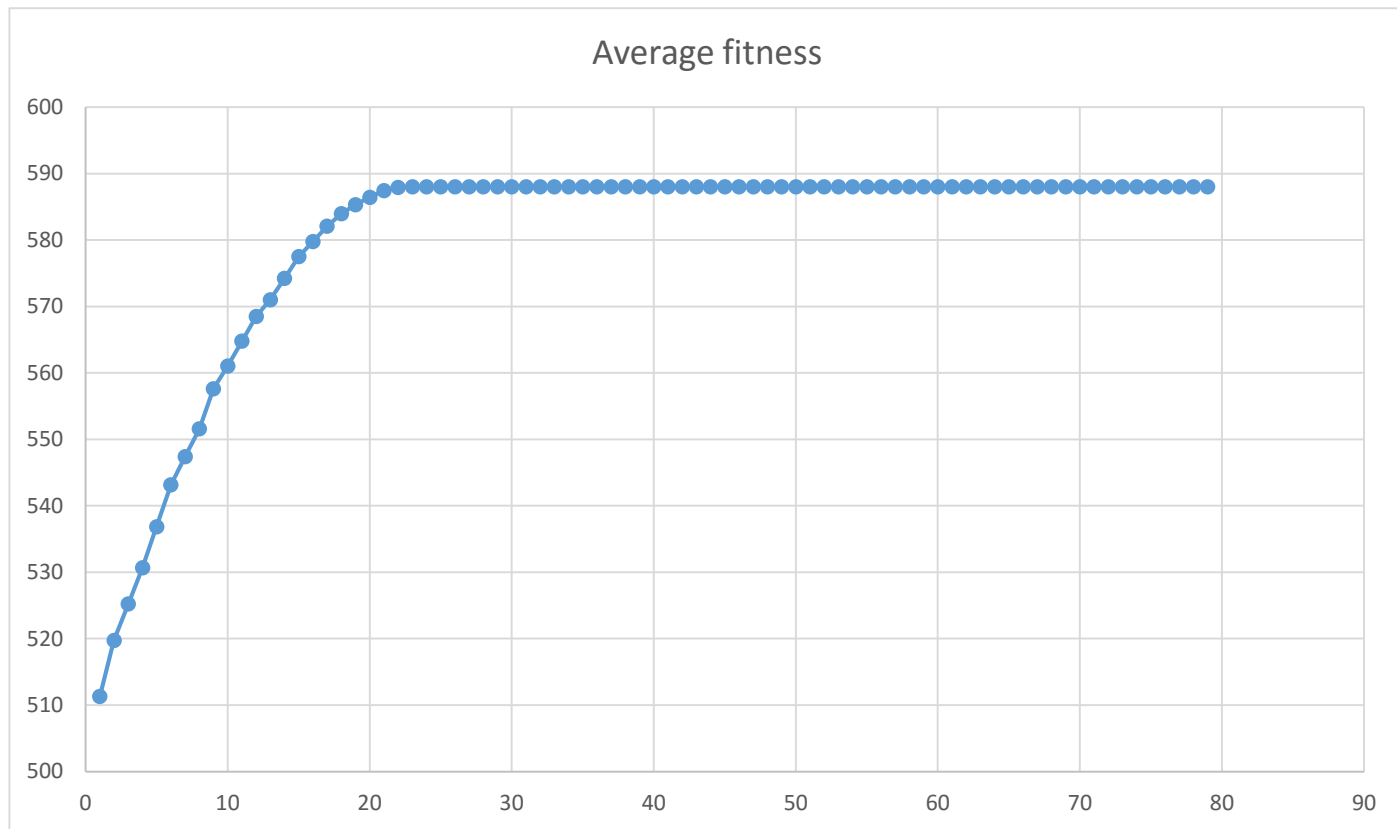
averageFitness.push(averageFitnessTemp);
maxFitness.push(Children[0].fitness);

populationEvolution = Children;

if(iteration === 500){
    clearInterval(timer);

    //Output
}, 3);

```



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