MainWindow

-PS: PaintScrene
-NW: NetWork
-NW_config: data_NetWork
-ui: Ui::MainWindow*

+MainWindow(QWidget *parent = nullptr)
+ReadDataNetWork(std::string path): data_NetWork
+ReadTest(double* input, int input_n): void
+StartGuess(): void
+void clearLCD():void

PaintScene

-draw: bool
-vv: QVector<QPointF>
-pic: QImage
-ui: Ui::PaintScene

+PaintScene(QWidget *parent = nullptr)
+paintEvent(QPaintEvent*): void
+mousePressEvent(QMouseEvent*): void
+mouseMoveEvent(QMouseEvent*): void
+mouseReleaseEvent(QMouseEvent*): void
+clear(): void

NetWork

-actFunc: ActivateFunction
-bois: double**
-L: int
-neuros_bios_val: double*
-neuros_err: double**
-neuros_val: double**
-size: int*
-weight: Matrix*

+NetWork(data_NetWork data)
+~NetWork()
+PrintConfig(): void
+SetInput(double* values): void
+ForwarFeed(): double
+SearchMaxIndex(double* values): int
+PrintValue(int L): void
+BackPropogation(double expert): void
+WeightsUpdater(double lr): void
+SaveWeights(): void
+void ReadWeights(): void

Matrix

-matrix: double**
-row: int
-col: int

+Matrix()
+~Matrix()
+Init(int row, int col): void
+Rand(): void
+Multi(const Matrix& m, const double* b, int n, double* c): void
+Multi_T(const Matrix& m, const double* b, int n, double* c): void
+SumVector(double* a, const double* b, int n): void
+operator ()(int i, int j): double&
+operator << (std::ostream& os, const Matrix& m): srd:: ostream&
+operator >> (std::istream& is, Matrix& m): std:: istream&

ActivateFunction

-actFunc: activateFunc

+ActivateFunctuon()
+set(): void
+use(double* value, int n): void
+useDer(double* value, int n): void
+useDer(double value): double

Sigmoid

+use(double* value, int n): void
+useDer(double* value, int n): void
+useDer(double value): double

ReLU

+use(double* value, int n): void
+useDer(double* value, int n): void
+useDer(double value): double

Thx

+use(double* value, int n): void
+useDer(double* value, int n): void
+useDer(double value): double