- exp_pygame.Neuron.Neuron

 __init__(self, x, y, text, c, s, font)
- m draw(self, win)
- m set_x(self, x)
- get_x(self)
- m set_y(self, y)
- m get_y(self)
- m get_id(self)
- f c
- f s
- f x
- f y
- f text
- f n_id
- f font
- f id
- c exp_pygame.InputTerminal.InputTerminal
- __init__(self, x ,y , text, color, size_x, size_y, font)
- m draw(self, win)
- f size_y
- f size_x
- f font