## Neuron

-id: Integer

-input\_state: Boolean-output\_state: Boolean

-input: Long[]-output: Long-learn rule: String

-eta: Float

-output\_to\_neuron: Connector[]

-threshold: Long

-activation\_function: String s

#add\_output(c: Connector): Null
#remove\_output(c: Connector): Null

#set\_learn\_rule(s: String): Null
#get\_learn\_rule(): String rule

#get\_id(): Integer id

#set\_input(input: Long): Null
#set\_threshold(t: Long): Null

#set\_activation\_function(af: String): Null
#get\_activation\_function(): String af
-activation function(x: Double): Double

-scalar\_product(): Double
-generate\_output(): Null

## Responsibilities

Neuronale Aktivitäten:

- -Input aufnehmen
- -Input mit Gewichten verrechnen
- -Aktivierungsfunktion
- -Ausgabe an Connector Objekt

Connector

-id: Integer

-input\_from: Neuron-input\_value: Double-output\_to: Neuron-output\_value: Double

-weight: Double

m:n

#get\_input\_neuron(): Neuron

#set\_input\_value(val: Double): Null

#get\_input\_value(): Double
#set\_weight(w: Double): Null

#get\_weight(): Double
-calc\_output(): Null

Responsibilities

-Werteübertragung

-Verrechnung mit Gewichtung

ile(): String ager id