

Node

```
+int: id  
+float: input  
+float: output  
+float: error  
+Weight* weight  
+Node*: next  
+bool: convergence
```

```
+Node()  
+Node(int)  
+Node(int,Weight*)  
+int getId()  
+float getInput()  
+float getOutput()  
+float getError()  
+Node* getNext()  
+bool getConvergence()  
+void setInput()  
+void setInput(float)  
+void setConvergence(bool)  
+void setWeights(Weight*)  
+void setNext(Node*)  
+void display()  
+void updateWeights()  
+void updateInput(float)  
+void calcOutput()  
+void pushForward()  
+void reset()  
+void fornicate()  
+void calcEndError(int)  
+void calcLayerError()  
+void write(ofstream&)
```