

Weight

```
+int: id
+Node*: to
+float: weight
+float: change
+Weight*: next

+Weight(int, float, Node*)
+int getId()
+float getWeight()
+Weight* getNext()
+Node* getNode()
+void setNext()
+void display()
+bool idEqualvoid(int)
+updateWeight(float)
+float sumErrors()
+void write(ofstream&)
```