

input_2: InputLayer	input:	(None, 200)
	output:	(None, 200)



embedding_1: Embedding	input:	(None, 200)
	output:	(None, 200, 100)



conv1d_2: Conv1D	input:	(None, 200, 100)
	output:	(None, 198, 64)



global_max_pooling1d_2: GlobalMaxPooling1D	input:	(None, 198, 64)
	output:	(None, 64)



dense_2: Dense	input:	(None, 64)
	output:	(None, 10)