

input_4: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_4: Conv1D	input:	(None, 200, 100)
	output:	(None, 198, 128)



global_max_pooling1d_4: GlobalMaxPooling1D	input:	(None, 198, 128)
	output:	(None, 128)



dense_4: Dense	input:	(None, 128)
	output:	(None, 10)