

input_1: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_1: Conv1D	input:	(None, 200, 100)
	output:	(None, 198, 64)



global_max_pooling1d_1: GlobalMaxPooling1D	input:	(None, 198, 64)
	output:	(None, 64)



dense_1: Dense	input:	(None, 64)
	output:	(None, 10)