

input_7: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_15: Conv1D	input:	(None, 200, 100)
	output:	(None, 197, 64)



max_pooling1d_9: MaxPooling1D	input:	(None, 197, 64)
	output:	(None, 98, 64)



conv1d_16: Conv1D	input:	(None, 98, 64)
	output:	(None, 95, 64)



max_pooling1d_10: MaxPooling1D	input:	(None, 95, 64)
	output:	(None, 47, 64)



conv1d_17: Conv1D	input:	(None, 47, 64)
	output:	(None, 44, 64)



global_max_pooling1d_7: GlobalMaxPooling1D	input:	(None, 44, 64)
	output:	(None, 64)



dense_13: Dense	input:	(None, 64)
	output:	(None, 64)



dense_14: Dense	input:	(None, 64)
	output:	(None, 5)