```
class Neuron:
   def init (self, num inputs):
        self.output = 0
        self.weights = []
        for i in range(num inputs):
            # Initialize a neuron with random weights
            self.weights.append(randint(1, 10))
   # Calculate the weighted sum of inputs
   def adder(self, inputs):
       weighted sum = 0
        for x, w in zip(inputs, self.weights):
            weighted_sum += x * w
        return weighted sum
   # Apply ReLU activation function
   def relu act(self, value):
       if value > 0:
            return value
        else:
            return 0
   # Activate the neuron with input values (for printing)
   def activate(self, inputs):
        sum inputs = self.adder(inputs)
        self.output = self.relu act(sum inputs)
        return self.output
   # Print the output value of the neuron
   def print output(self):
        print("Neuron Output:", self.output)
```

```
from random import randint

# Generate a list of random values within a specified range
def generate_values(length, low, high):
    list_values = []
    for i in range(length):
        list_values.append(randint(low, high))
    return list_values

input_size = 5

# Generate input values
input_values = generate_values(input_size, 1, 10)
input_values

[5, 3, 6, 4, 9]
```

```
# Create a list of neurons with specified number of neurons and inputs
def create neurons(num neurons, num inputs):
    list neurons = []
    for i in range(num neurons):
        list neurons.append(Neuron(num inputs))
    return list neurons
num neurons layer1 = 5
# Create neurons for the first hidden laver
neurons HidLayer1 = create neurons(num neurons layer1, input size)
# Activate neurons in the first hidden layer and print their output
for neuron in neurons HidLayer1:
    neuron.activate(input values)
    neuron.print output()
Neuron Output: 165
Neuron Output: 147
Neuron Output: 68
Neuron Output: 145
Neuron Output: 119
```

```
num neurons layer2 = 2
# Create neurons for the second hidden layer
neurons HidLayer2 = create neurons(num neurons layer2, input size)
# Create the output neuron
output Neuron = Neuron(num neurons layer2)
class Graph:
    def __init__(self):
        self.graph = {}
    def add edge(self, source, destination):
        if source not in self.graph:
            self.graph[source] = []
        else:
            self.graph[source].append(destination)
    def print graph(self):
        for source, destinations in self.graph.items():
            print(f"{source} --> {destinations}")
mvG = Graph()
```

```
# for neuron in neurons HidLayer1:
     myG.add edge(input values, neuron)
#
# TypeError
                                            Traceback (most recent
call last)
# <ipython-input-127-39eaf16cd19e> in <cell line: 1>()
        1 for neuron in neurons HidLayer1:
# ---> 2
             myG.add edge(input_values, neuron)
# <ipython-input-121-d6c92d1fde42> in add edge(self, source,
destination)
       4
       5
             def add edge(self, source, destination):
# ---> 6
                 if source not in self.graph:
       7
                      self.graph[source] = []
#
       8
                  else:
# TypeError: unhashable type: 'list'
# Add edges from input values to neurons in the first hidden layer
for neuron in neurons HidLayer1:
    myG.add edge(tuple(input values), neuron)
# Add edges from neurons in the first hidden layer to neurons in the
second hidden laver
for neuron in neurons HidLayer2:
    myG.add edge(tuple(neurons HidLayer1), neuron)
# Add edge from neurons in the second hidden layer to the output
neuron
myG.add edge(tuple(neurons HidLayer2), output Neuron)
myG.print graph()
# WHY IS LIFE?
(5, 3, 6, 4, 9) --> [< main .Neuron object at 0x7da5fce1be50>,
<__main__.Neuron object at 0x7da5fce18df0>, <__main__.Neuron object at</pre>
0x7da5fce1a5c0>, < main .Neuron object at 0x7da5fce19630>,
< main .Neuron object at 0x7da5fce1b400>, < main .Neuron object at</pre>
0x7da5fce1be50>, <__main__.Neuron object at 0x7da5fce18df0>,
<__main__.Neuron object at 0x7da5fce1a5c0>, <__main__.Neuron object at</pre>
0x7da5fce19630>1
(< main .Neuron object at 0x7da5fce1b400>, < main .Neuron object</pre>
at 0x7da5fce1be50>, < main .Neuron object at 0x7da5fce18df0>,
< main . Neuron object at 0x7da5fce1a5c0>, < main . Neuron object at
0x7da5fce19630>) --> [<__main__.Neuron object at 0x7da5fce1ac20>,
< main .Neuron object at 0x7da5fce1a080>, < main .Neuron object at</pre>
0x7da5fce1ac20>1
```

(<\_\_main\_\_.Neuron object at 0x7da5fce1a080>, <\_\_main\_\_.Neuron object at 0x7da5fce1ac20>) --> [<\_\_main\_\_.Neuron object at 0x7da5fce1b2b0>]