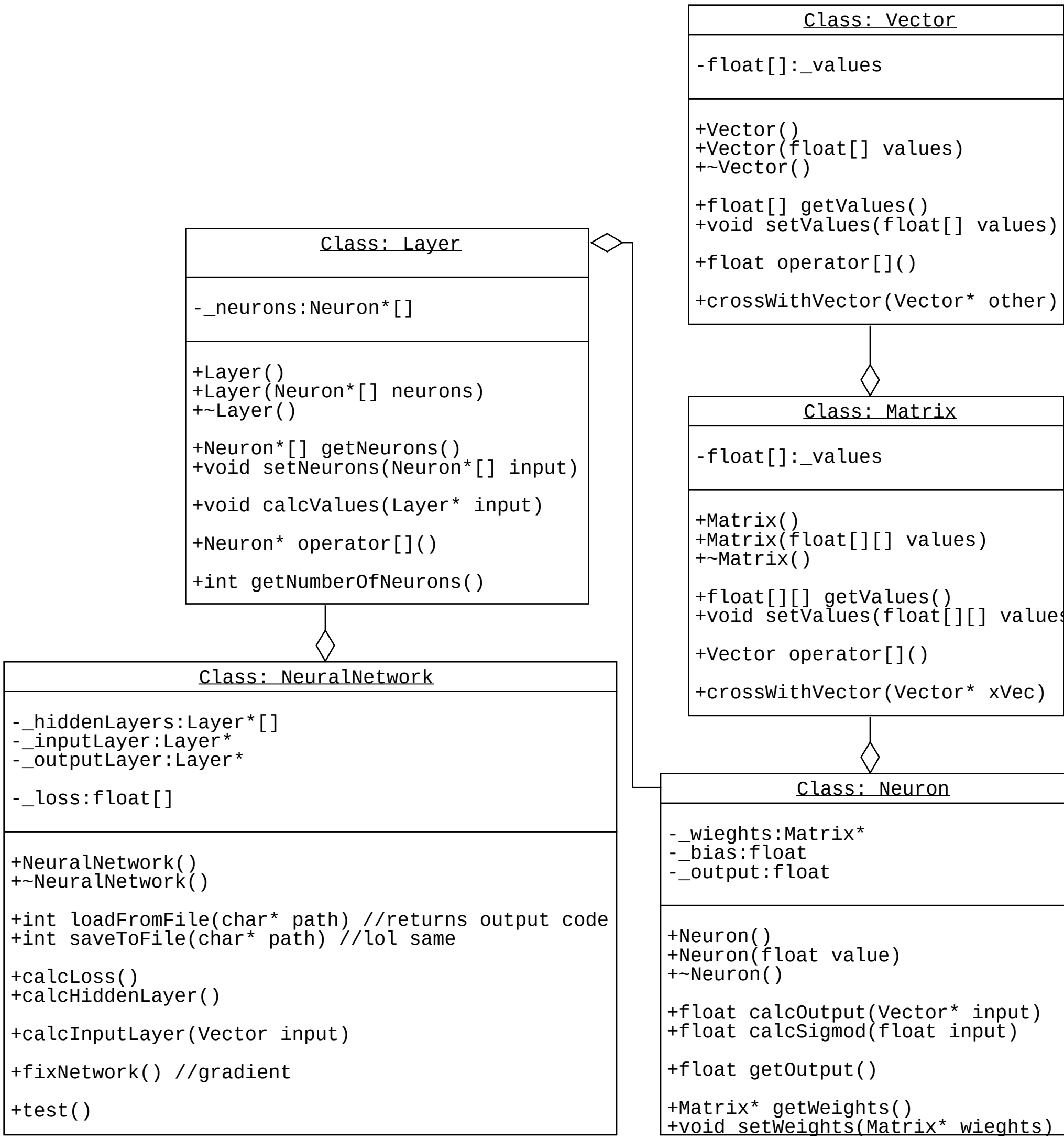
Class: Vector
-float[]:_values
+Vector()
+Vector(float[] values)
+~Vector()
+float[] getValues()
+void setValues(float[] values)
+float operator[]()
+crossWithVector(Vector* other)
Class: Layer
-_neurons:Neuron*[]
+Layer()
+Layer(Neuron*[] neurons)
+~Layer()
+Neuron*[] getNeurons()
+void setNeurons(Neuron*[] input)
+void calcValues(Layer* input)
+Neuron* operator[]()
+int getNumberOfNeurons()
Class: Matrix
-float[]:_values
+Matrix()
+Matrix(float[][] values)
+~Matrix()
+float[][] getValues()
+void setValues(float[][] values
+Vector operator[]()
+crossWithVector(Vector* xVec)
Class: NeuralNetwork
-_hiddenLayers:Layer*[]
-_inputLayer:Layer*
-_outputLayer:Layer*
-_loss:float[]
+NeuralNetwork()
+~NeuralNetwork()
+int loadFromFile(char* path) //returns output code
+int saveToFile(char* path) //lol same
+calcLoss()
+calcHiddenLayer()
+calcInputLayer(Vector input)
+fixNetwork() //gradient
+test()
Class: Neuron
-_wieghts:Matrix*
-_bias:float
-_output:float
+Neuron()
+Neuron(float value)
+~Neuron()
+float calcOutput(Vector* input)
+float calcSigmod(float input)
+float getOutput()
+Matrix* getWeights()
+void setWeights(Matrix* wieghts)