```
ComplexNetwork< NODE
               TYPE, EDGE TYPE >
              + description
              + num_nodes
              + num_edges
              # current node id
              # current_edge_id
              # directed
              # nodes
              # edges
              # edge
              # file_header
              + ComplexNetwork()
              + addNode()
              + getNode()
              + removeNode()
              + addEdge()
              + getEdge()
              + getEdgeFromEdgeId()
              + removeEdge()
              + clear()
              + getNumNodes()
              and 11 more..
              # createEdgeKey()
                           < NodeString, Link >
            ComplexNetwork< NodeString,
                        Link >
            + description
            + num_nodes
            + num_edges
            # current_node_id
            # current_edge_id
            # directed
            # nodes
            # edges
            # edge
            # file_header
            + ComplexNetwork()
            + addNode()
            + getNode()
            + removeNode()
            + addEdge()
            + getEdge()
            + getEdgeFromEdgeId()
            + removeEdge()
            + clear()
            + getNumNodes()
            and 11 more..
            # createEdgeKey()
               -cn
  GMainWindow
+ GMainWindow()
+ ~GMainWindow()
- setVtkGraph()
```

QWidget

- renderer - vtk - graph weights