## 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() < std::shared\_ptr< const FeatureAbstract >, Link > ComplexNetwork< std ::shared\_ptr< const FeatureAbstract >, 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() FeaturesComplexNetwork - featureIndex + FeaturesComplexNetwork() + ~FeaturesComplexNetwork() QWidget + save() + load() + getOutputDegree() + clear() + updateIndex() + getNodeFromFeature() + getNodesOfSameLabel() load() -cn ComplexNetworkViewerWidget vtkWidget - vRenderer viewer graph - interactor + ComplexNetworkViewerWidget() + setComplexNetwork() + ~ComplexNetworkViewerWidget() createVtkPipeline()