```
Container< T >
                  # collection
                  + Container()
                  + Container()
                  + begin()
                  + end()
                  + load()
                  + store()
                  + size()
                  + push_back()
                  + append()
                  + show()
                  + validate()
                  + reserve()
                  + resize()
                  + empty()
                  + clear()
                  + operator[]()
                 I< Con >

∨ Neuron >
                           Container< Neuron >
Container< Con >
# collection
                           # collection
+ Container()
                           + Container()
+ Container()
                           + Container()
+ begin()
                           + begin()
+ end()
                           + end()
+ load()
                           + load()
+ store()
                           + store()
+ size()
                           + size()
+ push_back()
                           + push_back()
+ append()
                           + append()
+ show()
                           + show()
+ validate()
                           + validate()
+ reserve()
                           + reserve()
+ resize()
                           + resize()
+ empty()
                           + empty()
 + clear()
                           + clear()
 + operator[]()
                           + operator[]()
      VecCon
                                VecNeuron
+ VecCon()
+ VecCon()
                            + VecNeuron()
+ numOfCons()
                            + VecNeuron()
+ getId()
                            + ~VecNeuron()
+ buildAndAppend()
                            + numOfNeurons()
                            + numOfCons()
+ getWeight()
+ getWeight()
                            + getId()
                            + setId()
+ getFrom()
+ setWeight()
                            + getConId()
                            + getWeight()
+ setWeight()
+ setFrom()
                            + getFrom()
                            + setFrom()
+ erase()
+ select()
                             + setWeight()
+ validate()
```