```
Container< T >
   # Idata
   + begin()
   + end()
   + getLdata()
   + setLdata()
   + size()
   + push_back()
   + append()
   + show()
   + validate()
   + reserve()

∠ Neuron >

Container< Neuron >
# Idata
+ begin()
+ end()
+ getLdata()
+ setLdata()
+ size()
+ push_back()
+ append()
+ show()
+ validate()
+ reserve()
     vecNeuron
   vecMLPneuron
+ buildAndAppend()
```