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

∠ Neuron >

Container< Neuron >
# collection
+ Container()
+ Container()
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 - load()
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 append()
 show()
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 reserve()
 resize()
+ empty()
+ clear()
+ operator[]()
           Δ
  NeuronContainer
+ NeuronContainer()
+ NeuronContainer()
+ ~NeuronContainer()
+ numONeuron()
+ numOfCons()
+ getId()
 setId()
+ getConId()
+ getWeight()
 getFrom()
+ setFrom()
+ setWeight()
           Δ
MLPneuronContainer
+ getId()
+ buildAndAppend()
           Δ
       MLPlayer
```