```
Container<T>
  # collection
  + Container()
  + Container()
  + buildAndAppend()
  + push_back()
  + erase()
  + begin()
  + end()
  + reserve()
  + resize()
  + empty()
  + size()
  + clear()
  + insert()
  + show()
  + validate()
  + Container()
  + Container()
  + begin()
  + end()
  + load()
  + store()
  + size()
  + push_back()
  + append()
  + show()
  + validate()
  + reserve()
  + resize()
  + empty()
  + clear()
  + operator[]()
             < Neuron >
  Container< Neuron >
  # collection
  + Container()
  + Container()
  + Container()
  + Container()
  + buildAndAppend()
  + push_back()
  + push_back()
  + erase()
  + begin(
  + begin()
  + end()
  + end()
  + reserve()
  + reserve()
  + resize()
+ resize()
  + empty()
  + empty()
  + size()
  + size()
  + clear()
  + clear()
  + insert()
  + show()
  + show()
    validate()
  + validate()
  + load()
  + store()
  + append()
  + operator[]()
            Δ
    NeuronContainer
   NeuronContainer()
 + NeuronContainer()
 + ~NeuronContainer()
+ numOfNeurons()
 + numOfCons()
 + getId()
 + setId()
 + getConld()
+ getWeight()
+ getFrom()
 + setFrom()
+ setWeight()
             < MLP >
NeuronContainer< MLP >
+ NeuronContainer()
+ NeuronContainer()
+ ~NeuronContainer()
+ numOfNeurons()
+ numOfCons()
+ getId()
+ setId()
+ getConId()
+ getWeight()
+ getFrom()
+ setFrom()
+ setWeight()
  MLPneuronContainer
  + getId()
  + buildAndAppend()
            Δ
        MLPlayer
```