```
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()
 begin()
+ end()
 load()
  store()
 size()
 - push_back()
 append()
 show()
 · validate()
 reserve()
 resize()
+ empty()
+ clear()
+ operator[]()
           Δ
  NeuronContainer
+ NeuronContainer()
+ NeuronContainer()
+ ~NeuronContainer()
 numOfNeurons()
+ numOfCons()
+ getId()
 setId()
+ getConld()
+ getWeight()
 getFrom()
+ setFrom()
+ setWeight()
           Δ
MLPneuronContainer
+ getId()
+ buildAndAppend()
           Δ
      MLPlayer
```