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