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

∨ Neuron >

                 I< Con >
 Container< Con >
                           Container< Neuron >
 # collection
                           # collection
 + Container()
                           + Container()
 + Container()
                           + Container()
 + begin()
                           + begin()
 + end()
                           + end()
 + load()
                           + load()
 + store()
                           + store()
 + size()
                           + size()
 + push_back()
                           + push_back()
 + append()
                           + append()
 + show()
                           + show()
 + validate()
                           + validate()
 + reserve()
                           + reserve()
 + resize()
                           + resize()
 + empty()
                           + empty()
 + operator[]()
                           + operator[]()
      VecCon
+ VecCon()
+ VecCon()
                                 VecNeuron
+ numOfCons()
+ getId()
+ buildAndAppend()
                             + VecNeuron()
+ getWeight()
                             + VecNeuron()
+ getWeight()
                             + ~VecNeuron()
+ getFrom()
                             + numOfNeurons()
+ setWeight()
                             + getId()
+ setWeight()
+ setFrom()
+ erase()
+ select()
+ validate()
```