```
vecAMORE<T>
 # Idata
 + getLdata()
 + setLdata()
 + size()
 + push back()
 + append()
 + show()
 + validate()

∠ Con >
vecAMORE< Con >
# Idata
+ getLdata()
+ setLdata()
+ size()
+ push back()
+ append()
+ show()
+ validate()
      vecCon
+ numOfCons()
+ getFromId()
+ buildAndAppend()
+ getWeight()
```

+ getFromNeuron()