```
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()
  + createlterator()
  + 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
```