vecAMORE< T >

 # ldata

+ *getLdata()*
+ *setLdata()*
+ *size()*
+ *push_back()*
+ *append()*
+ *show()*
+ *validate()*

< Con >

vecAMORE< Con >

 # ldata

+ *getLdata()*
+ *setLdata()*
+ *size()*
+ *push_back()*
+ *append()*
+ *show()*
+ *validate()*

vecCon

+ *numOfCons()*
+ *getFromId()*
+ *populate()*