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

∠ Con >

                                Neuron >
                            Container< Neuron >
 Container< Con >
 # 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()
 + clear()
                            + clear()
 + operator[]()
                            + operator[]()
         Δ
   ConContainer
                              NeuronContainer
+ ConContainer()
+ ConContainer()
                            + NeuronContainer()
+ numOfCons()
                            + NeuronContainer()
                            + ~NeuronContainer()
+ getId()
+ buildAndAppend()
                            + numOfNeurons()
+ getWeight()
                            + numOfCons()
+ getWeight()
                            + getId()
+ getFrom()
                            + setId()
                            + getConId()
+ setWeight()
                            + getWeight()
+ setWeight()
+ setFrom()
                            + getFrom()
                            + setFrom()
+ erase()
+ select()
                            + setWeight()
+ validate()
```