C → KnowledgeNodeNetwork		C ► KnowledgeNode	
■ mapKN	Map <tag, knowledgenode=""></tag,>		Tag
m = KnowledgeNodeNetwork(String)		① activation	int
☐ ► reset(String)	void	f • threshold	int
	void	⑥ ● age	int
saveKNN(String) saveKNN(String)	void	f • strength	int
	void	10 o confidence	int
addKN(KnowledgeNode) addKN(mowledgeNode)	void	● outputTags	Tag[]
delKN(Tag)	void	📵 🍃 KnowledgeNode(Tag, Tag[])	
■ addFiredTag(Tag)	boolean	m 🚡 KnowledgeNode(String, String[], Type)	
m = think()	Set <tag></tag>	m ≥ age()	void
m = think(int)	Set <tag></tag>	m = toString()	String
m • thinkBackwards()	void		
m = thinkLambda()	void		
m • thinkForwards()	Set <tag></tag>		
m • thinkForwards(int)	Set <tag></tag>		
m = forwardThinkCycle()	Set < Tag >		
m = excite(KnowledgeNode)	Set < Tag >		
m = fire(KnowledgeNode)	Set < Tag >		
activeTags	Set < Tag >		