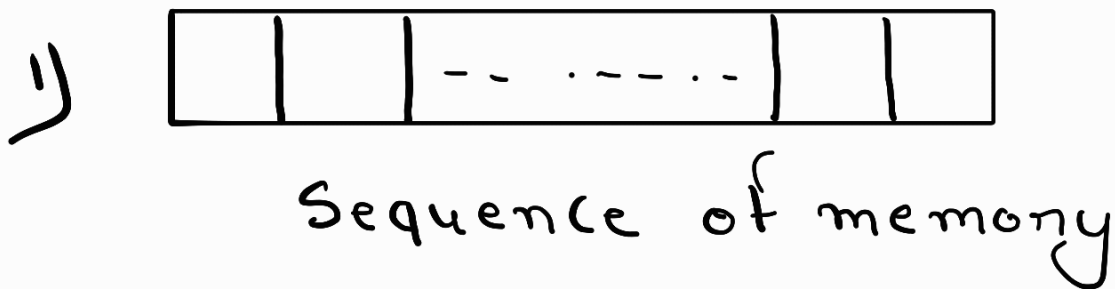


Basic Block

=> Have element



2) length

3) Free memory

```
Size len;  
Array[len];  
free(Array);  
Assign, fetch
```

Basic Block
(NeuroVecCore.hpp)

```
functions()  
Initializes()  
Convent()  
RandomInit()  
otherfunc()
```

NeuroVec.hpp

