```
GraphVertexBase
# d baseGraph
# d name
# d value
# d level
# d inConnections
# d_outConnections
# d settings

    d type

    hashed

- d count
+ GraphVertexBase()
+ GraphVertexBase()
+ operator=()
+ operator=()
+ GraphVertexBase()
+ GraphVertexBase()
+ ~GraphVertexBase()
+ getType()
+ getTypeName()
+ setName()
and 19 more...
  GraphVertexInput
+ GraphVertexInput()
+ GraphVertexInput()
+ updateValue()
+ updateLevel()
# GraphVertexInput()
```