```
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()
 GraphVertexConstant
+ GraphVertexConstant()
+ GraphVertexConstant()
+ updateLevel()
+ toVerilog()
+ getInstance()
```