

# Layer Class Reference

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**Layer** class. [More...](#)

#include <**layer.h**>

## Public Member Functions

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**Layer** ()

Default Constructor.

**~Layer** ()

Destructor.

**Layer** (int classSize, double lr, double \*inp, double \*out, double error, int inpDim, int sampleSize)

Constructor. [More...](#)

void **convertOutputs** ()

Convert output vector to format of neuron class.

void **setNeurons** ()

set neurons

void **trainPerceptron** ()

train with discrete function

void **trainDelta** ()

train with continuous function

double \* **getWeights** ()

returns pointer of weights [More...](#)

unsigned int **getHowManyCycle** ()

returns number of cycles in training [More...](#)

## Detailed Description

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**Layer** class.

## Constructor & Destructor Documentation

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◆ Layer()

```
Layer::Layer ( int      classSize,  
               double   lr,  
               double * inp,  
               double * out,  
               double   error,  
               int      inpDim,  
               int      sampleSize  
             )
```

Constructor.

#### Parameters

<b>classSize</b>	number of class
<b>lr</b>	learning rate
<b>inp</b>	input vector
<b>out</b>	output vector, {1,1,2,3} 1,2 and 3 are different classes
<b>error</b>	error rate
<b>inpDim</b>	dimension of inputs
<b>sampleSize</b>	number of samples

## Member Function Documentation

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### ◆ getHowManyCycle()

unsigned int Layer::getHowManyCycle ( )

returns number of cycles in training

#### Returns

unsigned int

### ◆ getWeights()

```
double * Layer::getWeights ( )
```

returns pointer of weights

**Returns**

double

The documentation for this class was generated from the following files:

- [layer.h](#)
- layer.cpp

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