

Data

```
+char: fasit  
+int*: target  
+float*: values  
+Data*: next
```

```
+Data()  
+Data(char,int*,float*)  
+Data* getNext()  
+float getValue(int)  
+char getFasit()  
+int* getTarget()  
+void setNext(Data*)  
+void display()  
+void loadData(char,int)
```