FDTData

FDTDataTag _tag

+ virtual FDTDataTag
getTag(void)=0
+ FDTData(const FDTData
&dat)
+ FDTData(FDTData &&datR)
+ FDTData(void)
+ virtual ~FDTData(void)
+ virtual const FDTData
& operator=(const FDTData
&dat)=0
+ virtual const FDTData
& getData(void) const =0
+ virtual void setData
(const FDTData &dat)=0

FDTShort

short data

+ FDTDataTag getTag(void)
+ ~FDTShort(void)
+ FDTShort(short _short=0)
+ FDTShort(const FDTShort
&_short)
+ FDTShort(FDTShort
&&_shortR)
+ const FDTShort & operator
=(const FDTShort &_short)
+ const FDTShort & operator
=(FDTShort &&_shortR)
+ const FDTShort & getData
(void) const
+ void setData(const
FDTShort &dat)
+ operator short(void)
const