## **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 **FDTTnt** # int data + FDTDataTag getTag(void) + ~FDTInt(void) + FDTInt(int \_int=0) + FDTInt(const FDTInt & int) + FDTInt(FDTInt && intR) + const FDTInt & operator =(const FDTInt & int) + const FDTInt & operator =(FDTInt && intR) + const FDTInt & getData (void) const + void setData(const

FDTInt &dat)
+ operator int(void)

const