

## 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
```