## 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

## FDTFloat

# float data

+ FDTDataTag getTag(void)
+ ~FDTFloat(void)
+ FDTFloat(short _float=0)
+ FDTFloat(const FDTFloat
 &_float)
+ FDTFloat(FDTFloat
 &&_floatR)
+ const FDTFloat & operator
=(const FDTFloat &_float)
+ const FDTFloat & operator
=(FDTFloat &&_floatR)
+ const FDTFloat & getData
(void) const
+ void setData(const
 FDTFloat &dat)
+ operator float(void)
 const