```
FDTData
 # tag
 + getTag()
 + FDTData()
 + FDTData()
 + FDTData()
 + ~FDTData()
 + operator=()
 + getData()
 + setData()
   FDTFloat
# data
+ getTag()
+ ~FDTFloat()
+ FDTFloat()
+ FDTFloat()
+ FDTFloat()
+ operator=()
+ operator=()
+ getData()
+ setData()
+ operator float()
```