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