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

float data

+ ~FDTFloat(void)
+ FDTFloat(short _float=0)
+ FDTFloat(const FDTFloat
 &_float)
+ FDTFloat(FDTFloat
 &&_floatR)
+ const FDTFloat & operator

+ FDTDataTag getTag(void)

FDTFloat

=(const FDTFloat &_float)
+ const FDTFloat & operator

+ const FDTFloat & operator
=(FDTFloat && floatR)

+ const FDTFloat & getData (void) const

+ void setData(const FDTFloat &dat)

+ operator float(void)
const

FDTInt

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

+ void setData(const FDTInt &dat)

+ operator int(void)
const

FDTShort

short data

+ FDTDataTag getTag(void)

+ ~FDTShort(void) + FDTShort(short _short=0)

+ FDTShort(const FDTShort & short)

+ FDTShort(FDTShort &&_shortR)

+ const FDTShort & operator

=(const FDTShort &_short)
+ const FDTShort & operator

=(FDTShort &&_shortR)
+ const FDTShort & getData

(void) const
+ void setData(const

FDTShort &dat)
+ operator short(void)
const