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

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
- + operator short(void)

FDTShort &dat)

const