#### **FDTData**

## #\_tag

- + getTag() + FDTData()
- + FDTData()
- · FDTData()
- + FDTData()
- + ~FDTData() + operator=()
- + getData()
- + setData()
- · Selbala()

## **FDTFloat**

#### # data

- + getTag() + ~FDTFloat()
- + FDTFloat()
- + FDTFloat()
- + FDTFloat()
- + operator=()
- + operator=() + getData()
- + setData()
- + operator float()

# FDTInt # data

- + getTag()
- + ~FDTInt()
- + FDTInt() + FDTInt()
- + FDTInt() + operator=()
- + operator=()
- + getData()
- + setData()
- + operator int()

## FDTShort

### # data

- + getTag()
- + ~FDTShort()
- + FDTShort() + FDTShort()
- + FDTShort() + operator=()
- + operator=()
- + getData()
- + setData()
- + operator short()