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