```
data::Data
+ data mat
+ sparse data mat
+ data mat ptr
+ penalty mat
+ knots
+ knot boundaries
+ XtX inv
# data_identifier
# data type
+ Data()
+ setData()
+ getData()
+ setDataIdentifier()
+ getDataIdentifier()
+ setDataType()
+ ~Data()
          #obj
   DataWrapper
+ DataWrapper()
+ getDataObj()
+ ~DataWrapper()
```