data::Data + data mat + sparse data mat + data mat ptr + penalty mat + knots + knot boundaries + XtX inv # data identifier # data type + Data() + setData() + getData() + setDataldentifier() + getDataIdentifier() + setDataType() + ~Data() #data target #data source blearnerfactory::Baselearner Factory # blearner type + createBaselearner() + getData() + getDataIdentifier() + getBaselearnerType() + instantiateData() + initializeDataObjects() + ~BaselearnerFactorv() #obj BaselearnerFactoryWrapper + getFactory() + ~BaselearnerFactoryWrapper()