```
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()
          #data_target
          #data source
```

```
# blearner_type
+ createBaselearner()
```

+ getDataIdentifier()+ getBaselearnerType()+ instantiateData()

+ getData() + initializeDataObjects()

+ ~BaselearnerFactory()