```
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()
   + getDataldentifier()
   + setDataType()
   + ~Data()
             #obj
      DataWrapper
    + DataWrapper()
    + getDataObj()
    + ~DataWrapper()
 InMemoryDataWrapper
- data vec

    data mat

+ InMemoryDataWrapper()
+ InMemoryDataWrapper()
+ getData()
getIdentifier()
```