```
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()
data::InMemoryData
+ InMemoryData()
+ InMemoryData()
+ setData()
+ getData()
+ ~InMemoryData()
```