

DataTable

- `_baseX: QVector<double>`
- `_baseY: QVector<double>`
- `val: QVector<QVector<double>>`

«constructor»

- + `DataTable()`
- + `addPoint(x, y, z: double): void`
- + `sizeX(): int`
- + `sizeY(): int`
- + `clear(): void`
- + `baseXAt(i: int): double`
- + `baseYAt(i: int): double`
- + `valueAt(x, y: int): double`