## ComputeReturn

+ ComputeReturn() + ComputeReturn() + ComputeReturn() + ComputeReturn()

+ ~ComputeReturn() + arithmetricReturns() + geometricReturns()

+ arithmetricReturns() + geometricReturns() + correlReweightedRtns() and 15 more...

# arithmetricReturns() # geometricReturns()