```
VaRPtfCompute
# ptf
# alpha
# beta
# nbAssets
+ VaRPtfCompute()
+ ~VaRPtfCompute()
+ VaRPtfCompute()
+ getPtfVaR()
+ computeIncrementalVaR()
+ computeMarginalVaR()
```

+ computeComponentVaR() + computeIndividualVaR()

+ setAlpha()