```
PayOff PayOff
+ PayOff()
+ PayOff()
+ operator()()
+ PayOff()
+ operator()()
+ ~PayOff()
+ PayOff()
+ operator()()
+ ~PayOff()
+ clone()
+ GetStrike()
+ SetStrike()
   FRAIA
+ FRAIA()
+ operator()()
+ ~FRAIA()
+ clone()
```