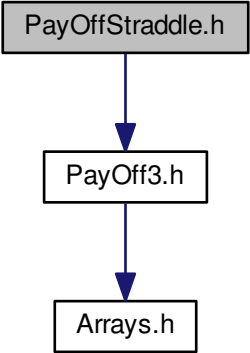


PayOffStraddle.h



```
graph TD; A[PayOffStraddle.h] --> B[PayOff3.h]; B --> C[Arrays.h];
```

PayOff3.h

Arrays.h