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