

```
1: #include "TimeGrid.h"
2:
3: namespace mctr {
4:     TimeGrid::TimeGrid(const std::size_t timesteps)
5:     {
6:         _data.resize(timesteps);
7:     }
8:
9:     TimeGrid::~TimeGrid()
10:    {
11:    }
12:
13:    std::size_t TimeGrid::size()
14:    {
15:        return _data.size();
16:    }
17:    double TimeGrid::operator()(const std::size_t i)
18:    {
19:        return _data[i];
20:    }
21:
22:    void TimeGrid::operator =(TimeGrid& timeGrid)
23:    {
24:        this->_data.resize(timeGrid.size());
25:        for (std::size_t i = 0; i < timeGrid.size(); ++i) {
26:            this->_data[i] = timeGrid._data[i];
27:        }
28:    }
29:
30: } // namespace mctr {
31:
```