

```
1: #pragma once
2:
3: #include <cppunit/extensions/HelperMacros.h>
4: #include <cppunit/ui/text/TestRunner.h>
5: #include <cppunit/TestResultCollector.h>
6: #include <cppunit/CompilerOutputter.h>
7:
8: class PayoffTest : public CPPUNIT_NS::TestFixture {
9: public:
10:     CPPUNIT_TEST_SUITE(PayoffTest);
11:     CPPUNIT_TEST(testConstructor);
12:     CPPUNIT_TEST_SUITE_END();
13:
14: public:
15:     void setUp();
16:     void testConstructor();
17:     void tearDown();
18:
19: };
20:
```