

```
1: #include "PayoffTest.h"
2: #include "Payoff.h"
3:
4:
5: CPPUNIT_TEST_SUITE_REGISTRATION(PayoffTest);
6:
7: void PayoffTest::setUp()
8: {
9: }
10:
11: void PayoffTest::testConstructor()
12: {
13:
14: }
15:
16:
17: void PayoffTest::tearDown()
18: {
19: }
```