

```
1:
2:
3: #include "IContract.h"
4:
5: namespace mctr {
6:     IContract::IContract()
7:     {
8:     }
9:
10:    IContract::~IContract()
11:    {
12:    }
13:
14:    double IContract::calculatePayoff(boost::shared_ptr<Path> path)
15:    {
16:        return this->calculatePayoff(path);
17:    }
18:
19: } // namespace mctr
20:
21:
```