

```
1: #include "Path.h"
2:
3: namespace mctr {
4:     Path::Path(TimeGrid& timeGrid)
5:     : _data(timeGrid)//TODO: probably segmentation fault 11 here
6:     {
7:         //_data = boost::numeric::ublas::vector<double> path(timeGrid.getTimesteps()
);
8:         //_data = timeGrid;
9:     }
10:
11:     Path::~Path()
12:     {
13:
14:     }
15:
16:     double Path::operator()(const std::size_t i)
17:     {
18:         return _data(i);
19:     }
20:
21:     void Path::operator =(Path& path)
22:     {
23:         this->_data = path._data;
24:     }
25:
26: } // namespace mctr {
27:
```