

```
1: #include "IContractTest.h"
2: #include "IContract.h"
3:
4: CPPUNIT_TEST_SUITE_REGISTRATION(IContractTest);
5:
6:
7: void IContractTest::setUp()
8: {
9: }
10:
11: void IContractTest::testCalculatePayoff()
12: {
13:     //test for executing calculatePayoff in child classes.
14:
15: }
16:
17:
18: void IContractTest::tearDown()
19: {
20: }
```