

```
1: #ifndef TIMEGRID_H_INCLUDED
2: #define TIMEGRID_H_INCLUDED
3:
4: #include <boost/numeric/ublas/vector.hpp>
5:
6: namespace mctr {
7:     class TimeGrid {
8:     public:
9:         TimeGrid(const std::size_t timesteps);
10:        ~TimeGrid();
11:        std::size_t size();
12:        double operator()(const std::size_t i);
13:        // wand to add setter to (TimeGrid) _data
14:        void operator =(TimeGrid& timeGrid);
15:
16:     private:
17:         //const std::size_t _grids;
18:         boost::numeric::ublas::vector<double> _data;
19:
20:     };
21: } // namespace mctr {
22: #endif // TIMEGRID_H_INCLUDED
```