strategy

ready_: bool

+ is_ready(): bool

△
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bazooka::strategy<n_levels>

- entry_indic_: bazooka::indicator
- exit_indic_: bazooka::indicator
- entry_levels_: std::array<fraction_t, n_levels>
- next_level_: std::size_t
- entry_comp_: std::less_equal<>
- exit_comp_: std::greater_equal<>

- entry_value(level: std::size_t): price_t
+ strategy(entry_indic: bazooka::indicator, exit_indic: bazooka::indicator,
entry_levels: std::array<fraction_t, n_levels>):
bazooka::strategy<n_levels>
+ strategy(): strategy<n_levels>
+ update_indicators(price: price_t): bool
+ entry_values(): std::array<price_t, n_levels>
+ exit_value(): price_t
+ should_open(curr: price_t): bool
+ should_close_all(curr: price_t): bool
+ entry_indicator(): bazooka::indicator
+ exit_indicator(): bazooka::indicator