

Help

```

#include "stdi.h"
static NumFunc_1 call=
{
    Call,
    {"Strike",PDOUBLE,{100},FORBID,UNSETABLE},{ " ",PREMIA_
    NULLTYPE,{0},FORBID,SETABLE}},
    CHK_call
};

static TYPEOPT Floor=
{
    {"Payoff",NUMFUNC_1,{0},FORBID,SETABLE},      /* PayOff;
    */
    {"Euro",BOOL,{EURO},FORBID,SETABLE},          /* EuOrAm
    */
    {"Option Maturity",DATE,{0},FORBID,SETABLE}, /* OMatu
    rity;*/
    {"Contract Maturity",DATE,{0},ALLOW,SETABLE},/* BMatu
    rity;*/
    {"Nominal Value",PDOUBLE,{0},ALLOW,SETABLE}, /* Nomina
    l;*/
    {"Strike",PDOUBLE,{0},ALLOW,SETABLE},          /* FixedRa
    te;*/
    {"Reset Period",PDOUBLE,{0},ALLOW,SETABLE},    /* ResetPe
    riod;*/
    {"First Reset Date",DATE,{0},ALLOW,SETABLE},   /* FirstRe
    setDate;*/
    {"Nb of Reset",PINT,{0},FORBID,SETABLE},        /* NbReset
    Date;*/
};

static int OPT(Init)(Option *opt,Model *mod)
{
    TYPEOPT* pt=( TYPEOPT*)(opt->TypeOpt);

    if ( opt->init == 0)
    {
        opt->init = 1;
        opt->nvar = 9;
        opt->nvar_setable=9;
    }
}

```

```

pt->PayOff.Val.V_NUMFUNC_1=&call;

(pt->EuOrAm).Val.V_BOOL=AMER;
(pt->OMaturity).Val.V_DATE=7.0;
(pt->BMaturity).Val.V_DATE=7.0;
(pt->Nominal).Val.V_PDOUBLE=1.0;
(pt->FixedRate).Val.V_PDOUBLE=0.07;
(pt->ResetPeriod).Val.V_PDOUBLE=0.5;
(pt->FirstResetDate).Val.V_DATE=0.5;
(pt->NbResetDate).Val.V_PINT=10;
(pt->PayOff.Val.V_NUMFUNC_1)->Par[0].Val.V_PDOUBLE=0.
22313;

/* the following variables are set interactively or
not */

pt->PayOff.Vsetable=UNSETABLE;
pt->EuOrAm.Vsetable=UNSETABLE;
pt->OMaturity.Vsetable=UNSETABLE;
pt->BMaturity.Vsetable=SETABLE;
pt->Nominal.Vsetable=SETABLE;
pt->FixedRate.Vsetable=SETABLE;
pt->ResetPeriod.Vsetable=SETABLE;
pt->FirstResetDate.Vsetable=SETABLE;
pt->NbResetDate.Vsetable=UNSETABLE;

}

return OK;
}

MAKEOPT(Floor);

```

References