

[Source](#) | [Model Presentation](#)

# bergomi2d

## 1 Description

Description of the model is given in [there](#)

## 2 Code Implementation

```
#ifndef _BERGOMI2D_H
#define _BERGOMI2D_H

#include "optype.h"
#include "var.h"

#define TYPEMOD BERGOMI2D

/* BERGOMI2D World */
typedef struct TYPEMOD {
    VAR T;
    VAR S0;
    VAR Divid;
    VAR R;
    VAR csi0;
    VAR omega;
    VAR theta;
    VAR k1;
    VAR k2;
    //VAR rhoxy;
    VAR rhoSx;
    VAR rhoSy;
} TYPEMOD;
```

#endif

## References