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```
Help
#include "pad.h"
static NumFunc 2 put=
    Put StrikeSpot2, /*(Maximum-Spot)*/
    {{" ",PREMIA_NULLTYPE,{0},FORBID,SETABLE}}},
    CHK call
  };
static NumFunc 2 maximum=
  {
    Maximum,
      {"StartingDate", DATE, {0}, IRRELEVANT, UNSETABLE},
      {"FinalDate",DATE,{0},IRRELEVANT,UNSETABLE},
      {"Frequency", PDOUBLE, {0}, IRRELEVANT, UNSETABLE},
      {"InitialValue", PDOUBLE, {100}, IRRELEVANT, UNSETABLE},
      {"Maximum", PDOUBLE, {100}, ALLOW, SETABLE},
      {" ",PREMIA NULLTYPE, {O}, FORBID, SETABLE}
    },
    CHK_call
  };
static TYPEOPT LookBackPutFloatingEuro=
  {
    /*Maturity*/
                         {"Maturity", DATE, {0}, ALLOW, SETABLE}
    /*PayOff*/
                    {"Payoff", NUMFUNC_2, {0}, FORBID, SETABLE}
                     {"PathDep", NUMFUNC 2, {0}, FORBID, SETABLE
    /*PathDep*/
    /*MinOrElse*/
                     {"Maximum", PADE, {MAXIMUM}, ALLOW, UNSETA
    BLE }.
    /*EuOrAm*/
                     {"Euro",BOOL,{EURO},FORBID,UNSETABLE},
    /*PartOrTot*/
                     {"Total",BOOL,{TOTAL},FORBID,UNSETABLE
    },
    /*ContOrDisc*/ {"Continuous", BOOL, {CONT}, FORBID, UNSE
    TABLE },
```

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```
};
static int OPT(Init)(Option *opt, Model *mod)
  TYPEOPT* pt=( TYPEOPT*)(opt->TypeOpt);
  if (opt->init == 0)
      opt->init = 1;
      opt->nvar = 7;
      opt->nvar_setable=3 ;
      pt->PayOff.Val.V_NUMFUNC_2=&put;
      pt->PathDep.Val.V_NUMFUNC_2=&maximum;
      (pt->MinOrElse).Val.V_PADE=MAXIMUM;
      (pt->EuOrAm).Val.V BOOL=EURO;
      (pt->PartOrTot).Val.V_BOOL=TOTAL;
      (pt->ContOrDisc).Val.V_BOOL=CONT;
      (pt->PathDep.Val.V_NUMFUNC_2)->Par[0].Val.V_DATE=0.0;
      (pt->PathDep.Val.V_NUMFUNC_2)->Par[1].Val.V_DATE=0.0;
      (pt->PathDep.Val.V_NUMFUNC_2)->Par[2].Val.V_PDOUBLE=0
    .0;
      (pt->PathDep.Val.V_NUMFUNC_2)->Par[3].Val.V_PDOUBLE=1
    00.0;
      (pt->PathDep.Val.V NUMFUNC 2)->Par[4].Val.V PDOUBLE=1
    00.0;
      (pt->Maturity).Val.V_DATE=1.0;
    }
  return OK;
}
MAKEOPT(LookBackPutFloatingEuro);
```

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## References