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```
Help
#include "std.h"
static NumFunc 1 put=
  {
    Put,
    {{"Strike",PDOUBLE,{100},ALLOW,SETABLE},{" ",PREMIA_NUL
    LTYPE, {0}, FORBID, SETABLE}},
   CHK_call
  };
static TYPEOPT PutAmer=
  {
                    {"Payoff", NUMFUNC 1, {0}, FORBID, SETABLE}
    /*PayOff*/
    /*Maturity*/
                        {"Maturity",DATE,{0},ALLOW,SETABLE}
    /*EuOrAm*/
                    {"Amer",BOOL,{AMER},FORBID,UNSETABLE}
  };
static int OPT(Init)(Option *opt, Model *mod)
  TYPEOPT* pt=( TYPEOPT*)(opt->TypeOpt);
  if (opt->init == 0)
    {
      opt->init = 1;
      opt->nvar = 3;
      opt->nvar_setable = 2;
      pt->PayOff.Val.V_NUMFUNC_1=&put;
      (pt->EuOrAm).Val.V_BOOL=AMER;
      (pt->Maturity).Val.V_DATE=1.0;
      (pt->PayOff.Val.V NUMFUNC 1)->Par[0].Val.V PDOUBLE=10
    0.0;
    }
  return OK;
```

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```
MAKEOPT(PutAmer);
```

References