

[Help](#)

```
#if defined(PremiaCurrentVersion) && PremiaCurrentVersion <
    (2007+2) //The "#else" part of the code will be freely av
    ailable after the (year of creation of this file + 2)
#else

#include"lmm_header.h"

int mallocZeroBond( ZeroBond **ptZb ,int numOfMat, double
    tenorVal )
{
    int i;
    ZeroBond *pt;
    pt=(ZeroBond *)malloc(sizeof(ZeroBond));

    pt->numberOfMaturities=numOfMat;
    pt->tenor=tenorVal;
    pt->value=(double *)malloc(sizeof(double)*pt->numberOfM
        aturities);
    for (i=0;i<pt->numberOfMaturities;i++)
    {
        pt->value[i]=0.0;
    }

    *ptZb=pt;
    return(1);
}

int freeZeroBond(ZeroBond **ptZb)
{
    ZeroBond *pt;

    pt=(*ptZb);
    *ptZb=NULL;
    free(pt->value);

    return(1);
}
```

```
int printZeroBond(ZeroBond *ptZb)
{
    int i;

    for(i=0;i<ptZb->numberOfMaturities;i++)
    {
        printf("maturity %lf value %lf {n",(i+1)*ptZb->tenor
        , ptZb->value[i]);
    }

    printf("{n");

    return(1);
}

#endif //PremiaCurrentVersion
```

References