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```
Help
#include "lim.h"
static NumFunc 1 put=
  {
    Put,
    {{"Strike", PDOUBLE, {100}, ALLOW, SETABLE}, {" ", PREMIA_NUL
    LTYPE, {0}, FORBID, SETABLE}},
    CHK_call
  };
static NumFunc 1 rebate=
  {
    Const,
    {{"Rebate", PDOUBLE, {100}, ALLOW, SETABLE}, {" ", PREMIA_NUL
    LTYPE, {0}, FORBID, SETABLE}},
    CHK digit
  };
static NumFunc 1 limit=
  {
    ConstLim,
      {"StartingDate",DATE,{0},IRRELEVANT,UNSETABLE},
      {"FinalDate", DATE, {0}, IRRELEVANT, UNSETABLE},
      {"Frequency", PDOUBLE, {0}, IRRELEVANT, UNSETABLE},
      {"Limit", PDOUBLE, {90}, ALLOW, SETABLE},
      {"Delay", SPDOUBLE, {0}, ALLOW, SETABLE},
      {" ",PREMIA NULLTYPE, {0}, FORBID, SETABLE}
    },
    CHK_digit
  };
static TYPEOPT ParisianPutUpOutEuro=
  {
    /*Maturity*/
                     {"Maturity", DATE, {0}, ALLOW, SETABLE},
    /*Limit*/
                     {"Limit", NUMFUNC_1, {0}, FORBID, SETABLE},
    /*PayOff*/
                     {"Payoff", NUMFUNC_1, {0}, FORBID, SETABLE}
    /*Rebate*/
                      {"Rebate", NUMFUNC_1, {0}, FORBID, UNSETA
```

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```
BLE },
    /*OutOrIn*/
                    {"Out", BOOL, {OUT}, FORBID, UNSETABLE},
    /*Parisian*/
                    {"Parisian", BOOL, {0}, FORBID, UNSETABLE},
    /*DownOrUp*/
                    {"Up",BOOL,{DOWN},FORBID,UNSETABLE},
    /*RebNo*/
                    {"Rebate", BOOL, {REBATE}, FORBID, UNSETA
    BLE},
    /*EuOrAm*/
                    {"Euro",BOOL,{EURO},FORBID,UNSETABLE},
    /*PartOrTot*/
                    {"Total", BOOL, {TOTAL}, FORBID, UNSETABLE}
    /*ContOrDisc*/ {"Cont", BOOL, {CONT}, FORBID, UNSETABLE},
    /*ConstLim*/
                    {"ConstLim", BOOL, {CONSTLIM}, ALLOW, UNSE
    TABLE},
  };
static int OPT(Init)(Option *opt, Model *mod)
  TYPEOPT* pt=( TYPEOPT*)(opt->TypeOpt);
  if ( opt->init == 0 )
    {
      opt->init = 1;
      opt->nvar = 12;
      opt->nvar_setable = 3;
      pt->PayOff.Val.V_NUMFUNC_1=&put;
      pt->Rebate.Val.V NUMFUNC 1=&rebate;
      pt->Limit.Val.V NUMFUNC 1=&limit;
      (pt->PayOff.Val.V NUMFUNC 1)->Par[0].Val.V PDOUBLE=10
      (pt->Rebate.Val.V_NUMFUNC_1)->Par[0].Val.V_PDOUBLE=10
    .0;
      (pt->OutOrIn).Val.V BOOL=OUT;
      (pt->Parisian).Val.V_BOOL=OK;
      (pt->DownOrUp).Val.V_BOOL=UP;
      (pt->RebOrNo).Val.V_BOOL=NOREBATE;
      (pt->EuOrAm).Val.V BOOL=EURO;
      (pt->PartOrTot).Val.V_BOOL=TOTAL;
      (pt->ContOrDisc).Val.V_BOOL=CONT;
```

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References