

## Help

```
#ifndef _DUPIRE1D_H
#define _DUPIRE1D_H

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

#define TYPEMOD DUP1D

/*1D Dupire World*/
typedef struct TYPEMOD{
    VAR T;
    VAR SO;
    VAR Mu;
    VAR Sigma;
    VAR Divid;
    VAR R;
} TYPEMOD;

#endif
```

## References