

Help

```
#ifndef _BlackKarasinski1D_H
#define _BlackKarasinski1D_H

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

#define TYPEMOD BlackKarasinski1D

/*1D BlackKarasinski World*/
typedef struct TYPEMOD{
    VAR T;
    VAR flat_flag;
    VAR r0;
    VAR a;
    VAR Sigma;
} TYPEMOD;

extern double MOD(GetYield)(TYPEMOD *pt);

#endif
```

References