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```
Help
#include "exoi.h"
static NumFunc_1 call=
{
    Call,
    {
        {"Strike", PDOUBLE, {100}, FORBID, UNSETABLE},
        {" ", PREMIA NULLTYPE, {0}, FORBID, SETABLE}},
    CHK call
};
static TYPEOPT CallableCappedFloater=
{
    {"Payoff", NUMFUNC 1, {0}, FORBID, SETABLE}, /* PayOff;
    {"First Exercise Date",DATE,{0},ALLOW,SETABLE}, /* Fir
    stExerciseDate; */
    {"Last Payment Date", DATE, {0}, ALLOW, SETABLE}, /* LastPay
    mentDate; */
    {"Reset Period", PDOUBLE, {0}, ALLOW, SETABLE}, /* Reset
    Period; */
    {"Nominal Value", PDOUBLE, {0}, ALLOW, SETABLE}, /* Nomina
    1;*/
    {"Spread Rate", PDOUBLE, {0}, ALLOW, SETABLE}, /* Sprea
    d Rate; */
    {"Cap Rate", PDOUBLE, {0}, ALLOW, SETABLE}, /* Cap Ra
    {"Strike", PDOUBLE, {0}, ALLOW, UNSETABLE},
                                                  /* Strike;
    */
    {"Gearing",PDOUBLE,{0},ALLOW,UNSETABLE}, /* Gearin
    g;*/
    {"Floor Rate", PDOUBLE, {0}, ALLOW, UNSETABLE},
                                                     /*
                                                              Floor;*/
    {"Fixed Rate", PDOUBLE, {0}, ALLOW, UNSETABLE},
                                                     /* Fix
    edRate; */
    {"Lower Range Bound", PDOUBLE, {0}, ALLOW, UNSETABLE},
    /* LowerRangeBound;*/
    {"Upper Range Bound", PDOUBLE, {0}, ALLOW, UNSETABLE},
    /* UpperRangeBound;*/
    {"CMS1 Maturity", PDOUBLE, {0}, ALLOW, UNSETABLE},
                                                          /*
    CMSMat1;*/
    {"CMS2 Maturity", PDOUBLE, {0}, ALLOW, UNSETABLE},
```

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```
CMSMat2;*/
};
static int OPT(Init)(Option *opt,Model *mod)
    TYPEOPT* pt=( TYPEOPT*)(opt->TypeOpt);
    if (opt->init == 0)
    {
        opt->init = 1;
        opt->nvar = 15;
        opt->nvar_setable=7;
        pt->PayOff.Val.V_NUMFUNC_1=&call;
        (pt->FirstExerciseDate).Val.V_DATE=2.0;
        (pt->LastPaymentDate).Val.V DATE=7.0;
        (pt->ResetPeriod).Val.V_PDOUBLE=0.5;
        (pt->Nominal).Val.V_PDOUBLE=1.0;
        (pt->Spread).Val.V PDOUBLE=0.005;
        (pt->Cap).Val.V_PDOUBLE=0.0578;
        (pt->Strike).Val.V_PDOUBLE=0.12;
        (pt->Gearing).Val.V_PDOUBLE=2.;
        (pt->Floor).Val.V_PDOUBLE=0.;
        (pt->FixedRate).Val.V_PDOUBLE=0.07;
        (pt->LowerRangeBound).Val.V PDOUBLE=0.;
        (pt->UpperRangeBound).Val.V PDOUBLE=0.05;
        (pt->CMSMat1).Val.V_PDOUBLE=10;
        (pt->CMSMat2).Val.V_PDOUBLE=2;
    }
    return OK;
}
MAKEOPT(CallableCappedFloater);
```

References