

[Help](#)

```
#include "pad.h"
```

```
static NumFunc_2 put=
```

```
{
    Put_StrikeSpot2,    /*(Maximum-Spot)*/
    {{ " ",PREMIA_NULLTYPE,{0},FORBID,SETABLE}},
    CHK_call
};
```

```
static NumFunc_2 maximum=
```

```
{
    Maximum,
    {
        {"StartingDate",DATE,{0},IRRELEVANT,UNSETABLE},
        {"FinalDate",DATE,{0},IRRELEVANT,UNSETABLE},
        {"Frequency",PDOUBLE,{0},IRRELEVANT,UNSETABLE},
        {"InitialValue",PDOUBLE,{100},IRRELEVANT,UNSETABLE},
        {"Maximum",PDOUBLE,{100},ALLOW,SETABLE},
        {" ",PREMIA_NULLTYPE,{0},FORBID,SETABLE}
    },
    CHK_call
};
```

```
TYPEOPT LookBackPutFloatingAmer=
```

```
{
    /*Maturity*/          {"Maturity",DATE,{0},ALLOW,SETABLE}
    ,
    /*PayOff*/            {"Payoff",NUMFUNC_2,{0},FORBID,SETABLE}
    ,
    /*PathDep*/           {"PathDep",NUMFUNC_2,{0},FORBID,SETABLE}
    },

    /*MinOrElse*/         {"Maximum",PADE,{MAXIMUM},FORBID,UNSE
TABLE},
    /*EuOrAm*/            {"Amer",BOOL,{AMER},FORBID,UNSETABLE},
    /*PartOrTot*/         {"Total",BOOL,{TOTAL},FORBID,UNSETABLE}
    },
    /*ContOrDisc*/        {"Continuous",BOOL,{CONT},FORBID,UNSE
TABLE},
```

```

};

static int OPT(Init)(Option *opt,Model *mod)
{
    TYPEOPT* pt=( TYPEOPT*)(opt->TypeOpt);

    if ( opt->init == 0)
    {
        opt->init = 1;
        opt->nvar = 7;
        opt->nvar_setable=3;

        pt->PayOff.Val.V_NUMFUNC_2=&put;
        pt->PathDep.Val.V_NUMFUNC_2=&maximum;

        (pt->MinOrElse).Val.V_PADE=MAXIMUM;
        (pt->EuOrAm).Val.V_BOOL=AMER;
        (pt->PartOrTot).Val.V_BOOL=TOTAL;
        (pt->ContOrDisc).Val.V_BOOL=CONT;

        (pt->PathDep.Val.V_NUMFUNC_2)->Par[0].Val.V_DATE=0.0;
        (pt->PathDep.Val.V_NUMFUNC_2)->Par[1].Val.V_DATE=0.0;
        (pt->PathDep.Val.V_NUMFUNC_2)->Par[2].Val.V_PDOUBLE=0
        .0;
        (pt->PathDep.Val.V_NUMFUNC_2)->Par[3].Val.V_PDOUBLE=1
        00.0;
        (pt->PathDep.Val.V_NUMFUNC_2)->Par[4].Val.V_PDOUBLE=1
        00.0;

        (pt->Maturity).Val.V_DATE=1.0;

    }

    return OK;
}

MAKEOPT(LookBackPutFloatingAmer);

```

## References