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    Help
#include "limdisc.h"
#include "error_msg.h"

extern char* path_sep;

int OPT(Get)(int user,Planning *pt_plan,Option *opt, Model
    *mod)
{
    TYPEOPT* pt=( TYPEOPT*)(opt->TypeOpt);

    (void)(opt->Init)(opt, mod);

    if (user==TOSCREEN)
        if ((opt->Show)(user,pt_plan,opt,mod))
            do
            {
                Fprintf(TOSCREEN,"-----
Option:%s{n",opt->Name);

                ScanVar(pt_plan,user,&(pt->Maturity));
                GetParVar(pt_plan,user,(pt->Limit.Val.V_NUMFUNC_1
)->Par);
                GetParVar(pt_plan,user,(pt->PayOff.Val.V_NUMFUNC_
1)->Par);
                if ((pt->RebOrNo).Val.V_BOOL==REBATE)
                    GetParVar(pt_plan,user,(pt->Rebate.Val.V_
NUMFUNC_1)->Par);
            }
            while ((opt->Show)(user,pt_plan,opt,mod));

    return (opt->Show)(TOSCREENANDFILE,pt_plan,opt,mod);
}

int OPT(FGet)(char **InputFile,int user,Planning *pt_plan,
    Option *opt, Model *mod)
{
    TYPEOPT* pt=( TYPEOPT*)(opt->TypeOpt);

    (void)(opt->Init)(opt, mod);

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if (user==TOSCREEN)
{
    Fprintf(TOSCREEN,"-----
Option:%s{n",opt->Name);

    FScanVar(InputFile,pt_plan,user,&(pt->Maturity));
    FGetParVar(InputFile,pt_plan,user,(pt->Limit.Val.V_
NUMFUNC_1)->Par);
    FGetParVar(InputFile,pt_plan,user,(pt->PayOff.Val.V_
NUMFUNC_1)->Par);
    if ((pt->RebOrNo).Val.V_BOOL==REBATE)
FGetParVar(InputFile,pt_plan,user,(pt->Rebate.Val.V_
NUMFUNC_1)->Par);
}

return (opt->Show)(TOSCREENANDFILE,pt_plan,opt,mod);
}

int OPT(Show)(int user,Planning *pt_plan,Option *opt,
Model *mod)
{
    TYPEOPT* pt=(TYPEOPT*)(opt->TypeOpt);

    (void)(opt->Init)(opt, mod);
    Fprintf(user,"##Option:%s{n",opt->Name);

    PrintVar(pt_plan,user,&(pt->Maturity));
    ShowParVar(pt_plan,user,(pt->Limit.Val.V_NUMFUNC_1)->Par)
;
    ShowParVar(pt_plan,user,(pt->PayOff.Val.V_NUMFUNC_1)->
Par);
    if ((pt->RebOrNo).Val.V_BOOL==REBATE)
        ShowParVar(pt_plan,user,(pt->Rebate.Val.V_NUMFUNC_1)->
Par);

    return (opt->Check)(user,pt_plan,opt);
}

```

```
extern Option OPT(CallDownOutDiscEuro);

Option* OPT(family)[]={
    &OPT(CallDownOutDiscEuro),
    NULL
};
```

References