Folder – Options GitHub

1 Options visualization.py — Payoff Profiles for Vanilla Options

Purpose

Plots the payoff diagrams for four basic positions:

- Long Call
- Short Call
- Long Put
- Short Put

Learning focus

- Uses the payoff formula:
 - o Call: max(S K, 0) premium
 - Put: max(K S, 0) premium
- Shows breakeven points visually (*strike* ± *premium*).
- Compares how long and short positions mirror each other.

Trading intuition

- Long Call: Upside potential, limited loss.
- Short Call: Limited gain, potentially unlimited loss.
- Long Put: Profit from falling prices, limited loss.
- Short Put: Limited gain, potentially large loss if the asset collapses.

Experiment

Change premium and see how the breakeven shifts. This simulates market conditions where implied volatility changes option prices.

2 Options_SteamLit_App_KVOILLAUME.py — Interactive Black—Scholes Price Visualizer

Purpose

Streamlit app to explore how the Black–Scholes model option price changes when varying:

- Stock price (S)
- Strike price (K)
- Time to expiration (T)

Kilian Voillaume Page 1 of 2

Folder – Options GitHub

- Interest rate (r)
- Volatility (σ)

Learning focus

- Implements d1 and d2 calculations, then call/put prices using the standard Black—Scholes formula.
- Lets you dynamically adjust parameters and see the effect on price.
- Graphically illustrates sensitivity to each parameter with the current value highlighted.

Trading intuition

- Increasing S benefits calls and hurts puts.
- Increasing K benefits puts and hurts calls.
- More T increases both call and put prices, since there's more time for favourable moves.
- Higher r raises call prices and lowers put prices (cost of carry effect).
- Higher σ raises both call and put prices because higher volatility increases the chance of finishing in the money.

Experiment

Set volatility to a very low level and slide the stock price around the strike — you'll see option prices change more abruptly near strike, reflecting sharper Delta shifts.

Kilian Voillaume Page 2 of 2