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```
#ifndef _BS2D_H
#define _BS2D_H

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

#define TYPEMOD BS2D

typedef struct TYPEMOD{
    VAR          T;
    VAR          S01;
    VAR          Mu1;
    VAR          Sigma1;
    VAR          Divid1;
    VAR          S02;
    VAR          Mu2;
    VAR          Sigma2;
    VAR          Divid2;
    VAR          Rho;
    VAR          R;
} TYPEMOD;

int MOD(Get)(int user,Planning* pt_plan,Model *
    model);
int MOD(Show)(int user,Planning* pt_plan,Model *
    model);
int MOD(Check)(int user,Planning* pt_plan,Model *
    model);
int MOD(Init)(Model *model) ;

#endif
```

## References