

[Source](#) | [Model Presentation](#)

# bs2d

## 1 Description

## 2 Code Implementation

```
#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) ;
```

2 pages

2

#endif