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```
#ifndef _BS1D_H
#define _BS1D_H

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

#define TYPEMOD BS1D

/*1D BlackScholes World*/
typedef struct TYPEMOD{
    VAR          T;
    VAR          S0;
    VAR          Mu;
    VAR          Sigma;
    VAR          Divid;
    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