

[Help](#)

```
#ifndef _Vasicek1D_H
#define _Vasicek1D_H

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

#define TYPEMOD Vasicek1D

/*1D Vasicek World*/

typedef struct TYPEMOD
{
    VAR T;
    VAR r0;
    VAR k;
    VAR Sigma;
    VAR theta;
} TYPEMOD;

#endif
```

References