

Help

```
#ifndef _HullWhite2D_H
#define _HullWhite2D_H

#include "optype.h"
#include "var.h"
#include "error_msg.h"
#include "enums.h"

#define TYPEMOD HullWhite2D

/*2D HullWhite World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR flat_flag;
    VAR InitialYieldsu;
    VAR aR;
    VAR SigmaR;
    VAR bu;
    VAR Sigmau;
    VAR Rho;
} TYPEMOD;

extern double MOD(GetYield)(TYPEMOD *pt);
extern char *MOD(GetCurve)(TYPEMOD *pt);

#endif
```