```
   Help
#include  "pad.h"

static NumFunc_2 call =
{
  Call_StrikeSpot2,   /*(Spot-Minimum)*/
  {{" ", PREMIA_NULLTYPE, {0}, FORBID, SETABLE}},
  CHK_ok
};

static NumFunc_2 minimum =
{
  Minimum,
  {
    {"StartingDate", DATE, {0}, IRRELEVANT, UNSETABLE},
    {"FinalDate", DATE, {0}, IRRELEVANT, UNSETABLE},
    {"Frequency", PDOUBLE, {0}, IRRELEVANT, UNSETABLE},
    {"InitialValue", PDOUBLE, {100}, IRRELEVANT, UNSETABLE}
    ,
    {"Minimum", PDOUBLE, {100}, ALLOW, SETABLE},
    {" ", PREMIA_NULLTYPE, {0}, FORBID, SETABLE}
  },
  CHK_call
};


TYPEOPT LookBackCallFloatingEuro =
{
  /*Maturity*/        {"Maturity", DATE, {0}, ALLOW, SETA
    BLE},
  /*PayOff*/      {"Payoff", NUMFUNC_2, {0}, FORBID, SETA
    BLE},
  /*PathDep*/     {"PathDep", NUMFUNC_2, {0}, FORBID, SETA
    BLE},

  /*MinOrElse*/    {"Minimum", PADE, {MINIMUM}, ALLOW, UNSE
    TABLE},
  /*EuOrAm*/       {"Euro", BOOL, {EURO}, FORBID, UNSETABLE
    },
  /*PartOrTot*/    {"Total", BOOL, {TOTAL}, FORBID, UNSETA
    BLE},
```

```
  /*ContOrDisc*/   {"Continuous", BOOL, {CONT}, FORBID, UN
    SETABLE},
};

static int OPT(Init)(Option *opt, Model *mod)
{
  TYPEOPT *pt = (TYPEOPT *)(opt->TypeOpt);

  if (opt->init == 0)
    {
      opt->init = 1;
      opt->nvar = 7;
      opt->nvar_setable = 3;

      pt->PayOff.Val.V_NUMFUNC_2 = &call;
      pt->PathDep.Val.V_NUMFUNC_2 = &minimum;

      (pt->MinOrElse).Val.V_PADE = MINIMUM;
      (pt->EuOrAm).Val.V_BOOL = EURO;
      (pt->PartOrTot).Val.V_BOOL = TOTAL;
      (pt->ContOrDisc).Val.V_BOOL = CONT;

      (pt->PathDep.Val.V_NUMFUNC_2)->Par[0].Val.V_DATE = 0.
    0;
      (pt->PathDep.Val.V_NUMFUNC_2)->Par[1].Val.V_DATE = 0.
    0;
      (pt->PathDep.Val.V_NUMFUNC_2)->Par[2].Val.V_PDOUBLE =
     0.0;
      (pt->PathDep.Val.V_NUMFUNC_2)->Par[3].Val.V_PDOUBLE =
     100.0;
      (pt->PathDep.Val.V_NUMFUNC_2)->Par[4].Val.V_PDOUBLE =
     100.0;

      (pt->Maturity).Val.V_DATE = 1.0;

    }

  return OK;
}

MAKEOPT(LookBackCallFloatingEuro);
```

References