

Help

```
#ifndef _HullWhite1DGeneralized_H
#define _HullWhite1DGeneralized_H

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

#define TYPEMOD HullWhite1DGeneralized

/*1D HULL-WHITE World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR flat_flag;
    VAR CapletCurve;
    VAR a;
} TYPEMOD;

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

#endif
```