

## Help

```
#ifndef _ALSABR11D_H
#define _ALSABR11D_H

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

#define TYPEMOD ALSABR11D

/* ALSABR11D World */
typedef struct TYPEMOD
{
    VAR T;
    VAR S0;
    VAR z0;
    VAR gam;
    VAR eta;
    VAR Divid;
    VAR R;
} TYPEMOD;

#endif
```

## References