

## Help

```
#ifndef _GARCH1D_H
#define _GARCH1D_H

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

#define TYPEMOD GARCH1D

/* GARCH1D World */
typedef struct TYPEMOD
{
    VAR T;
    VAR SO;
    VAR R;
    VAR alpha0;
    VAR alpha1;
    VAR lambda;
    VAR beta1;
} TYPEMOD;

#endif
```