

guyon2d

1 Description

Description of the model is given in [there](#)

2 Code Implementation

```
#ifndef _GUYON2D_H
#define _GUYON2D_H

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

#define TYPEMOD GUYON2D

/* GUYON 2D World */
typedef struct TYPEMOD
{
    VAR T;
    VAR S01;
    VAR S02;
    VAR nmonit;
} TYPEMOD;

#endif
```