

[Help](#)

```
#ifndef _JUMP1D_H
#define _JUMP1D_H

#include "
href../../../../common/optype_h_src.pdfoptype.h"
#include "
href../../../../common/var_h_src.pdfvar.h"
#include "
href../../../../common/error_msg_h_src.pdferror_msg.h"

#define TYPEMOD JUMP1D

/*1D Jump World for Swing Options*/
typedef struct TYPEMOD
{
    VAR T;
    VAR SO;
    VAR Mu;
    VAR Sigma;
    VAR Divid;
    VAR R;
    VAR Lambda;
    VAR Mean;
} TYPEMOD;

#endif
```