

## [Help](#)

```
#include "
href../../mod/wishart2d/wishart2d_std2d/wishart2d_std2d_h_src.pdfstd2d.h"

static NumFunc_2 bestof =
{
    BestOf,
    { {"Strike 1", PDOUBLE, {100}, ALLOW, SETABLE},
      {"Strike 2", PDOUBLE, {100}, ALLOW, SETABLE},
      {" ", PREMIA_NULLTYPE, {0}, FORBID, SETABLE}
    },
    CHK_digit
};

static TYPEOPT BestOfAmer =
{
    /*Maturity*/      {"Maturity", DATE, {0}, ALLOW, SETABLE},
    /*PayOff*/        {"Payoff", NUMFUNC_2, {0}, FORBID, SETABLE},
    /*EuOrAm*/        {"Amer", BOOL, {AMER}, FORBID, UNSETABLE},
};

static int OPT(Init)(Option *opt, Model *mod)
{
    TYPEOPT *pt = (TYPEOPT *) (opt->TypeOpt);

    if (opt->init == 0)
    {
        opt->init = 1;
        opt->nvar = 3;
        opt->nvar_setable = 2;

        pt->PayOff.Val.V_NUMFUNC_2 = &bestof;

        (pt->EuOrAm).Val.V_BOOL = AMER;
        (pt->Maturity).Val.V_DATE = 1.0;
        (pt->PayOff.Val.V_NUMFUNC_2)->Par[0].Val.V_PDOUBLE = 100.;
        (pt->PayOff.Val.V_NUMFUNC_2)->Par[1].Val.V_PDOUBLE = 100.;
    }
}
```

```
    }  
    return OK;  
}  
  
MAKEOPT(BestOfAmer);
```