

# wishart2d

## 1 Description

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

## 2 Code Implementation

```
#ifndef _WISHART2D_H
#define _WISHART2D_H

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

#define TYPEMOD WISHART2D

/*WISHART2D World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR S0;
    VAR R;
    VAR Divid;
    VAR alpha;
    VAR b;
    VAR Sigma0;
    VAR Q;
} TYPEMOD;
```

#endif