

[Help](#)

```
#ifndef _HK1D_H
#define _HK1D_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"
#include "
href../../common/enums_h_src.pdfenums.h"

#define TYPEMOD HK1D

/*1D Hunt-Kennedy World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR flat_flag;
    VAR a;
    VAR Sigma;
} TYPEMOD;

extern double MOD(GetYield)(TYPEMOD *pt);
extern char *MOD(GetCurve)(TYPEMOD *pt);

#endif
```