

# hk1d

## 1 Description

See [there](#)

## 2 Code Implementation

```
#ifndef _HK1D_H
#define _HK1D_H

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