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Calculator: ForwardPayoff

Description: Reverse Convertible on single underlying with KO

Script: Variables

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Constant Start As ReferenceDate From Product.StartDate
Constant CouponPeriod As AccrualPeriod[]
Constant Maturity As PaymentDate From Product.Maturity
Constant Settlement As Enum 'Physical', 'Cash'
Constant KI As ReferenceDate[]
Constant KO As AccrualPeriod[]
Constant PrincipalProtection As Double From 1
Constant ITMParticipation As Double From 1
Constant StrikePct As Double From 1
Constant KI_BarrierPct As Double From 0.5
Constant KO_BarrierPct As Double From 1.5
Constant KO_Curr As Currency
Constant KO FX As Double From 1
Constant KO_Rebate As Double From 0.1
Constant CouponRateStrikePct As Double From 1
Constant FinalCouponRate As Double From 0.0
Constant CouponRateHigh As Double From 0.1
Constant CouponRateLow As Double From 0
Constant PayRec As Integer From Product.BuySell
Constant Curr As Currency From Product. Currency
Constant Notional As Double From Product.Notional
Constant Index As Quotable From Product.Underlying
AboveKO As Boolean
AboveCP As Boolean
DelivQty As Double
RealizedCoupon As Double
FlowValue As Double
KNOCKED_IN As Boolean
KNOCKED_OUT As Boolean
Strike As Double
CouponRateStrike As Double
KI_Barrier As Double
KO_Barrier As Double
Performance As Double
Prob KI As Measure
Prob_KO As Measure
Option As Measure to NPV
Constant IR_CouponPeriod As AccrualPeriod[]
Constant IR_CouponRate As Quotable
Constant IR_Spread As Double
EQLeg As Measure
IRLeg As Measure
Script: Forward
Start:
  Strike = (StrikePct * Index)
 KO_Barrier = (KO_BarrierPct * Index)
 KI_Barrier = (KI_BarrierPct * Index)
  CouponRateStrike = (CouponRateStrikePct * Index)
```

```
KI:
  If Not(KNOCKED_IN) Then
    If (Index <= KI_Barrier) Then</pre>
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KNOCKED IN = True
    EndIf
  EndIf
CouponPeriod:
  If Not(KNOCKED OUT) Then
   AboveCP = True
    If (Index < CouponRateStrike) Then</pre>
      AboveCP = False
    EndIf
   RealizedCoupon = If(AboveCP, CouponRateHigh, CouponRateLow)
   FlowValue = Interest(Notional, (PayRec * RealizedCoupon), Curr, 1, 'DGT_COUPON', 1)
    EQLeg += FlowValue
    Option += FlowValue
  EndIf
IR CouponPeriod:
  If Not(KNOCKED OUT) Then
   FlowValue = Interest(Notional, (-PayRec * (IR_CouponRate + IR_Spread)), Curr, 1,
   IRLeg += FlowValue
    Option += FlowValue
  EndIf
KO:
  If Not(KNOCKED_OUT) Then
    If (Index >= KO_Barrier) Then
      KNOCKED_OUT = True
      Prob_KO = 1
      FlowValue = Principal((((PayRec * Notional) * KO FX) * (PrincipalProtection +
 KO_Rebate)), KO_Curr, 1, 'KNOCK_OUT', 1)
      EQLeg += FlowValue
      Option += FlowValue
      FlowValue = Principal((-PayRec * Notional), Curr, 1, 'REDEMPTION', 2)
      IRLeg += FlowValue
      Option += FlowValue
   EndIf
  EndIf
Maturity:
  If Not(KNOCKED_OUT) Then
    Performance = (Index / Strike)
    If Not(KNOCKED IN) Then
      FlowValue = Principal(((PayRec * Notional) * ((PrincipalProtection +
 (ITMParticipation * Max((Performance - 1), 0))) + FinalCouponRate)), Curr, 1,
 'REDEMPTION', 1)
      EQLeg += FlowValue
      Option += FlowValue
      FlowValue = Principal((-PayRec * Notional), Curr, 1, 'REDEMPTION', 2)
      IRLeg += FlowValue
      Option += FlowValue
    Else
      Prob KI = 1.0
      If (Index >= Strike) Then
        FlowValue = Principal(((PayRec * Notional) * PrincipalProtection), Curr, 1,
 'REDEMPTION', 1)
        EQLeq += FlowValue
        Option += FlowValue
        FlowValue = Principal((-PayRec * Notional), Curr, 1, 'REDEMPTION', 2)
        IRLeq += FlowValue
        Option += FlowValue
      Else
        Select Case Settlement
          Case 'Physical'
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```
DelivQty = (Notional / Strike)
          FlowValue = Physical((PayRec * DelivQty), Index, 0.0, 1, 'REDEMPTION', 1)
          EQLeg += FlowValue
          Option += FlowValue
        Case 'Cash'
          FlowValue = Principal(((PayRec * Notional) * Performance), Curr, 1,
'REDEMPTION', 1)
          EQLeg += FlowValue
          Option += FlowValue
       EndSelect
      FlowValue = Principal((-PayRec * Notional), Curr, 1, 'REDEMPTION', 2)
      IRLeg += FlowValue
      Option += FlowValue
    EndIf
  EndIf
EndIf
```

Script: BOEvents

KNOCK_OUT | KNOCKED_OUT KNOCK_IN | KNOCKED_IN

Script: BarrierDescriptors

KO|KO_Barrier|Index|Up|Out|Closing| KI|KI_Barrier|Index|Down|In|Closing|