

Figure 1: European call based on geometric Brownian motion

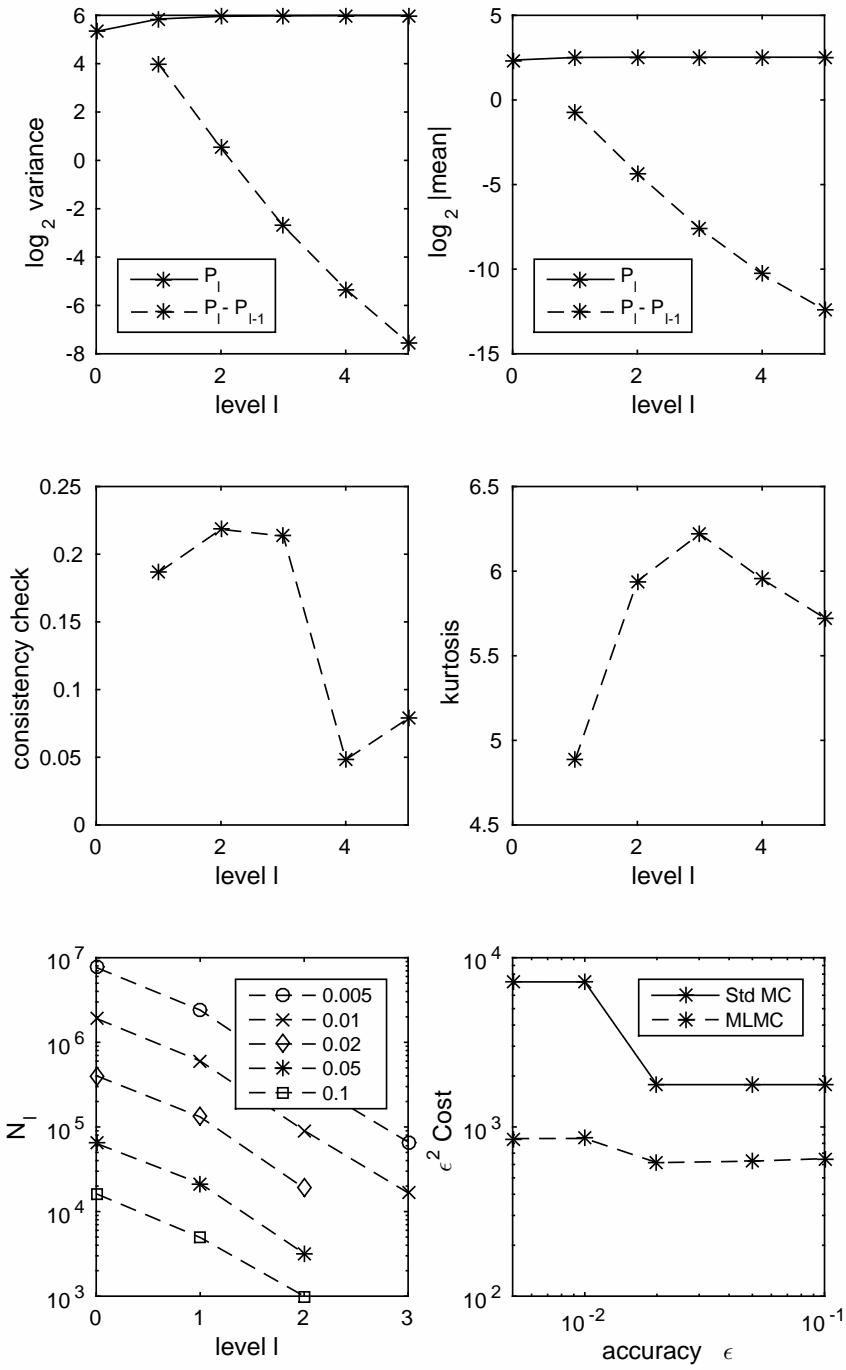


Figure 2: Asian call based on geometric Brownian motion

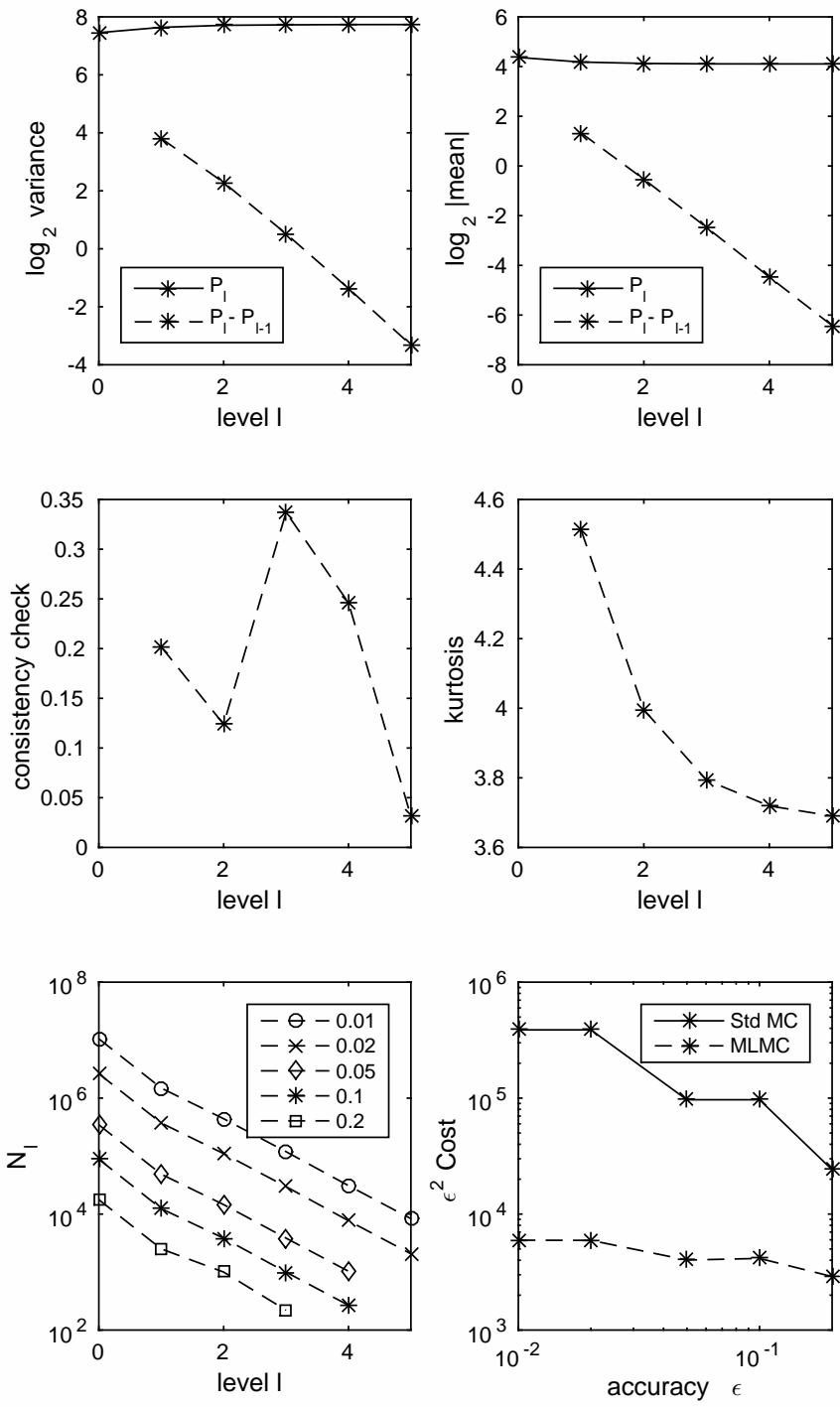


Figure 3: Lookback call based on geometric Brownian motion

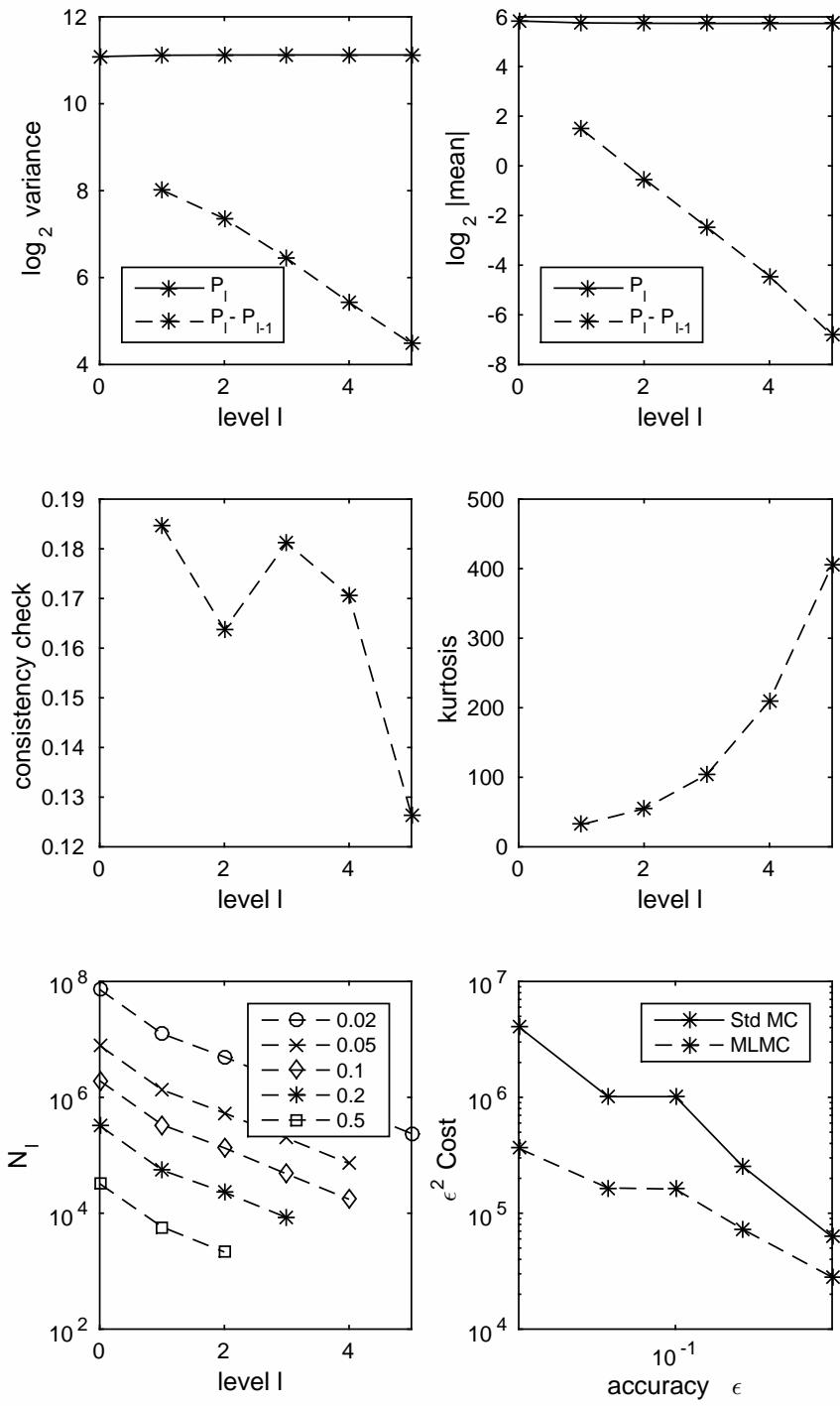


Figure 4: Digital call based on geometric Brownian motion

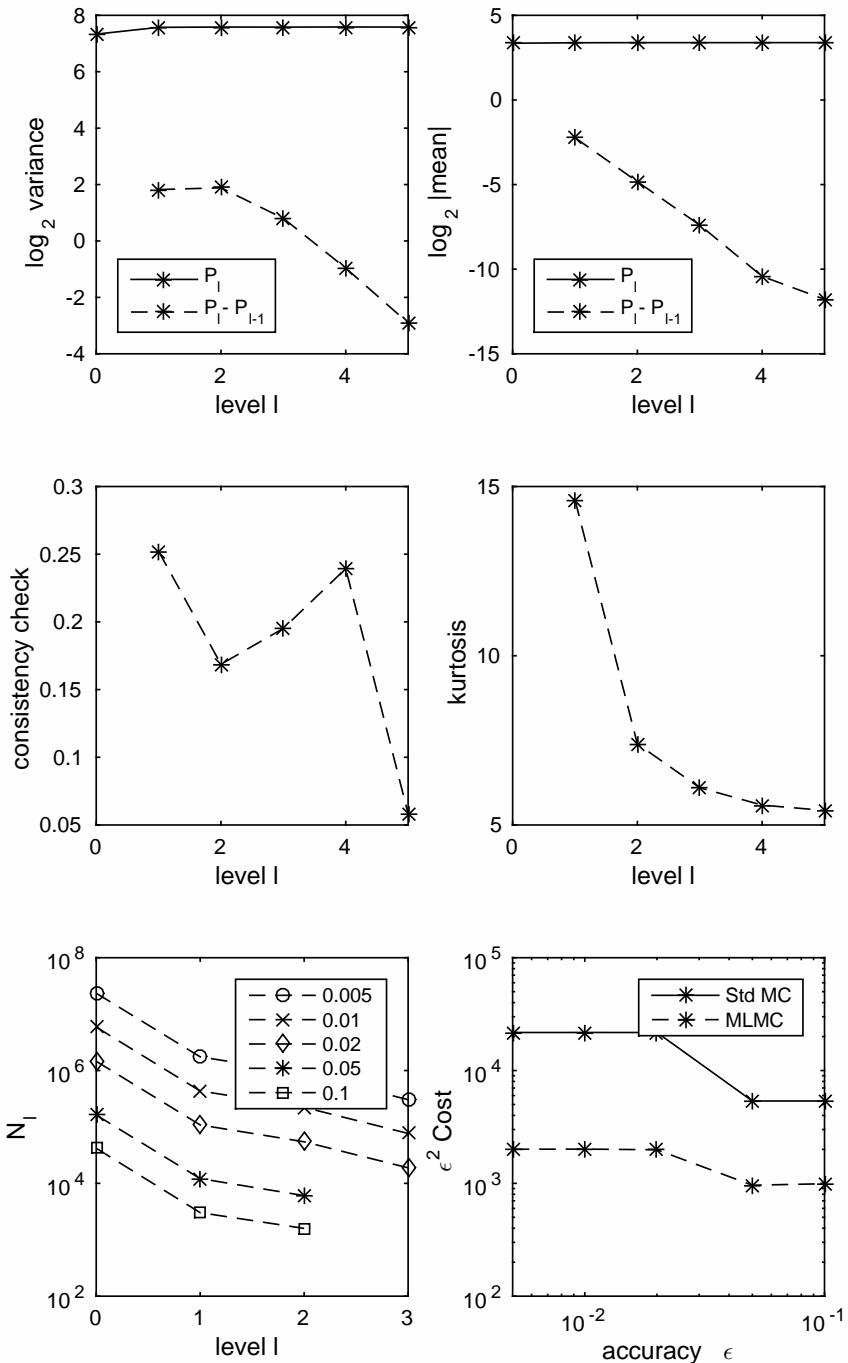


Figure 5: European call based on Heston model