

bsnd_default

1 Description

See [The Stochastic Grid Bundling Method](#)

2 Code Implementation

```
#ifndef _BSND_DEFAULT_H
#define _BSND_DEFAULT_H

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

#define TYPEMOD BSND_DEFAULT

typedef struct TYPEMOD
{
    VAR Size;
    VAR T;
    VAR SO;
    VAR Sigma;
    VAR Divid;
    VAR Rho;
    VAR R;
    VAR Intensity;
    VAR Recovery;
} TYPEMOD;

#endif
```