

## [Help](#)

```
#ifndef _JUMP1D_STDg_H
#define _JUMP1D_STDg_H

#include "
href../../../../mod/jump1d/jump1d_h_src.pdfjump1d/jump1d.h"
#include "
href../../../../opt/stdg/stdg_h_src.pdfstdg/stdg.h"
#include "
href../../../../common/math/jump_h_src.pdfmath/jump.h"
#include "pnl/pnl_mathtools.h"
#include "pnl/pnl_random.h"
#include "
href../../../../common/numfunc_h_src.pdfnumfunc.h"
#include "
href../../../../common/transopt_h_src.pdftransopt.h"
#include "
href../../../../common/math/linsys_h_src.pdfmath/linsys.h"
#include <float.h>

#endif
```