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```
#ifndef _KOU1D_PAD_H
#define _KOU1D_PAD_H

#include "kou1d/kou1d.h"
#include "pad/pad.h"

#include "pnl/pnl_mathtools.h"
#include "pnl/pnl_random.h"
#include "numfunc.h"
#include "math/moments.h"
#include "transopt.h"

#endif
```