

## Help

```
#ifndef _MER1D_STDA_H
#define _MER1D_STDA_H

#include "mer1d/mer1d.h"
#include "stda/stda.h"

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

#endif
```