

Help

```
#ifndef _LMM1D_EX0i_H
#define _LMM1D_EX0i_H

#include "lmm1d/lmm1d.h"
#include "exoi/exoi.h"
#include "pnl/pnl_mathtools.h"
#include "pnl/pnl_random.h"
#include "numfunc.h"
#include "transopt.h"
#include "math/linsys.h"
#include <float.h>

#endif
```