

Help

```
#ifndef _JUMP1D_STDg_H
#define _JUMP1D_STDg_H

#include "jump1d/jump1d.h"
#include "stdg/stdg.h"
#include "math/jump.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
```