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```
#if defined(PremiaCurrentVersion) && PremiaCurrentVersion < (2008+2) //The "#els
#else

double splevl(double xb, long n, double x[], double f[], double **c,
              double *dfb, double *ddfb, int *ier);

int spline(double x[], double f[], long n, double **c);

int smooth(long ntab, double x[], double f[], double **c, int np,
           double xp[], double fp[]);

int smoothmod(long ntab, double x[], double f[], double **c, int np,
              double xp[], double fp[]);

double smoothscalar(long ntab, double x[], double f[], double **c, double xp);

#endif //PremiaCurrentVersion
```