

Help

```
#ifndef _GARCH1D_STD_H
#define _GARCH1D_STD_H

#include "garch1d/garch1d.h"
#include "std/std.h"
#include "pnl/pnl_matrix.h"
#include "pnl/pnl_random.h"
#include "pnl/pnl_vector.h"
#include "pnl/pnl_mathtools.h"
#include "pnl/pnl_optim.h"

#endif
```