

Help

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#ifndef SPARSE_GRID_CONSTRUCTOR_H
#define SPARSE_GRID_CONSTRUCTOR_H
/* Use of C++ code to construct Sparse Grid, */
/* needed stl container like map ... */
#include "gridsparse_constructor.h"

void complexity_sparse(int d);
int Size_GridSparse(int dim, int lev);
int Size_GridSparse_With_Bnd(int dim, int lev);
void create_grid_sparse_cpp(int dim,
                           int lev,
                           GridSparse *G);

#endif
```