Help

```
#if defined(PremiaCurrentVersion) && PremiaCurrentVersion <
     (2008+2) //The "#else" part of the code will be freely av
    ailable after the (year of creation of this file + 2)
#else
/*************************************************************
*   CPS - A simple C PDE solver                              *
*                                                            *
*   Copyright (c) 2007,                                      *
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*                                                            *
*************************************************************/
#ifndef GRID_NODE_H
#define GRID_NODE_H

#include "cps_types.h"
#include "cps_dimensions.h"
#include "cps_grid.h"

struct grid_node_t
{

  const grid    *source_grid;
  int           tick[MAX_DIMENSIONS];
  double         value[MAX_DIMENSIONS];
  unsigned int  order;
};

int grid_node_create(grid_node **);
int grid_node_destroy(grid_node **);
int grid_node_is_left_boundary(const grid_node *, int dim);
int grid_node_is_right_boundary(const grid_node *, int dim)
    ;
int grid_node_is_boundary(const grid_node *);
int grid_node_is_external(const grid_node *);
int grid_node_is_internal(const grid_node *);
int grid_node_is_initial(const grid_node *);
int grid_node_is_final(const grid_node *);
```

```
int grid_node_is_guard(const grid_node *);
int grid_node_time_forth(grid_node *);
int grid_node_time_back(grid_node *);
#endif

#endif //PremiaCurrentVersion
```

References