

Help

```
#ifndef _PUREJUMP1D_PAD_H
#define _PUREJUMP1D_PAD_H

#include "purejump1d/purejump1d.h"
#include "pad/pad.h"

#include "pnl/pnl_mathtools.h"
#include "pnl/pnl_random.h"
#include "transopt.h"
#include "numfunc.h"
#include "math/moments.h"

#endif
```