

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
/*****
    *****/
/*
    */
/*****
    *****/
/*
    */
/* type of matrix ELeMENTS and vector CoMPonents
    */
/*
    */
/* Copyright (C) 1992-1995 Tomas Skalicky. All rights res
    erved.
    */
/*
    */
/*****
    *****/
/*
    */
/*      ANY USE OF THIS CODE CONSTITUTES ACCEPTANCE OF TH
    E TERMS
    */
/*      OF THE COPYRIGHT NOTICE (SEE FILE copyright.h
    )
    */
/*
    */
/*****
    *****/

#ifndef ELCMP\_H
#define ELCMP\_H

#include <float.h>
#include <math.h>

#include "copyright.h"

```

```
#ifdef __BORLANDC__
/* BC 2.0 does not handle IEEE arithmetic correctly */
#define IsZero(a) (fabs(a) < 1.0e20 * DBL_MIN)
#define IsOne(a) (fabs(a - 1.0) < 10.0 * DBL_EPSILON)
#else
#define IsZero(a) (fabs(a) < 10.0 * DBL_MIN)
#define IsOne(a) (fabs(a - 1.0) < 10.0 * DBL_EPSILON)
#endif /* __BORLANDC__ */

typedef struct
{
    size_t Pos;
    double Val;
} ElType;

#endif /* ELCMP_H */

#endif //PremiaCurrentVersion
```

References