

[Help](#)

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#ifndef _PREMIA_LIST_H
#define _PREMIA_LIST_H

#ifdef __cplusplus
extern "C" {
#endif /* __cplusplus */

#include <stdlib.h>
#include <stdio.h>
#include "pnl/pnl_vector.h"

typedef struct PremiaContains
{
    int index;
    double value;
} PremiaContains;

extern PremiaContains *premia_contains_create(const int ind, double Val);
extern PremiaContains *premia_contains_clone(int ind, double Val);
extern void premia_contains_fprint(FILE *fic, PremiaContains *C);
extern void premia_contains_add(PremiaContains *C, const PremiaContains *C2);
extern int premia_contains_less(const PremiaContains *C1, const PremiaContains *C2);
extern int premia_contains_equal(const PremiaContains *C1, const PremiaContains *C2);
extern PremiaContains *premia_contains_copy(const PremiaContains *C2);
extern void premia_contains_free(PremiaContains **C);

typedef struct _PremiaNode PremiaNode;

struct _PremiaNode
{
    PremiaNode *previous;
    PremiaNode *next;
    PremiaContains *obj;
};

typedef struct PremiaSortList
{

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    int size; /*!< size of the List */
    PremiaNode *first;
    PremiaNode *last;
    PremiaNode *current;
} PremiaSortList;

extern PremiaSortList *premia_sort_list_create();
extern void premia_sort_list_free(PremiaSortList **List);
extern int premia_sort_list_find(PremiaSortList *List, PremiaNode **current, int val);
extern int premia_sort_list_find_dicho(PremiaSortList *List, PremiaNode **current, int val);
extern void premia_sort_list_add(PremiaSortList *List, const PremiaContains *Val);
extern void premia_sort_list_add_dicho(PremiaSortList *List, const PremiaContains *Val);
extern void premia_sort_list_print(const PremiaSortList *List);

typedef struct PremiaSparsePoint
{
    PnlVectInt *index;
    int value;
} PremiaSparsePoint;

extern PremiaSparsePoint *premia_sparse_point_create(const PnlVectInt *ind, int val);
extern PremiaSparsePoint *premia_sparse_point_clone(PnlVectInt *ind, int val);
extern void premia_sparse_point_fprint(FILE *fic, PremiaSparsePoint *C);
extern void premia_sparse_point_add(PremiaSparsePoint *C, const PremiaSparsePoint *C2);
extern int premia_sparse_point_less(const PremiaSparsePoint *C1, const PremiaSparsePoint *C2);
extern int premia_sparse_point_equal(const PremiaSparsePoint *C1, const PremiaSparsePoint *C2);
extern PremiaSparsePoint *premia_sparse_point_copy(const PremiaSparsePoint *C2);
extern void premia_sparse_point_free(PremiaSparsePoint **C);

typedef struct _PremiaNodeSparsePoint PremiaNodeSparsePoint;

struct _PremiaNodeSparsePoint
{
    PremiaNodeSparsePoint *previous;
    PremiaNodeSparsePoint *next;
    PremiaSparsePoint *obj;
};

```

```

extern void premia_node_sparse_point_free(PremiaNodeSparsePoint **N);

typedef struct PremiaSortListSparsePoint
{
    int size; //!< size of the List
    PremiaNodeSparsePoint *first;
    PremiaNodeSparsePoint *last;
    PremiaNodeSparsePoint *current;
} PremiaSortListSparsePoint;

extern PremiaSortListSparsePoint *premia_sort_list_sparse_point_create();
extern void premia_sort_list_sparse_point_free(PremiaSortListSparsePoint **List)
extern int premia_sort_list_sparse_point_find(PremiaSortListSparsePoint *List, P
extern int premia_sort_list_sparse_point_find_dicho(PremiaSortListSparsePoint *L
extern void premia_sort_list_sparse_point_add(PremiaSortListSparsePoint *List, c
extern void premia_sort_list_sparse_point_add_dicho(PremiaSortListSparsePoint *L
extern void premia_sort_list_sparse_point_print(const PremiaSortListSparsePoint

#ifdef __cplusplus
}
#endif /* __cplusplus */

#endif /* _PREMIA_LIST_H */

```