

## [Help](#)

```
#if defined(PremiaCurrentVersion) && PremiaCurrentVersion < (2008+2) //The "#els
#else

double splevl(double xb, long n, double x[], double f[], double **c,
               double *dfb, double *ddfb, int *ier);

int spline(double x[], double f[], long n, double **c);

int smooth(long ntab, double x[], double f[], double **c, int np,
            double xp[], double fp[]);

int smoothmod(long ntab, double x[], double f[], double **c, int np,
               double xp[], double fp[]);

double smoothscalar(long ntab, double x[], double f[], double **c, double xp);

#endif //PremiaCurrentVersion
```