

## [Help](#)

```
#ifndef _RND_H
#define _RND_H

class StableRnd
{
    float B;
    float S;
    float alpha;
    float sigma;
    float beta;
    float mu;
    int generator;
public:
    StableRnd(float alpha, float sigma, float beta, float mu, int generator);
    float next();
};

float stablernd(float alpha, float sigma, float beta, float mu, int generator);

#endif
```