```
1 #include "StdAfx.h"
2 #include "Helper.h"
3
4 #ifndef DEBUG_FILE
 5 #define DEBUG_FILE "C:\\Users\\Public\\Documents\\filename.txt"
6 #endif
8 double deg2rad(double angle) {
9
       return (angle * M_PI / 180);
10 }
11
12 double rad2deg(double angle) {
13
       return (angle * 180 / M_PI);
14 }
15
16 double round(double value, int power) {
17
       return ceil(value * pow(10, power)) / pow(10, power);
18 }
19
20 double cat(double hyp, double cat) {
21
       return sqrt(pow(hyp, 2) - pow(cat, 2));
22 }
23
24 double hyp(double cat1, double cat2) {
25
       return sqrt(pow(cat1, 2) + pow(cat2, 2));
26 }
27
28 double sind(double angle) {
29
       return sin(deg2rad(angle));
30 }
31
32 double cosd(double angle) {
33
       return cos(deg2rad(angle));
34 }
35
36 double tand(double angle) {
37
       return tan(deg2rad(angle));
38 }
39
40 double cotd(double angle) {
41
       return 1 / tan(deg2rad(angle));
42 }
43
44 double asind(double value) {
45
       return rad2deg(asin(value));
46 }
47
48 double acosd(double value) {
49
       return rad2deg(acos(value));
50 }
51
52 double atand(double value) {
53
       return rad2deg(atan(value));
54 }
55
56 double acotd(double value) {
57
       return rad2deg(atan(1 / value));
58 }
59
```

```
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60 void setSafeArrayParameters(_variant_t* var_array, LPDISPATCH** objects, >>
61
        long* lCount, long* lBound, long* uBound) {
62
        HRESULT hr;
        hr = SafeArrayAccessData(psa: var_array->parray, ppvData: (void**)
63
           objects);
        hr = SafeArrayUnaccessData(psa: var_array->parray);
64
        hr = SafeArrayGetLBound(psa: var_array->parray, nDim: 1, pllbound:
65
        hr = SafeArrayGetUBound(psa: var_array->parray, nDim: 1, plUbound:
66
                                                                                          P
          uRound).
```