Chapter 1 Base

1.1 Base.h

1. void Sum(const VVReal &, VReal*);

1.2 random.h

1. void UniformSample(int t, VInt* v); sample between 0 and v-¿size() uniformly t times.

Contents

1	Base		-
		Base.h	
	1.2	random.h	-
Co	\mathbf{ntents}		
Re	ferenc	es es	!

References