```c
#if defined(PremiaCurrentVersion) && PremiaCurrentVersion <
    (2008+2) //The "#else" part of the code will be freely av
    ailable after the (year of creation of this file + 2)
#else
/***********************************************************
    *****************/
/*                              elcmp.h
                 */
/***********************************************************
    *****************/
/*
                 */
/* type of matrix ELements and vector CoMPonents
                 */
/*
                 */
/* Copyright (C) 1992-1995 Tomas Skalicky. All rights res
    erved.             */
/*
                 */
/***********************************************************
    *****************/
/*
                 */
/*       ANY USE OF THIS CODE CONSTITUTES ACCEPTANCE OF TH
    E TERMS          */
/*            OF THE COPYRIGHT NOTICE (SEE FILE copyrght.h
    )                */
/*
                 */
/***********************************************************
    *****************/

#ifndef ELCMP_H
#define ELCMP_H

#include <float.h>
#include <math.h>

#include "copyrght.h"
```

```
#ifdef __BORLANDC__
/* BC 2.0 does not handle IEEE arithmetic correctly */
#define IsZero(a) (fabs(a) < 1.0e20 * DBL_MIN)
#define IsOne(a)  (fabs(a - 1.0) < 10.0 * DBL_EPSILON)
#else
#define IsZero(a) (fabs(a) < 10.0 * DBL_MIN)
#define IsOne(a)  (fabs(a - 1.0) < 10.0 * DBL_EPSILON)
#endif /* __BORLANDC__ */

typedef struct {
    size_t Pos;
    double Val;
} ElType;

#endif /* ELCMP_H */

#endif //PremiaCurrentVersion
```

References