

include/MafLib/math
/optimization/OptimizerResult.hpp

include/MafLib/math
/optimization/Optimizer.hpp

include/MafLib/math
/optimization/Bisection.hpp

include/MafLib/math
/optimization/FixedPoint.hpp

include/MafLib/math
/optimization/GoldenSection.hpp

include/MafLib/math
/optimization/NewtonRaphson.hpp

