```
hk(n::Integer,x::Float64)=sf_bessel_jl(n,x)+im*sf_bessel_yl(n,x);
```

```
ymn (generic function with 1 method)
```

```
function ymn(n::Integer,m::Integer,θ::Float64,ϕ::Float64)   #spherical harmonics
if m>=0
    return sf_legendre_sphPlm(n,m,cos(θ))*exp(im*m*ϕ);
elseif isodd(-m)
    return -sf_legendre_sphPlm(n,-m,cos(θ))*exp(im*m*ϕ);
else
    return sf_legendre_sphPlm(n,-m,cos(θ))*exp(im*m*ϕ);
end
end
```