## Appendix D. Function Prototypes for the mathc90 Library

The following tabulation shows prototypes for all user-callable functions of the mathc90 library, and some low-level functions as well. These prototypes are contained in the file mathc90.h.

```
ccoef(long,float[][2],float[][2]);
void
void
         cdif(float[],float[],float[]);
void
         cgam(float[],float[],float*,long);
void
         cpolz(float[][2],long,float[][2],float*,long*);
void
         cpro(float[],float[]);
         cquo(float[],float[]);
void
         csort(CHAR_INT,long,long,long,long);
void
         csort1(char*[],long,long,long,long);
void
         csortp(CHAR_INT,long,long,long,long,long[]);
void
         csortq(CHAR_INT,long,long,long,long,long[]);
void
void
         csgrtx(float[],float[]);
         csum(float[],float[]);
void
void
         cwofz(float[],float[],long*);
         daccum(double*,long,long,double*,long,long,long*,long,long*);
void
double
         dasinh(double):
double
         dacosh(double);
double
         datanh(double):
double
         dactnh(double):
         dacsch(double);
double
         dasech(double);
double
double
         dhyps(double);
double
         dhypc(double);
double
         dhyph(double):
double
         dhyper(double,double);
double
         dasum(long,double[],long);
void
         daxpy(long,double,double[],long,double[],long);
void
         dbacc(double*,long,long,long*,long,long,long*,long*);
         dbesj0(double);
double
double
         dbesj1(double);
void
         dbesjn(double,double,long,double[]);
void
         dbespq(double,double,double*,double*);
         dbesy0(double);
double
         dbesy1(double);
double
         dbesyn(double,double,long,double[]);
void
         dbi0k0(double,double*,double*,long,long*);
void
         dbi1k1(double,double*,double*,long,long*);
void
double
         dbinom(long,long);
void
         dblse(double*,long,long,long,long,double[],double[][2],double,long,double,long*,double[],double*,long*,
             double[],double[],double[],double[],double[],double[],long[],long[],double[],double[],double[]);
         dbmp0(double,double*,double*);
void
         dbmp1(double,double*,double*);
void
void
         dbsol(long,double*,long,long,long,long,double[],long,double*,long*);
void
         dc2bas(double,long,long,LOGICAL32*,double[],long,double[]);
void
         dc2fit(double[],double[],double[],long,double[],long,double*,long,double[],double[],double*,long*);
         dcdchi(double,double,double*,double*,long*);
void
double
         dcdnml(double,double,double);
         dcdpoi(long,double,double*,double*,long*);
void
         dcft(double[],char*,long[],long,long*,double[]);
void
         dchol(double*,long,long,double[],double*,double,long*);
void
double
         dci(double);
double
         dcin(double):
double
         dcii(LOGICAL32,double);
         dckder(long*,long,long,double[],double*,long*,long*,long*,double*);\\
void
         dcomqr(long,long,long,long,double*,double*,double[],long*);
void
void
         dconcm(long,double[]);
```

```
void
                            dconmc(long,double[]);
void
                            dcopy(long,double[],long,double[],long);
double
                           dcos1(double);
double
                            dcoshm(double);
double
                           dcospx(double);
void
                            dcov2(double*,long,long,long[],double,long*);
void
                            dcov3(double*,long,long,double[],double,double[],long*);
void
                            dcpdrv(double[],long,double[],long*);
                            dcpint(double[],long,double[],long*);
void
double
                            dcplte(double);
double
                            dcpltk(double):
double
                            dcpval(double[],long,double);
double
                           dcsevl(double,double[],long);
double
                            dcshmm(double);
double
                            dcspxx(double);
void
                            ddas1(double*,double[],double[],long*,void(*)(double*,double[],double[],double[],double[],long*,double*,
                                      [],long*,double[],long[],long[],double*,double[],long*,double*,double[],double[],long[],double[]);
                            ddasco(double*,long,long,double[],double[]);
void
void
                            ddasdb(long,long,double,double[],double[],long[],double[],long[],long,double[],double[]);
void
                            ddasf(double,double[],double[],double[],long,double,long,double[],long[]);
                            ddasgh(double,double,double*,double,double*,double);
void
                            ddasin(double,double,double[],double[],long,long,double*,double[]);
void
void
                            ddasj(long,long*,double*,double[],double[],double[],double[],double[],double[],double[],double[],
                                       void(*)(double*,double[],double[],double[],double[],long*,double*,long*,double[],long[]),long[],long*);
                            ddasls(void(*)(),long,double*,double[],double[],double,double*,double*,long*,long,long*,double[],long[],double*,double*,double*,long*,double*,long*,double*,long*,double*,long*,double*,long*,double*,long*,double*,long*,long*,double*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,
void
                                      long[],long);
                            ddaslv(long,long*,double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],d
void
                                      double*,long*,double[],long[]),long[],long[],double[]);
                            ddaslx(void(*)(),long,double*,double[],double[],double[],double[],double[],long*,double[],long,long[],long);
void
                            ddasnm(long,double[],double[],double[],long[]);
double
                            ddastp(double^*,double[],double[],long^*,void(*)(double^*,double[],double[],double[],long^*,double^*,double^*,double[],double[],long^*,double^*,double^*,double[],long^*,double^*,double^*,double[],long^*,double^*,double^*,double[],long^*,double^*,double^*,double[],long^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,double^*,
void
                                      long^*,double[],long[],double^*,double[],long^*,double^*,double[],double[],long[],
                                      double[],double[],double[],double[],double[],double[],long*);
void
                            ddaswt(long,long[],double[],double[],double[],double[],long[]);
                            ddot(long,double[],long,double[],long);
double
double
                            dei(double);
double
                            de1(double);
                           delefi(double,double*,double*,long*);
void
void
                            delpii(double,double,double*,long*);
                           derf(double);
double
                           derfc(double);
double
double
                            derfce(double);
void
                            derfsp(LOGICAL32*,double*,double*,double*,double*);
double
                           derf1(double);
double
                           derfc1(double);
double
                           derfe1(double);
double
                            derfe2(double);
double
                           derfi(double);
double
                            derfci(double);
double
                           derfix(double,long);
void
                            derm1(char*,long,long,char*,char*,double,byte);
void
                            derv1(char*,double,byte);
                           devbh(double*,long,long*,long*,long*,long[],double[]);
void
                            devun(double*,long,long,double[],double[],long[]);
void
                            devvun(double*,long,long,double[],double[],double*,long[],double[]);
void
void
                           dcdiv(double,double,double,double*,double*);
                            dfft(double[],double[]);
void
void
                            dfmin(double*,double*,long*,double);
double
                           dfrenc(double);
```

```
double
                         dfrenf(double);
double
                         dfreng(double);
double
                         dfrens(double);
double
                         dfren1(long,double);
double
                         dgam1(double);
void
                         dgami(double,double*,double*,long*);
void
                         dgamik(double,double,double,long);
void
                         dgamie(double*);
void
                         dgamib(void);
                         dgamma(double);
double
void
                         dgbfa(double*,long,long,long,long,long[],long*);
                         dgbsl(double*,long,long,long,long,long[],double[],long);
void
                        {\tt dgeco(double*,long,long[],double*,double[]);}
void
void
                         dged(double*,long,long,long[],double[]);
void
                         dgefa(double*,long,long,long[],long*);
void
                         dgefs(double*,long,long,long,long,long,long,long[],long*);
void
                         dgefsc(double*,long,long,double*,long,long,long[],double*,double[]);
void
                         dgei(double*,long,long,long[],double[]);
void
                         dgemv(byte,long,long,double,double*,long,double[],long,double,double[],long);
void
                         dgesl(double*,long,long,long[],double[],long);
void
                         dgesld(double*,long,long,long[],double[]);
void
                         dgeslt(double*,long,long,long[],double[]);
void
                         dgr17(double,double,double*);
                         dgr29(double,double,double*);
void
void
                         dherql(double*,double*,long,long,double[],double*,double*,double[],long*);
                         dhfti(double*,long,long,long,double*,long,long,double,long*,double[],double[],long[]);
void
double
                         dhint(double,long,long,double[],double[]);
void
                         dhtcc(long,long,long,long,double[],double*,double[],long,long);
void
                         dhtgen(long,long,long,long,double[],long,LOGICAL32,double*,double[],long,long,LOGICAL32);
                         dilup(double,double*,long,double[],double[],long,long*,long[],double[]);
void
                         \\ dilupm(long,double[],double*,long[],double[],double[],long[],long[],long[],double[]);
void
                         dilupmd(long,double[],double,long[],double[],double[],long[],long[],long[],double[]);
void
                         dimql(double*,long,long,double[],double[],long*);
void
void
                         dinits(double[],long,double,long*);
void
                         dint1(double,double,double*,double[],long[]);
void
                         dinta(double*,double[],long[]);
                        dintdl(double[]);
void
                         dintdu(void);
void
                         dintf(double*,double[],long[]);
void
                         dintm(long,double*,double[],long,long[]);
void
                         dintma(double*,double[],long[]);
void
void
                         dintns(long);
                         dinto(long,double[]);
void
void
                         dintop(long[],double[]);
double
                         dintsm(double);
void
                         diva(double[],double[],double[],long[],long,void(*)(double[],double[],double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)(double[],long[]),void(*)
                                  double[],double[],long[]),long,long,long,long,long[]);
void
                         \label{eq:divaded} \\ \text{divaa}(\text{double}[], \text{double}[], \text{long}[], \text{void}(*)(\text{double}[], \text{double}[], \text{double}[], \text{long}[]), \\ \text{void}(*)(\text{double}[], \text{double}[], \text{do
                                  double[],long[]));
                         divabu(double[],long[]);
void
                         divaco(long[],double[]);
void
                         divacr(double[],double[],long[]);
void
                         divahc(void);
void
                         divain(double[],double[],double[],long[]);
void
void
                         divaop(long[],double[]);
                         divapr(double[],double[],double[],long[]);
void
                         divadb(long,double[],double[],double[],long[],char*);
void
void
                         divag(double[],double[],long[],long*,long*,double[],double[]);
void
                         divset(long,long[],long,long,double[]);
```

```
void
                                               dv7dfl(long,long,double[]);
double
                                               dr7mdc(long);
double
                                               dl7svn(long,double[],double[]);
void
                                               dq7apl(long,long,long,double*,double[],long);
double
                                               dv2nrm(long,double[]);
double
                                               dd7tpr(long,double[],double[]);
void
                                               dd7upd(double[],double*,long[],long,long,long,long,long,long,long,double[]);
                                               dq7rad(long,long,long,double[],LOGICAL32,double[],double*,double[]);
void
void
                                               dparck(long,double[],long[],long,long,long,double[]);
void
                                               ds7lvm(long,double[],double[]);
void
                                               ds7lup(double[],double,long,double,double[],double[],double[],double[],double[]);
                                               dl7mst(double[],double[],long,long[],long*,long,double[],double[],double[],double[],double[]);\\
void
void
                                               dg7qts(double[],double[],double[],long*,double[],long,double[],double[]);
void
                                               dl7ivm(long,double[],double[]);
                                               dl7svx(long,double[],double[]);
double
void
                                               da7sst(long[],long,long,double[]);
void
                                               ditsum(double[],double[],long[],long,long,long,double[],double[]);
                                               dl7itv(long,double[],double[]);
void
void
                                               dl7sqr(long,double[],double[]);
void
                                               dl7srt(long,long,double[],double[],long*);
void
                                               dl7tvm(long,double[],double[]);
                                               dl7vml(long,double[],double[]);
void
                                               drldst(long,double[],double[]);
double
                                               dv2axy(long,double[],double,double[],double[]);
void
                                               dv7cpy(long,double[],double[]);
void
                                               dv7scl(long,double[],double,double[]);
void
                                               dv7scp(long,double[],double);
void
void
                                               djacg(long*,long,long,double[],double[],double[],double[],double[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[
void
                                               dlasum(double,long,double[],double*);
void
                                               dlesum(double,long,double[],double*);
                                               dlgama(double):
double
double
                                               drat1(double);
double
                                               dlnrel(double);
void
                                               dmatp(double*,long,long,long,char*);
void
                                               dmatpr(double*,long,long,long,long,long,long,long);
                                               dmess(long[],CHAR_INT,long[],double[]);
void
void
                                               void(*)(long,double[],double*,double[],LOGICAL32*),long,long,long,double*,long,double[],double[],double[],
                                                                 double[],double,long,long,long[],long,double[],long);
void
                                               void(*)(long,double[],double[],LOGICAL32*),long,long,long,double*,long,double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],do
                                                                 double[], double, long[], long*, double[], long, long*, long*, long*, double[], doub
                                                                 double[],double[],double*,double[],double[],double[],double[],double[],double[],double[]);
                                               dmlc03(long,long,long,double*,long,double[],double[],long[],long*,long*,double[],double[],double,double[],double[]);
void
void
                                               dmlc04(long,long,double*,long,double[],double[],double[],double[],long*,double[],long*,double[],long*,double[],
                                                                 double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],dou
                                                                 double[],double[],double[]);
void
                                               void(*)(long,double[],double[],LOGICAL32*),long,long,double*,long,double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[
                                                                 double[],double,long[],long*,double[],long,long,long,long,long*,double[],double[],double[],
                                                                 double[],double,double*,double,long,long,long*,long*,long*,long,double[],double*,double[],
                                                                 double[],double[],double[],double[],double*,long*,LOGICAL32*,double[]);
                                               dmlc06(long.long.double*.long.double[].double[].double[].double[],long*.double[].double[].double[].
void
                                                                 double[],double[],double[],double[],double[],double,double,double*,double*,long,long*,long,long*,
                                                                 double[],double[],double[],double[]);
                                               dmlc07(long,long,double*,long,long[],long*,double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],dou
void
                                                                 double*,long,long,double[],double[],double[],double[]);
                                               dmlc08(long,long,double*,long,long[],long*,double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],doubl
void
                                                                 double*,long,long,double[],double[]);
                                               void(*)(long,double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double
void
                                                                 double,double,double*,double*,long*,long,double[],double[],double[],long*,double[]);
void
                                               dmlc10(long,long,double*,long,long[],long*,double[],double[],double[],double[],double[],double[],double[]);
```

```
void
                                    dmlc11(long,long,double*,long,double[],double[],double[],double[],long[],long*,long*,long*,double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],
                                                  double[],double,double,long);
void
                                    dmlc12(long,long,double*,long,long[],long*,double[],double[],double,long,double[],double[]);
                                    dmlc13(long,long,double*,long,double[],double[],double[],long[],long,double[],double,double*,long);
void
void
                                    dmlc14(long,long,double*,long,long[],long*,double[],double[],double,long);
void
                                    dmlc15(long,long,double[],double[],long[],long*,long*,double[],double[],double[],double*);
void
                                    dmlc16(long,long,double*,long,long[],long,double[],double[],double[],double[],double[],double[],double*,long,
                                                  double*,double[],double[]);
void
                                    dmlc17(long,long,double[],double[],double[],double[],double,double*);
                                    dmlc18(long,long,double*,long,long[],double[],double*,double*,double*,long,long*,long,long*);
void
void
                                    dmlc19(long,double[],long,double[],double[],double[],double[],double[],double[],
                                    void(*)(long,double[],double[],double[],long*,double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],double[],
void
                                                  long*,double[]);
void
                                    dmlc21(long,LOGICAL32,long,long,long,double,double,double[],double[],double[],double[],double[],double[],
void
                                    dmpdrv(double[],long,double[],long*);
void
                                    dmpint(double[],long,double[],long*);
double
                                    dmpval(double],long,double);
                                    dnlafb(long,long,double[],double[][2],void(*)(long,long,double[],long*,double[]),long[],long,long,double[]);
void
void
                                    dnlafu(long,long,double[],void(*)(long,long,double[],long*,double[]),long[],long,long,double[]);
void
                                    dnlagb(long,long,double[],double[][2],void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,
                                                  long*,double[]),long[],long,long,double[]);
void
                                    dnlagu(long,long,double[],void(*)(long,long,double[],long*,double[]),void(*)(long,long,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[],long*,double[
                                                  double[]),long[],long,long,double[]);
                                    dnlsfb(long,long,long,double[],double[],double[],double[],void(*)(long,long,long,double[],long*,double[]),\\
void
                                                  long*,long,long[],long,long,double[]);
                                    dnlsfu(long,long,long,double[],double[],double[],void(*)(long,long,long,double[],long*,double[]),long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long,double[],long*,long*,long,double[],long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*
void
                                                  long[],long,long,double[]);
void
                                    dnlsgb(long,long,long,double[],double[],double[],double[],void(*)(long,long,long,double[],long*,double[]),
                                                  void(*)(long,long,long,double[],long*,double[]),long*,long,long[],long,long,double[]);
                                    void
                                                  long,long,double[],long*,double[]),long*,long,long[],long,long,double[]);
                                    void(*)(long,double[],double[],double*,long*),long,double[],double[],double,long[],double[],long);
void
                                    void(*)(long,double[],double*,long*,long*,long,double[],double[],double,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long
void
                                                  LOGICAL32,long,LOGICAL32,long,long,double,double,LOGICAL32,double*,double[],double[],
                                                  double[],double[],double[],double[],double[]);
                                    void(*)(long,double[],double*,long*),long,double[],double*,long,long*,long,long,double,
void
                                                  double[],double[]);
                                    dnqaq(long,long,double*,long,double[],double[]);
void
                                    dnqdog(long,double[],long,double[],double[],double[],double[],LOGICAL32*,double[],double[],LOGICAL32,double[]);\\
void
                                    dnqqfm(long,long,double*,long,double[]);
void
                                    dnqqrf(long,long,double*,long,LOGICAL32,long[],long,double[],double[],double[]);
void
void
                                    dnqupd(long,long,double[],long,double[],double[],double[],LOGICAL32*);
                                    dnrm2(long,double[],long);
double
                                    dpfit(long,double[],double[],double[],long,LOGICAL32,LOGICAL32,LOGICAL32,double[],long*,double*);
void
void
                                    dplot(double,double,double[],long,double[],double[],STRING);
                                    dplota(long);
void
                                    dplote(long,double[],STRING);
void
                                    dplotf(long,double[],double[]);
void
void
                                    dplotn(double,long,double[]);
                                    dplott(long,double[]):
void
                                    dplotr(double[],long,long,long);
void
                                    dplot0(void);
void
                                    dplot1(void);
void
                                    dplot2(double,double,double);
void
                                    dplot4(double,double,char*,char*);
void
                                    dplot5(double,double,double,double);
void
                                    dplot6(double,double,double,double);
void
void
                                    dplot7(long*,long[],double[]);
void
                                    dplot8(double,double,double,double,double,long,double);
```

```
void
               dplot9(void);
void
               dplotl(long,double[],double[]);
void
               dplots(double[],long);
               dpolz(double[],long,double[],double*,long*);
void
void
               dpolz2(double[],double[]);
double
               dppnml(double,double,double);
double
               dpquad(long,long,double[],double*,double,double);
               dprpl(double,byte,byte[],long,double,double,LOGICAL32);
void
               dprpl1(double[],double[],long,char*,char*,char*,long,long,byte[],long*);
void
void
               dprpl2(double*,long,long,long[],long[],long[],byte[],char*,char*,char*,long,long,byte[],long*);
               dprpl3(double,double,double,double,double*,double*,double*,double*,long*,long*,long*,long*,long*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*,char*
void
                     long,long,byte[],long*);
void
               dprpl4(double,double*,double*,long*,long*,byte[6],long*,long*);
void
               dprpl5(double,double,long,byte[6],long,long,long,long,byte[]);
void
               dprtsv(double*,long,long,long,CHAR_INT,long,long,long);
double
               dpsi(double);
void
               dpsik(double,double,long);
               dpsie(double*,long*);
void
void
               dpsib(void);
double
               dpval(long,long,double[],double*,double,long);
void
               dq7rfh(long*,long|],long,long,long,long,double*,double[],long,double[]);
void
               ds7cpr(double[],long[],long,long);
void
               dv7prm(long,long[],double[]);
               dv7swp(long,double[],double[]);
void
void
               dqrbd(long*,double[],double[],long,double*,long,long,double*,long,long);
               drane(double);
double
               drang(void);
double
void
               drangv(double*,long,long,double[],double[],LOGICAL32*,long*);
double
               dranr(double);
double
               dranu(void);
               drcomp(double,double);
double
void
               drcval(double,double*,long*);
void
               drdval(double,double,double*,long*);
double
               drexp(double);
               drft(double[],byte,long[],long,long*,double[]);
void
void
               drft1(double[],byte,long,long*,double[]);
void
               drfval(double,double,double*,long*);
void
               drfvlx(double.double.double.double*):
void
               drival(double,double,double,double*,long*);
               drlog(double);
double
               drlog1(double);
double
double
               drlog2(double);
void
               drn2g(double[],double*,long[],long,long,long,long*,long*,long*,long,double[],double[],double[],double[]);
               dg7lit(double[],double[],long[],long,long,long,double[],double[],double[]);
void
void
               dn2lrd(double*,long[],double[],long,long,long,long,long,double[],double[],double[]);
void
               dc7vfn(long[],double[],long,long,long,long,long,double[]);
               df7hes(double[],double[],long*,long[],long,long,long,double[],double[]);
void
               dn2cvp(long[],long,long,long,double[]);
void
               dn2rdp(long[],long,long,double[]);
void
               do7prd(long,long,long,double[],double[],double*,double*);
void
               dl7nvr(long,double[],double[]);
void
void
               dl7tsq(long,double[],double[]);
               drn2gb(double[][2],double[],double[],double[],double[],double[],double[],double[],double[]];\\
void
               dg7itb(double[][2],double[],double[],long[],long,long,long,double[],double[]);
void
               dr7tvm(long,long,double[],double[],double*,double[]);
void
void
               df7dhb(double[][2],double[],double[],long*,long,long,long,long,double[],double[]);
               dh2rfg(double,double,double*,double*,double*);
double
void
               dh2rfa(long,double[],double[],double,double,double);
void
               dg7qsb(double[][2],double[],double[],double[],long[],long[],long[],long[],long*,double[],long,long*,long*,long,double*,
```

```
double[],double[],double[],double[],double[]);
void
                   dl7msb(double[][2],double[],double[],long,long[],long[],long[],long*,double[],long,long*,long,long*,long,double[],long,long*,long,long*,long,long*,long,long*,long,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,long*,lon
                           double[],double[],double[],double[],double[],double[],double[]);
                   ds7bqn(double[][2],double[],double[],long[],long[],long[],long*,double[],long,long*,long*,double[],
void
                           double[],double[],double[],double[],double[]);
void
                   dq7rsh(long,long,LOGICAL32,double[],double[],double[]);
                   dv7vmp(long,double[],double[],double[],long);
void
void
                   dv7ipr(long,long[],double[]);
void
                   dv7shf(long,long,double[]);
                   ds7ipr(long,long[],double[]);
void
void
                   dd7mlp(long,double[],double[],double[],long);
                   ds7dmp(long,double[],double[],double[],long);
void
                   void
                   drnsgb(double*,double[]], double[]], double*,long[][2], long[], long, 
void
                           double[],double[]);
void
                   drot(long,double[],long,double[],long,double,double);
void
                   drotg(double*,double*,double*,double*);
void
                   drotm(long,double[],long,double[]);
                   drotmg(double*,double*,double,double[]);
void
void
                   dsbasd(long,long,double[],double,long,double[]);
void
                   dsbasi(long,long,double[],double,double,long*,long*,double[]);
void
                   dscal(long,double,double[],long);
void
                   dsdif(long,long,double[],double[],long,double*);
                   dsdot(long,float[],long,float[],long);
double
void
                   dsfind(double[],long,long,double,long*,long*);
                   dsfit(double[],double[],double[],long,long,long,double[],double[],double*,long*,long,double*);
void
                   dsfitc(byte[][5],double[],double[],double[],long,long,double[],double[],double*,long[],long[],double[]);
void
double
                   dsi(double);
double
                   dsin1(double);
double
                   dsinhm(double);
double
                   dsinpx(double);
double
                   dsnpxx(double);
void
                   dsort(double[],long,long);
void
                   dsortp(double[],long,long,long[]);
                   dsortq(double[],long,long,long[]);
void
                   dspge(long,long[],long[],double[],double[]);\\
void
                   dsquad(long,long,double[],double[],double,double);
double
void
                   dstat1(double[],long,double[],long[],long,double,double);
                   dstat2(double[],long[],long,double,double);
void
                   dstop(long,long,double[],double[],double*,long*,double[],double*);
void
                   dsva(double*,long,long,long,long,double[],double[],long[],CHAR_INT,long,double[],double[]);
void
double
                   dsval(long,long,double[],double[],double,long);
                   dsvala(long,long,double[],long,double*,double,double[]);
void
void
                   dsvdrs(double*,long,long,long,double*,long,long,double[],double[]);
                   dswap(long,double[],long,double[],long);
void
                   dsymql(double*,long,long,double[],double[],long*);
void
                   dtcst(double[],char*,char*,long[],long,long*,double[]);
void
void
                   dtgc0(double[][3],double*,LOGICAL32,double[]);
                   dtgc1(LOGICAL32,double[][3],double*,LOGICAL32,double[]);
void
                   dtgext(double[],double[],double[],double[],[2],long[],long[],[4],long,long,double[],long,long,double*,\\
void
                           LOGICAL32,double[]);
                   dtgqs(double[],long[],double[],double[],double[][3]);
void
                   void
                           LOGICAL 32, double[], long*, double[]);\\
                   dtgfnd(double[],double[],long[],long,double[],long*,long[],double[][3],long*);
void
                   dtggrd(double[],double[],long,long[],double[],long[],long,long[][4],long,long*,long[]);
void
                   dtgupd(long,long,long[],long[],long,long);
void
double
                   dtgang(double,double,double);
void
                   dtgadj(long,long,double[],double[],long,long[],long,long[][4],long,long,LOGICAL32*);
```

```
dtgpd(double[],double[],double[],long,long[],long,long[]);
void
void
            dtgmor(double[],double[],double[],long,long[],double[][21]);
void
            dtgls(double[][21],long,long,LOGICAL32*,long,double*,double*);
            dtgprg(double[],double[],long,long[],long[][4],long,long);
void
void
            dtgrec(double[],double[],double[]],double[][,double[]],long,long[],long,long[][4],long,double[],long,long,double[]],long,long,double[],long,long,double[]],long,long,double[]],long,long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long,long[][4],long[][4],long[][4],long[][4],long[][4],long[][4],long[][4],long[][4],long[][4],long[][4],long
                  double*,long,long,long,LOGICAL32,double*);
void
            dtgset(long,long,long,long,long,long,long,long);
void
            dtgget(long,long[],long[]);
void
            dtgput(long,long[],long[],long);
            dtgsiz(long,long*);
void
void
            dtrc2c(double[],long,double[],double[]);
            dusetn(long,long,long);
void
void
            dugetn(long*,long*,long*,long*,long*);
void
            duset(double,long,double[]);
void
            dupro(double[],double[]);
void
            duquo(double[],double[]);
void
            dusum(double[],double[]);
            dudif(double[],double[]);
void
void
            dusum1(double,double[],double[]);
void
            dudif1(double,double[],double[]);
void
            dupro1(double,double[],double[]);
void
            duquo1(double,double[],double[]);
void
            dusqrt(double[],double[]);
            duexp(double[],double[]);
void
void
            dulog(double[],double[]);
void
            dupwri(long,double[],double[]);
void
            dusin(double[],double[]);
void
            ducos(double[],double[]);
void
            dusinh(double[],double[]);
            ducosh(double[],double[]);
void
void
            duatan(double[],double[]);
void
            duatn2(double[],double[]);
void
            duasin(double[],double[]);
void
            duacos(double[],double[]);
void
            duacs(LOGICAL32,double[],double[]);
void
            dutan(double[],double[]);
            dutanh(double[],double[]);
void
            {\tt durev(double*,double*,long,double*,long[],double*)};
void
void
            dvecp(double[],long,char*);
            dvecpr(double[],long,char*,long,long,long);
void
void
            dwatan(long,double[],double[]);
void
            dwasin(long,double[],double[]);
            dwacos(long,double[],double[]);
void
void
            dwacsi(long,double[],double[],LOGICAL32);
void
            dwatn2(long,double[],double[]);
void
            dwsum(long,double[],double[]);
void
            dwdif(long,double[],double[]);
void
            dwsqrt(long,double[],double[]);
void
            dwexp(long,double[],double[]);
            dwsin(long,double[],double[]);
void
void
            dwcos(long,double[],double[]);
            dwtan(long,double[],double[]);
void
            dwsinh(long,double[],double[]);
void
            dwcosh(long,double[],double[]);
void
void
            dwtanh(long,double[],double[]);
            dwset(long,double,double,double[]);
void
            dwsum1(long,double,double[],double[]);
void
void
            dwdif1(long,double,double[],double[]);
void
            dwpro1(long,double,double[],double[]);
```

```
void
                            dwquo1(long,double,double[],double[]);
void
                            dwlog(long,double[],double[]);
void
                            dwpwri(long,long,double[],double[]);
                            dwchn(long,double[],double[]);
void
void
                            dwrchn(long,double[],double[]);
void
                            dwpro(long,double[],double[]);
void
                            dwquo(long,double[],double[]);
void
                            dpascl(long,double[]);
double
                            dxparg(long);
void
                            dxrk8(double[],double[],double[],double[],double[]);
                            dxrk8a(double[],double[],double[],double[],double[]);\\
void
                            dxrk8i(double,double[],long[],double[]);
void
void
                            dxrk8n(long[],double[],double[],double[],double[],double[]);
double
                            dxrk8x(double,double,double);
                            dxrk8f(double*,double[],double[],long[]);
void
void
                            dxrk8g(double[],double[],double[],long[]);
                            dxrk8o(double[],double[],long[],double[]);
void
double
                            dzabs(double[]);
void
                            dzero(double*,double*,double*,double*,long*,double);
void
                            erfin(void);
void
                            ermor(char*,byte);
void
                            ermsg(char*,long,long,char*,byte);
void
                            ermset(long);
                            void(*)(long,long,long,long*),long,long[],long,long*);
void
void
                            long(*)(long,long),long,long[]);
                            i7copy(long,long[],long[]);
void
                            i7pnvr(long,long[],long[]);
void
void
                            i7shft(long,long,long[]);
long
                            idamax(long,double[],long);
                            idranp(double);
long
                            idsm(long,long,long,long[],long[],long[],long*,long*,long*,long[],long[],long[],long[]);
void
                            i7rtdt(long,long,long[],long[],long[]);
void
void
                            is7etr(long,long,long[],long[],long[],long[]);
void
                           id7egr(long,long[],long[],long[],long[],long[],long[],long[]);
                            m7slo(long,long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],lon
void
                            m7seq(long,long[],long[],long[],long[],long[],long[],long[],long[],long[]);
void
                            i7do(long,long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[],long[]);\\
void
void
                            n7msrt(long,long,long[],long,long[],long[]);
                            idsta1(long[],long,long[],double[],long[],long,long);
void
                            idsta2(long[],\!double[],\!long[],\!long,\!long);
void
                            ierm1(char*,long,long,char*,char*,long,byte);
void
void
                            ierv1(char*,long,byte);
void
                            imatp(long*,long,long,long,char*);
                            imatpr(long*,long,long,long,long);
void
void
                            long(*)(long,long),long,long[],long*);
void
                            void(*)(long,long,long,long*),long,long[],long*);
                            isamax(long,float[],long);
long
void
                            isort(long[],long,long);
void
                            isortp(long[],long,long,long[]);
                            isortq(long[],long,long,long[]);
void
long
                            isranp(float):
                            issta1(long[],long,long[],float[],long[],long,long);
void
void
                            issta2(long[],float[],long[],long,long);
void
                            ivecp(long[],long,char*);
void
                            ivecpr(long[],long,char*,long,long);
LOGICAL32
                           lsame(byte,byte);
                            mess(long[],CHAR_INT,long[]);
void
void
                            messfd(long[]);
void
                            messfi(void);
```

```
messmh(CHAR_INT); void messpr(void);
void
void
        messft(long[],char*);
void
        optchk(long[],long[],char*);
        pvec(long[],long);
void
void
        ran1(void);
void
        ran0(void);
void
        ranput(long[]);
void
        rn1(void);
void
        ransiz(long*);
void
        rnput(long[]);
        ranget(long[]);
void
void
        rn2(long*);
        sranua(float[],long);
void
void
        dranua(double[],long);
void
        sranus(float[],long,float,float);
void
        dranus(double[],long,double,double);
void
        ranmod(void);
        saccum(float*,long,long,float*,long,long,long*,long,long*);
void
float
       sasinh(float);
float
       sacosh(float);
float
       satanh(float);
float
       sactnh(float);
float
       sacsch(float);
       sasech(float);
float
float
       shyps(float);
float
       shypc(float);
       shyph(float);
float
float
       shyper(float,float);
float
        sasum(long,float[],long);
void
        saxpy(long,float,float[],long,float[],long);
        sbacc(float*,long,long,long*,long,long,long*,long*);
void
float
       sbesi0(float);
float
       sbesi1(float);
void
        sbesjn(float,float,long,float[]);
void
        sbespq(float,float,float*,float*);
       sbesy0(float);
float
        sbesy1(float):
float
        sbesyn(float,float,long,float[]);
void
void
        sbi0k0(float,float*,float*,long,long*);
        sbi1k1(float,float*,float*,long,long*);
void
       sbinom(long,long);
float
        sblse(float*,long,long,long,long,float[],float[][2],float,long,float,long*,float[],float*,long*,float[],
void
            float[],float[],float[],float[],float[],float[],float[],float[],float[],float[]);
void
        sbmp0(float,float*,float*);
void
       sbmp1(float,float*,float*);
void
       sbsol(long,float*,long,long,long,long,float[],long,float*,long*);
void
        sc2bas(float,long,long,LOGICAL32*,float[],long,float[]);
void
        sc2fit(float[],float[],float[],long,float[],long,float*,long,float[],float[],float*,long*);
float
       scabs(float[]);
void
        scdchi(float,float,float*,float*,long*);
        scdnml(float,float,float);
float
void
        scdpoi(long,float,float*,float*,long*);
        scft(float[\,], char^*, long[\,], long, long^*, float[\,]);
void
void
        schol(float*,long,long,float[],float*,float,long*);
        sci(float);
float
float
        scin(float);
float
       scii(LOGICAL32,float);
void
        sckder(long*,long,long,float[],float[],float*,long,float*,long*,long*,float*);
void
        scomqr(long,long,long,long,float*,float*,float[],long*);
```

```
void
                                    sconcm(long,float[]);
void
                                    sconmc(long,float[]);
void
                                    scopy(long,float[],long,float[],long);
float
                                   scos1(float);
float
                                   scoshm(float);
float
                                   scospx(float);
void
                                    scov2(float*,long,long,long[],float,long*);
void
                                     scov3(float*,long,long,float[],float,float[],long*);
void
                                    scpdrv(float[],long,float[],long*);
                                    scpint(float[],long,float[],long*);
void
float
                                    scplte(float);
float
                                    scpltk(float);
float
                                    scpval(float[],long,float);
float
                                    scsevl(float,float[],long);
float
                                    scshmm(float);
float
                                    scspxx(float);
void
                                     sdas1(float*,float[],float[],long,long*,void(*)(float*,float[],float[],float[],float[],long*,float*,long*,
                                                      float[],long[],long[],float*,float[],long*,float*,float[],float[],float[],float[]);
                                    sdasco(float*,long,long,float[],float[]);
void
void
                                    sdasdb(long,long,float,float[],float[],float[],float[],long[],long,float[],float[]);
                                    sdasf(float,float[],float[],float[],float[],long,float,long,float[],long[]);\\
void
                                    sdasgh(float,float,float*,float*,float*,float);
void
void
                                    sdasin(float,float[],float[],long,long,float*,float[]);
                                    sdasj(long,long^*,float^*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],fl
void
                                                      float[],float[],float[],float[],long*,float*,long*,float[],long[]),long[],long*);
void
                                    sdasls(void(*)(),long,float*,float[],float[],float,float,float*,float*,long*,long,long*,float[],long,long[],long);
void
                                    sdaslv(long,long^*,float^*,float[],float[],float[],void(*)(float^*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],f
                                                      long*,float[],long[]),long[],float[]);
void
                                     \operatorname{sdaslx}(\operatorname{void}(*)(), \operatorname{long}, \operatorname{float}(), \operatorname{float
                                    sdasnm(long,float[],float[],float[],long[]);
float
                                    sdastp(float*,float[],float[],long,long*,void(*)(float*,float[],float[],float[],float[],long*,float*,long*,
void
                                                      float[],long[]),long[],float*,float[],long*,float*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],f
                                                      float[],float[],float[],long*);
                                     sdaswt(long,long[],float[],float[],float[],float[],float[],long[]);
void
float
                                    sdot(long,float[],long,float[],long);
float
                                    sdsdot(long,float,float[],long,float[],long);
float
                                    sei(float);
float
                                    se1(float):
void
                                    selefi(float,float,float*,float*,long*);
                                    selpii(float,float,float*,long*);
void
float
                                   serf(float);
float
                                   serfc(float);
float
                                   serfce(float);
                                    serfsp(LOGICAL32*,float*,float*,float*,float*);
void
float
                                   serf1(float);
float
                                   serfc1(float);
float
                                   serfe1(float);
float
                                   serfe2(float);
float
                                   serfi(float);
                                   serfci(float):
float
float
                                    serfix(float,long);
                                    serm1(char*,long,long,char*,char*,float,byte);
void
                                   serv1(char*,float,byte);
void
void
                                   sevbh(float*,long,long,long*,long*,long[],float[]);
                                    sevun(float*,long,long,float[],float[],long[]);
void
                                    sevvun(float*,long,long,float[],float[],float*,long[],float[]);
void
                                    scdiv(float,float,float,float*,float*);
void
void
                                    sfft(float[],float[]);
void
                                   sfmin(float*,float*,long*,float);
```

```
sfrenc(float);
float
float
                   sfrenf(float);
float
                   sfreng(float);
float
                   sfrens(float);
float
                   sfren1(long,float);
float
                   sgam1(float);
void
                   sgami(float,float,float*,float*,long*);
void
                   sgamik(float,float,float,long);
void
                   sgamie(float*);
void
                   sgamib(void);
float
                   sgamma(float):
void
                    sgbfa(float*,long,long,long,long,long[],long*);
void
                    sgbsl(float*,long,long,long,long,long[],float[],long);
void
                    sgeco(float*,long,long,long[],float*,float[]);
void
                    sged(float*,long,long[],float[]);
void
                    sgefa(float*,long,long,long[],long*);
void
                    sgefs(float*,long,long,float*,long,long,long[],long*);
                   sgefsc(float*,long,long,float*,long,long,long[],float*,float[]);
void
                   sgei(float*,long,long[],float[]);\\
void
void
                   sgemv(byte,long,long,float,float*,long,float[],long,float,float[],long);
void
                   sgesl(float*,long,long,long[],float[],long);
                   sgesld(float*,long,long,long[],float[]);
void
void
                   sgeslt(float*,long,long,long[],float[]);
                   sgr17(float,float,float*);
void
void
                   sgr29(float,float,float*);
                   sherql(float*,float*,long,long,float[],float*,float*,float[],long*);
void
                   shfti(float*,long,long,long,float*,long,float,long*,float[],float[],long[]);
void
float
                   shint(float,long,long,float[],float[]);
void
                    shtcc(long,long,long,long,float[],float*,float[],long,long);
void
                    shtgen(long,long,long,long,float[],long,LOGICAL32,float*,float[],long,long,LOGICAL32);
                    silup(float,float*,long,float[],float[],long,long*,long[],float[]);
void
void
                    silupm(long,float[],float*,long[],float[],float[],long[],long[],long[],float[]);
void
                    silupmd(long,float[],float,long[],float[],float[],long[],long[],long[],float[]);
void
                    simql(float*,long,long,float[],float[],long*);
                    sinits(float[],long,float,long*);
void
void
                    sint1(float,float,float*,float[],long[]);
                   sinta(float*,float[],long[]);
void
                   sintdl(float[]);
void
void
                   sintdu(void);
                   sintf(float*,float[],long[]);
void
                   sintm(long,float*,float[],long,long[]);
void
void
                   sintma(float*,float[],long[]);
void
                   sintns(long);
                   sinto(long,float[]);
void
void
                   sintop(long[],float[]);
float
                   sintsm(float);
void
                   siva(float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[]
                             float[],long[]),long,long,long,long,long[]);
                    sivaa(float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[
void
                   sivabu(float[],long[]);
void
                   sivaco(long[],float[]);
void
void
                   sivacr(float[],float[],long[],float[],long[]);
                   sivahc(void);
void
                   sivain(float[],float[],float[],long[]);
void
                    sivaop(long[],float[]);
void
void
                    sivapr(float[],float[],float[],long[]);
                   sivadb(long,float[],float[],float[],long[],char*);
void
                   sivag(float[],float[],float[],long[],long*,long*,float[],float[]);\\
void
void
                   sivset(long,long[],long,long,float[]);
```

```
void
                                                     sv7dfl(long,long,float[]);
float
                                                     sr7mdc(long);
                                                     sl7svn(long,float[],float[]);
float
void
                                                     sq7apl(long,long,long,float*,float[],long);
float
                                                     sv2nrm(long,float[]);
float
                                                     sd7tpr(long,float[],float[]);
void
                                                      sd7upd(float[],float*,long[],long,long,long,long,long,long,long,float[]);
void
                                                      sq7rad(long,long,long,float[],LOGICAL32,float[],float*,float[]);
void
                                                      sparck(long,float[],long[],long,long,long,float[]);
                                                     ss7lvm(long,float[],float[]);
void
void
                                                      ss7lup(float[],float,long,float,float[],float[],float[],float[],float*,float[]);
void
                                                     sl7mst(float[],float[],long,long[],long*,long,float[],float[],float[],float[],float[]);
void
                                                      sg7qts(float[],float[],float[],long*,float[],long,float[],float[]);
void
                                                     sl7ivm(long,float[],float[]);
float
                                                     sl7svx(long,float[],float[]);
void
                                                     sa7sst(long[],long,long,float[]);
void
                                                     sitsum(float[],float[],long[],long,long,long,float[],float[]);
                                                     sl7itv(long,float[],float[]);
void
void
                                                     sl7sqr(long,float[],float[]);
void
                                                     sl7srt(long,long,float[],float[],long*);
void
                                                     sl7tvm(long,float[],float[]);
                                                     sl7vml(long,float[],float[]);
void
float
                                                    srldst(long,float[],float[]);
                                                     sv2axy(long,float[],float,float[]);
void
void
                                                     sv7cpy(long,float[],float[]);
                                                     sv7scl(long,float[\,],float,float[\,]);\\
void
                                                     sv7scp(long,float[],float);
void
void
                                                     sjacg(long*,long,long,float[],float[],float[],float[],float[],long[],float[],long,long[],long);
void
                                                     slasum(float,long,float[],float*);
                                                     slesum(float,long,float[],float*);
 void
float
                                                     slgama(float);
float
                                                     srat1(float);
                                                     slnrel(float);
float
void
                                                      smatp(float*,long,long,long,char*);
void
                                                     smatpr(float*,long,long,long,char*,long,long,long);
void
                                                     smess(long[],CHAR_INT,long[],float[]);
                                                      void(*)(long,float[],float*,float[],LOGICAL32*),long,long,float*,long,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],flo
void
                                                                                float,long,long,long[],long,float[],long);
                                                      void(*)(long,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[]
void
                                                                                float,long[],long*,float[],long,long,long*,long*,long*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[]
                                                                                float*,float[],float[],float[],float[],float[],float[]);
                                                      smlc03(long,long,long,float*,long,float[],float[],long*,long*,float[],float[],float[],float[]);
void
 void
                                                     smlc04(long,long,float^*,long,float[],float[],float[],float[],long[],long^*,float[],long^*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],f
                                                                                \verb|float[], \verb|float[]
                                                                                float[],float[]);
void
                                                      void(*)(long,float[],float[],float[],LOGICAL32*),long,long,float*,long,float[],float[],float[],float[],float[]
                                                                                float,long[],long*,float[],long,long,long,long,long*,float[],float[],float[],float[],float,float*,
                                                                                float,long,long,long*,long*,long*,long,float[],float*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],
                                                                                float[],float*,long*,LOGICAL32*,float[]);
                                                     smlc06(long,long,float^*,long,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[
void
                                                                                float[],float[],float[],float[],float,float,float*,float*,long,long*,long*,float[],float[],
                                                                                float[],float[]);
void
                                                    smlc07(long,long,float*,long,long[],long*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],floa
                                                                              long,float[],float[],float[],float[]);
                                                     smlc08(long,long,float^*,long,long[],long^*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],
void
                                                                              long,float[],float[]);
                                                      void(*)(long,float[],float*,float[],LOGICAL32*),long,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],floa
void
                                                                                float,float*,float*,long*,long,float[],float[],float[],long*,float[]);
void
                                                     smlc10(long,long,float^*,long,long[],long^*,float[],float[],float[],float[],float[],float[]);
```

```
smlc11(long,long,float^*,long,float[],float[],float[],float[],long[],long^*,long^*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],f
void
                                                      float, long);
void
                                     smlc12(long,long,float*,long,long[],long*,float[],float[],float,long,float[],float[]);
                                     smlc13(long,long,float*,long,float[],float[],float[],float[],long[],long,float[],float,float*,long);
void
void
                                    smlc14(long,long,float*,long,long[],long*,float[],float[],float,long);
void
                                    smlc15(long,long,float[],float[],float[],long[],long*,long*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],
void
                                    smlc16(long,long,float^*,long,long[],long,float[],float[],float[],float[],float[],float[],float[],float^*,long,float^*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float
                                                      float[],float[]);
void
                                     smlc17(long,long,float[],float[],float[],float[],float*);
void
                                    smlc18(long,long,float*,long,long[],float[],float[],float*,float*,long,long*,long,long*);
void
                                     smlc19(long,float[],long,float[],float[],float[],float[],float[],float*);
                                     void(*)(long,float[],float*,float[],LOGICAL32*),long,float[],float,float[],float[],float[],long*,long*,float[]);
void
void
                                     smlc21(long,LOGICAL32,long,long,long,float,float,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float
void
                                    smpdrv(float[],long,float[],long*);
void
                                    smpint(float[],long,float[],long*);
float
                                    smpval(float[],long,float);
void
                                    snlafb(long,long,float[],float[][2],void(*)(long,long,float[],long*,float[]),long[],long,long,float[]);
                                    snlafu(long,long,float[],void(*)(long,long,float[],long*,float[]),long[],long,long,float[]);
void
void
                                    snlagb(long,long,float[],float[][2],void(*)(long,long,float[],long*,float[]),void(*)(long,long,float[],long*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[]
                                                      float[]),long[],long,long,float[]);
void
                                    snlagu(long,long,float[],void(*)(long,long,float[],long*,float[]),void(*)(long,long,float[],long*,float[]),
                                                      long[],long,long,float[]);
                                     snlsfb(long,long,long,float[],float[],float[],float[],void(*)(long,long,long,float[],long*,float[]),long*,
void
                                                      long,long[],long,long,float[]);
void
                                    snlsfu(long,long,long,float[],float[],float[],void(*)(long,long,float[],long*,float[]),long*,float[],long*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],f
                                                      long,long,float[]);
                                    snlsgb(long,long,long,float[],float[],float[],float[],void(*)(long,long,long,float[],long*,float[]),
void
                                                      void(*)(long,long,long,float[],long*,float[]),long*,long,long[],long,long,float[]);
void
                                     snlsgu(long,long,long,float[],float[],float[],void(*)(long,long,float[],long*,float[]),void(*)(long,long,float[],float[])
                                                      long,float[],long*,float[]),long*,long,long[],long,long,float[]);
                                     void(*)(long,float[],float[],float*,long*),long,float[],float[],float,long[],float[],long);
void
void
                                     void(*)(long,float[],float[],float*,long*),long,float[],float[],float,long*,long*,long*,long*,long,LOGICAL32,
                                                      long,LOGICAL32,long,long,float,float,LOGICAL32,float*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],
                                                      float[],float[],float[],float*,float[]);
                                     void(*)(long,float[],float[],float*,long*),long,float[],float[],float*,long,long*,long,float,float[]);\\
void
                                     snqaq(long,long,float*,long,float[],float[]);
void
                                     snqdog(long,float[],long,float[],float[],float,float[],LOGICAL32*,float[],float[],LOGICAL32,float[]);
void
                                     snqqfm(long,long,float*,long,float[]);
void
                                     snqqrf(long,long,float*,long,LOGICAL32,long[],long,float[],float[]);\\
void
                                     snqupd(long,long,float[],long,float[],float[],LOGICAL32*);
void
                                    snrm2(long,float[],long);
float
                                     spfit(long,float[],float[],float[],long,LOGICAL32,LOGICAL32,LOGICAL32,float[],long*,float*,float*);
void
void
                                     splot(float,float,float[],long,float[],float[],STRING);
void
                                    splota(long);
void
                                    splote(long,float[],STRING);
void
                                    splotf(long,float[],float[]);
void
                                    splotn(float,long,float[]);
void
                                    splott(long,float[]);
                                    splotr(float[],long,long,long);
void
                                    splot0(void);
void
                                    splot1(void):
void
void
                                    splot2(float,float,float,float);
                                    splot4(float,float,char*,char*);
void
                                    splot5(float,float,float,float);
void
                                     splot6(float,float,float,float,float);
void
void
                                     splot7(long*,long[],float[]);
                                    splot8(float,float,float,float,float,float,long,float);
void
void
                                    splot9(void):
void
                                    splotl(long,float[],float[]);
```

```
void
                  splots(float[],long);
void
                  spolz(float[],long,float[],float*,long*);
void
                  spolz2(float[],float[]);
                 sppnml(float,float,float);
float
float
                 spquad(long,long,float[],float*,float,float);
void
                  sprpl(float,byte,byte[],long,float,float,LOGICAL32);
void
                  sprpl1(float[],float[],long,char*,char*,char*,long,long,byte[],long*);
void
                  sprpl2(float*,long,long,long[],long[],long[],byte[],char*,char*,char*,long,long,byte[],long*);
void
                  sprpl3(float,float,float,float*,float*,float*,float*,float*,long*,long*,long*,long*,char*,char*,char*,long,long,
void
                  sprpl4(float,float*,float*,float*,long*,long*,byte[6],long*,long*);
                  sprpl5(float,float,long,byte[6],long,long,long,long,byte[]);
void
void
                  sprtsv(float*,long,long,long,CHAR_INT,long,long,long);
float
                  spsi(float);
void
                  spsik(float,float,long);
void
                  spsie(float*,long*);
void
                  spsib(void);
                  spval(long,long,float[],float*,float,long);
float
void
                  sq7rfh(long*,long[],long,long,long,long,float*,float[],long,float[]);
void
                  ss7cpr(float[],long[],long,long);
void
                  sv7prm(long,long[],float[]);
void
                  sv7swp(long,float[],float[]);
void
                  sqrbd(long*,float[],float[],long,float*,long,long,float*,long,long);
float
                  srane(float);
float
                 srang(void);
                 srangv(float*,long,long,float[],float[],LOGICAL32*,long*);\\
void
float
                 sranr(float);
float
                 sranu(void);
float
                 srcomp(float,float);
                 srcval(float,float,float*,long*);
void
                 srdval(float,float,float*,long*);
                 srexp(float);
float
                  srft(float[],byte,long[],long,long*,float[]);
void
void
                  srft1(float[],byte,long,long*,float[]);
void
                  srfval(float,float,float,float*,long*);
void
                  srfvlx(float,float,float,float*);
void
                  srival(float,float,float,float,float*,long*);
float
                  srlog(float);
                 srlog1(float);
float
                 srlog2(float);
float
                  srn2g(float[],float*,long[],long,long,long,long*,long*,long*,long,float[],float[],float[],float[]);
void
void
                  sg7lit(float[],float[],long[],long,long,long,long,float[],float[]);
                  sn2lrd(float*,long[],float[],long,long,long,long,long,float[],float[]);
void
void
                  sc7vfn(long[],float[],long,long,long,long,long,float[]);
                  sf7hes(float[],float[],long*,long[],long,long,long,float[],float[]);
void
                  sn2cvp(long[],long,long,long,float[]);
void
                  sn2rdp(long[],long,long,float[]);
void
void
                 so7prd(long,long,long,float[],float[],float*,float*);
void
                 sl7nvr(long,float[],float[]);
                  sl7tsq(long,float[],float[]);
void
void
                  srn2gb(float[][2],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],fl
                  sg7itb(float[][2],float[],float[],long[],long,long,long,long,float[],float[]);\\
void
                 sr7tvm(long,long,float[],float[],float*,float[]);
void
void
                 sf7dhb(float[][2],float[],float[],long*,long[],long,long,long,float[],float[]);
float
                 sh2rfg(float,float,float*,float*,float*);
void
                  sh2rfa(long,float[],float[],float,float,float);
                  sg7qsb(float[][2],float[],float[],float[],long[],long[],long[],long*,float[],long,long*,long,float*,
void
                           float[],float[],float[],float[],float[]);
void
                 sl7msb(float[][2],float[],float[],long[],long[],long[],long[],long*,float[],long,long*,long*,long*,long,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],floa
```

```
float*,float[],float[],float[],float[],float[],float[]);\\
void
                ss7bqn(float[][2],float[],float[],long[],long[],long[],long*,float[],long,long*,float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],floa
                        float[],float[],float[],float[]);
                sq7rsh(long,long,LOGICAL32,float[],float[]);
void
void
                sv7vmp(long,float[],float[],float[],long);
void
                sv7ipr(long,long[],float[]);
void
                sv7shf(long,long,float[]);
void
                ss7ipr(long,long[],float[]);
void
                sd7mlp(long,float[],float[],float[],long);
void
                ss7dmp(long,float[],float[],float[],long);
void
                void
                        float[],float[]);
void
                srot(long,float[],long,float[],long,float,float);
                srotg(float*,float*,float*);
void
void
                srotm(long,float[],long,float[]);
void
                srotmg(float*,float*,float*,float,float[]);
                ssbasd(long,long,float[],float,long,float[]);
void
void
                ssbasi(long,long,float[],float,float,long*,long*,float[]);
void
                sscal(long,float,float[],long);
void
                ssdif(long,long,float[],float[],long,float*);
void
                ssfind(float[],long,long,float,long*,long*);
void
                ssfit(float[],float[],float[],long,long,float[],float[],float*,long*,long,float*);
                ssfitc(byte[][5],float[],float[],float[],float[],float[],float[],float[],float[]);
void
float
                ssi(float):
float
                ssin1(float);
                ssinhm(float);
float
float
                ssinpx(float);
float
                ssnpxx(float);
void
                ssort(float[],long,long);
                ssortp(float[],long,long,long[]);
void
void
                ssortq(float[],long,long,long[]);
void
                sspge(long,long[],long[],float[],float[]);
                ssquad(long,long,float[],float[],float,float);
float
                sstat1(float[],long,float[],long[],long,float,float);
void
void
                sstat2(float[],long[],long,float,float);
                sstop(long,long,float[],float[],float*,long*,float[],float*);
void
void
                ssva(float*,long,long,long,long,float[],float[],long[],CHAR_INT,long,float[],float[]);
                ssval(long,long,float[],float[],float,long);
float
void
                ssvala(long,long,float[],long,float*,float,float[]);
                ssvdrs(float*,long,long,long,float*,long,long,float[],float[]);
void
void
                sswap(long,float[],long,float[],long);
void
                ssymql(float*,long,long,float[],float[],long*);
                stcst(float[],char*,char*,long[],long,long*,float[]);
void
void
                stgc0(float[][3],float*,LOGICAL32,float[]);
void
                stgc1(LOGICAL32,float[][3],float*,LOGICAL32,float[]);
                stgext(float[],float[],float[],float[]],long[],long[],long,long,float[],long,long,float*,LOGICAL32,float[]);\\
void
                stgqs(float[],long[],float[],float[],float[][3]);
void
                stgfi(float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[
void
                        float[],long*,float[]);
                stgfnd(float[],float[],long[],long,float[],long*,long[],float[][3],long*);
void
                stggrd(float[],float[],long,long[],float[],long[],long,long[][4],long,long*,long[]);
void
                stgupd(long,long,long[],long[],long,long);
void
                stgang(float,float,float);
float
                stgadj(long,long,float[],float[],long,long[],long,long[][4],long,long,LOGICAL32*);
void
void
                stgpd(float[],float[],float[],float[][2],long,long[],long,long[]);
                stgmor(float[],float[],float[],long,long[],float[][21]);
void
void
                stgls(float[][21],long,long,LOGICAL32*,long,float*,float*);
                stgprg(float[],float[],long,long[],long[][4],long,long);
void
```

```
stgrec(float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float[],float
void
                     long,long,LOGICAL32,float*);
void
              void
              stgget(long,long[],long[]);
void
              stgput(long,long[],long[],long);
void
              stgsiz(long,long*);
void
              strc2c(float[],long,float[],float[]);
void
              susetn(long,long,long);
              sugetn(long*,long*,long*,long*,long*);
void
              suset(float,long,float[]);
void
void
              supro(float[],float[]);
              suquo(float[],float[]);
void
void
              susum(float[],float[]);
void
              sudif(float[],float[]);
void
              susum1(float,float[],float[]);
void
              sudif1(float,float[],float[]);
void
              supro1(float,float[],float[]);
void
              suquo1(float,float[],float[]);
void
              susqrt(float[],float[]);
void
              suexp(float[],float[]);
void
              sulog(float[],float[]);
void
              supwri(long,float[],float[]);
void
              susin(float[],float[]);
              sucos(float[],float[]);
void
void
              susinh(float[],float[]);
              sucosh(float[\,],float[\,]);
void
              suatan(float[\,],float[\,]);
void
void
              suatn2(float[],float[]);
void
              suasin(float[],float[]);
              suacos(float[],float[]);
void
              suacs(LOGICAL32,float[],float[]);
void
              sutan(float[],float[]);
void
              sutanh(float[],float[]);
void
              surev(float*,float*,long,float*,long[],float*);
void
void
              svecp(float[],long,char*);
              svecpr(float[],long,char*,long,long,long);
void
              swatan(long,float[],float[]);
void
void
              swasin(long,float[],float[]);
              swacos(long,float[],float[]);
void
              swacsi(long,float[],float[],LOGICAL32);
void
void
              swatn2(long,float[],float[]);
void
              swsum(long,float[],float[]);
              swdif(long,float[],float[]);
void
void
              swsqrt(long,float[],float[]);
void
              swexp(long,float[],float[]);
              swsin(long,float[],float[]);
void
void
              swcos(long,float[],float[]);
void
              swtan(long,float[],float[]);
void
              swsinh(long,float[],float[]);
              swcosh(long,float[],float[]);
void
void
              swtanh(long,float[],float[]);
              swset(long,float,float,float[]);
void
              swsum1(long,float,float[],float[]);
void
void
              swdif1(long,float,float[],float[]);
void
              swpro1(long,float,float[],float[]);
void
              swquo1(long,float,float[],float[]);
void
              swlog(long,float[],float[]);
void
              swpwri(long,long,float[],float[]);
              swchn(long,float[],float[]);
void
```

```
swrchn(long,float[],float[]);
void
void
       swpro(long,float[],float[]);
void
       swquo(long,float[],float[]);
void
       spascl(long,float[]);
float
       sxparg(long);
void
       sxrk8(float[],float[],float[],float[],float[]);\\
       sxrk8a(float[],float[],float[],float[],float[]);
void
       sxrk8i(float,float[],long[],float[]);
void
       sxrk8n(long[],float[],float[],float[],float[],float[]);
void
float
       sxrk8x(float,float,float,float);
void
       sxrk8f(float*,float[],float[],long[]);
void
       sxrk8g(float[],float[],float[],long[]);
void
       sxrk8o(float[],float[],long[],float[]);
       szero(float*,float*,float*,float*,long*,float);
void
       umess(CHAR_INT,long[],long[]);
void
void
       xerbla(char*,long);
void
       zcoef(long,double[][2],double[][2]);
void
       zdif(double[],double[]);
void
       zgam(double[],double[],double*,long);
       zpolz(double[][2],long,double[][2],double*,long*);
void
       zpro(double[],double[]);
void
       zquo(double[],double[]);
void
       zsqrtx(double[],double[]);
void
void
       zsum(double[],double[]);
void
       zwofz(double[],double[],long*);
```