In the same way, we allocate a sparse matrix object through:

```
call psb_spall(a,desc_a [, nnz, dupl, bldmode])
```

or, in the C interface,

```
info = psb_c_dspall(a, desc_a);
```

Note:

- The matrix A enters the BUILD state;
- If an estimate *nnz* of the final number of nonzeros (on the current process P) is available, it speeds up the build phase.