

```
/*
 * kernel.h
 *
 * This file #includes all header files needed for the kernel.
 * It should be #included in all kernel .c files, but nowhere else.
 */

#ifndef _kernel_
#define _kernel_

#include "SnapPea.h"

#include <string.h>
#include <math.h>
#include <limits.h>
#include <float.h>
/* Some C implementations define DBL_MAX, DBL_MIN, FLT_MAX, */
/* and FLT_MIN in limits.h as well as float.h, leading to */
/* "redefinition" warnings. If this is the case on your system, */
/* uncomment the following lines and insert them between */
/* "#include <limits.h>" and "#include <float.h>" above. */
/* */
/* #undef DBL_MAX */
/* #undef DBL_MIN */
/* #undef FLT_MAX */
/* #undef FLT_MIN */

#include "kernel_typedefs.h"
#include "triangulation.h"
#include "positioned_tet.h"
#include "isometry.h"
#include "symmetry_group.h"
#include "dual_one_skeleton_curve.h"
#include "terse_triangulation.h"
#include "kernel_prototypes.h"
#include "tables.h"

#endif
```