

C++11 code 11.7.15: Code for `sspEvolop()` → [GitLab](#)

```
2 template <typename FUNCTOR, typename State>
3 State sspEvolop(FUNCTOR &&f, State y, double tau) {
4     State y_tau;
5     State k = y + tau * f(y);
6     k = 0.75 * y + 0.25 * k + 0.25 * tau * f(k);
7     y_tau = 1.0 / 3.0 * y + 2.0 / 3.0 * k + 2.0 / 3.0 * tau * f(k);
8     return y_tau;
9 }
```