



Open Source Used In Cisco AppDynamics Cloud Alerting Baseline Reader 2.0.0-394_Oct31

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In your requests please include the following reference number 78EE117C99-1837131915

Contents

1.1 antlr 2.7.7

1.1.1 Available under license

1.2 libjpeg 6b

1.2.1 Notifications

1.2.2 Available under license

1.3 javax-inject 1

1.3.1 Available under license

1.4 commons-math 2.1

1.4.1 Available under license

1.5 commons-digester 3.2

1.5.1 Available under license

1.6 slf4j 1.6.6

1.6.1 Available under license

1.7 commons-configuration 1.8

1.7.1 Available under license

1.8 json-simple 1.1

1.8.1 Available under license

1.9 javax-json 1.0.4

1.9.1 Available under license

1.10 commons-collections 3.2.2

1.10.1 Available under license

1.11 jzlib 1.1.3

1.11.1 Available under license

1.12 jeromq 0.3.5

1.12.1 Available under license

1.13 dbus-glib 0.100-7.e17

- 1.13.1 Available under license
- 1.14 annotations 13.0**
 - 1.14.1 Available under license
- 1.15 iputils 20160308-10.el7**
 - 1.15.1 Available under license
- 1.16 libgcrypt 1.5.3-14.el7**
 - 1.16.1 Available under license
- 1.17 ncurses 5.9-14.20130511.el7_4**
 - 1.17.1 Available under license
- 1.18 gnupg 2.0.22-5.el7_5**
 - 1.18.1 Available under license
- 1.19 abego-treelayout-core 1.0.3**
 - 1.19.1 Available under license
- 1.20 listenablefuture 9999.0-empty-to-avoid-conflict-with-guava**
- 1.21 failureaccess 1.0.1**
- 1.22 gobject-introspection 1.56.1-1.el7**
 - 1.22.1 Available under license
- 1.23 gpgme 1.3.2-5.el7**
 - 1.23.1 Available under license
- 1.24 grep 2.20-3.el7**
 - 1.24.1 Available under license
- 1.25 cracklib 2.9.0-11.el7**
- 1.26 latencyutils 2.0.3**
- 1.27 commons-pool 2.6.2**
- 1.28 jaxb-runtime 2.3.1**
- 1.29 javax-ws-rs-api 2.1.1**
- 1.30 bzip2 1.0.8**
- 1.31 j2objc-annotations 1.3**
 - 1.31.1 Available under license
- 1.32 commons-beanutils 1.9.4**
 - 1.32.1 Available under license
- 1.33 commons-collections 4.4**
 - 1.33.1 Available under license
- 1.34 objenesis 2.6**
 - 1.34.1 Available under license
- 1.35 wget 1.14-18.el7_6.1**
 - 1.35.1 Available under license
- 1.36 jsr311-api 1.1.1**
 - 1.36.1 Available under license

- 1.37 hystrix-core 1.5.12**
- 1.38 jaxb-api 2.3.1**
 - 1.38.1 Available under license
- 1.39 jopt-simple 5.0.4**
- 1.40 istack-commons 3.0.7**
 - 1.40.1 Available under license
- 1.41 leveldb 0.6**
- 1.42 cglib 3.2.9**
 - 1.42.1 Available under license
- 1.43 bean-validation-api 2.0.1.Final**
 - 1.43.1 Available under license
- 1.44 byte-buddy-agent 1.9.10**
- 1.45 disruptor 3.4.2**
 - 1.45.1 Available under license
- 1.46 guice 4.2.2**
 - 1.46.1 Available under license
- 1.47 readline 6.2-11.el7**
 - 1.47.1 Available under license
- 1.48 audit 2.8.5-4.el7**
 - 1.48.1 Available under license
- 1.49 python-chardet 2.2.1-3.el7**
 - 1.49.1 Available under license
- 1.50 shadow 4.6-5.el7**
 - 1.50.1 Available under license
- 1.51 berkeley-db 5.3.21-25.el7**
 - 1.51.1 Available under license
- 1.52 jakarta-persistence-api 2.2.3**
 - 1.52.1 Available under license
- 1.53 jakarta-transaction-api 1.3.3**
 - 1.53.1 Available under license
- 1.54 mockito 2.28.2**
 - 1.54.1 Available under license
- 1.55 giflib 5.2.1**
 - 1.55.1 Available under license
- 1.56 jaxb-core 2.3.1**
 - 1.56.1 Available under license
- 1.57 mail 1.6.2**
 - 1.57.1 Available under license
- 1.58 audit-lib 2.8.5-4.el7**

- 1.58.1 Available under license
- 1.59 kmod 20-28.el7**
 - 1.59.1 Available under license
- 1.60 libffi 3.0.13-19.el7**
 - 1.60.1 Available under license
- 1.61 passwd 0.79-6.el7**
 - 1.61.1 Available under license
- 1.62 selinux 2.5-15.el7**
 - 1.62.1 Available under license
- 1.63 setup 2.8.71-11.el7**
 - 1.63.1 Available under license
- 1.64 shared-mime-info 1.8-5.el7**
 - 1.64.1 Available under license
- 1.65 libcap 2.22-11.el7**
 - 1.65.1 Available under license
- 1.66 python-urlgrabber 3.10-10.el7**
 - 1.66.1 Available under license
- 1.67 acl 2.2.51-15.el7**
 - 1.67.1 Available under license
- 1.68 pam 1.1.8-23.el7**
 - 1.68.1 Available under license
- 1.69 cryptsetup 2.0.3-6.el7**
 - 1.69.1 Available under license
- 1.70 feign-slf4j 8.18.0**
 - 1.70.1 Available under license
- 1.71 feign-core 8.18.0**
 - 1.71.1 Available under license
- 1.72 feign-jackson 8.18.0**
 - 1.72.1 Available under license
- 1.73 feign-jaxrs 8.18.0**
 - 1.73.1 Available under license
- 1.74 guice-multibindings 4.2.2**
 - 1.74.1 Available under license
- 1.75 guice-assistedinject 4.2.2**
 - 1.75.1 Available under license
- 1.76 jedis 3.3.0**
 - 1.76.1 Available under license
- 1.77 error_prone_annotations 2.3.4**
 - 1.77.1 Available under license

1.78 fdisk 2.23.2

1.78.1 Available under license

1.79 yum-utils 1.1.31-54.el7_8

1.79.1 Available under license

1.80 netty 4.1.48.Final

1.80.1 Available under license

1.81 jackson-databind 2.10.1

1.81.1 Available under license

1.82 jackson 2.10.1

1.82.1 Available under license

1.83 grpc-context 1.30.2

1.83.1 Available under license

1.84 jctools-core 3.1.0

1.84.1 Available under license

1.85 lz4 1.8.3-1.el7

1.85.1 Available under license

1.86 e2fsprogs 1.42.9-19.el7

1.86.1 Available under license

1.87 chkconfig 1.7.6-1.el7

1.87.1 Available under license

1.88 libssh2 1.8.0-4.el7

1.88.1 Available under license

1.89 cpio 2.11-28.el7

1.89.1 Available under license

1.90 d-bus 1.10.24-15.el7

1.90.1 Available under license

1.91 sed 4.2.2-7.el7

1.91.1 Available under license

1.92 dracut 033-572.el7

1.92.1 Available under license

1.93 xerces-j 2.12.2

1.93.1 Available under license

1.94 feign-httpclient 8.18.0

1.94.1 Available under license

1.95 commons-io 2.8.0

1.95.1 Available under license

1.96 httpcomponents-client 4.5.13

1.96.1 Available under license

1.97 python 2.7.5

- 1.97.1 Available under license
- 1.98 iniparse 0.4**
 - 1.98.1 Available under license
- 1.99 keyutils-libs 1.5.8-3.el7**
 - 1.99.1 Available under license
- 1.100 ncurses-libs 5.9-14.20130511.el7_4**
 - 1.100.1 Available under license
- 1.101 info 5.1-5.el7**
 - 1.101.1 Available under license
- 1.102 libdb-utils 5.3.21-25.el7**
 - 1.102.1 Available under license
- 1.103 qrencode-libs 3.4.1-3.el7**
 - 1.103.1 Available under license
- 1.104 pygpgme 0.3**
 - 1.104.1 Available under license
- 1.105 yum-metadata-parser 1.1.4**
 - 1.105.1 Available under license
- 1.106 file 5.11-37.el7**
 - 1.106.1 Available under license
- 1.107 yum 3.4.3-168.el7.centos**
 - 1.107.1 Available under license
- 1.108 elfutils 0.176-5.el7**
 - 1.108.1 Available under license
- 1.109 coreutils 8.22-24.el7_9.2**
 - 1.109.1 Available under license
- 1.110 curl 7.29.0-59.el7_9.1**
 - 1.110.1 Available under license
- 1.111 msg-simple 1.2**
 - 1.111.1 Available under license
- 1.112 jsonpatch 1.13**
 - 1.112.1 Available under license
- 1.113 btf 1.3**
 - 1.113.1 Available under license
- 1.114 txw2 2.3.1**
 - 1.114.1 Available under license
- 1.115 rxjava 2.1.10**
 - 1.115.1 Available under license
- 1.116 guava 30.1-jre**
 - 1.116.1 Available under license

- 1.117 aop-alliance 1.0**
 - 1.117.1 Available under license
- 1.118 iconv 2.17**
 - 1.118.1 Available under license
- 1.119 zlib 1.2.8**
 - 1.119.1 Available under license
- 1.120 dc 1.3**
 - 1.120.1 Available under license
- 1.121 centos-release 7-9.2009.1.el7.centos**
 - 1.121.1 Available under license
- 1.122 vim 7.4.629-8.el7_9**
- 1.123 httpcomponents-core 4.4.13**
 - 1.123.1 Available under license
- 1.124 httpcore-nio 4.4.13**
 - 1.124.1 Available under license
- 1.125 commons-lang3 2.6**
 - 1.125.1 Available under license
- 1.126 httpcomponents-mime 4.5.13**
 - 1.126.1 Available under license
- 1.127 httpclient-cache 4.5.13**
 - 1.127.1 Available under license
- 1.128 commons-logging 1.2**
 - 1.128.1 Available under license
- 1.129 commons-codec 1.14**
 - 1.129.1 Available under license
- 1.130 hibernate-commons-annotations 5.1.2.Final**
 - 1.130.1 Available under license
- 1.131 javassist 3.27.0-GA**
 - 1.131.1 Available under license
- 1.132 classmate 1.5.1**
 - 1.132.1 Available under license
- 1.133 httpcomponents-mime 4.5.12**
 - 1.133.1 Available under license
- 1.134 jakarta-validation-api 2.0.2**
 - 1.134.1 Available under license
- 1.135 jakarta-el-api 3.0.3**
 - 1.135.1 Available under license
- 1.136 commons-codec 1.15**
 - 1.136.1 Available under license

1.137 hamcrest 2.2

1.137.1 Available under license

1.138 fluent-hc 4.5.13

1.138.1 Available under license

1.139 rocksdb 1.1.8

1.139.1 Available under license

1.140 file-system 3.2-25.el7

1.140.1 Available under license

1.141 commons-math 3.4.1

1.141.1 Available under license

1.142 lcms 2.12

1.142.1 Available under license

1.143 commons-digester 3.2

1.143.1 Available under license

1.144 pygobject 3.22.0-1.el7_4.1

1.144.1 Available under license

1.145 libtasn 4.10-1.el7

1.145.1 Available under license

1.146 cpp 4.8.5-44.el7

1.146.1 Available under license

1.147 sqlite 3.7.17-8.el7_7.1

1.147.1 Available under license

1.148 procps 3.3.10-28.el7

1.148.1 Available under license

1.149 archaius-core 0.7.6

1.149.1 Available under license

1.150 guice-servlet 4.2.2

1.150.1 Available under license

1.151 guice-throwingproviders 4.2.2

1.151.1 Available under license

1.152 shadow-utils 4.6-5.el7

1.152.1 Available under license

1.153 basesystem 10.0-7.el7.centos

1.153.1 Available under license

1.154 gpg-pubkey f4a80eb5-53a7ff4b

1.154.1 Available under license

1.155 dbus-libs 1.10.24-15.el7

1.155.1 Available under license

1.156 util-linux 2.23.2-65.el7_9.1

- 1.156.1 Available under license
- 1.157 java-uuid-generator 4.0.1**
 - 1.157.1 Available under license
- 1.158 velocity 2.3**
 - 1.158.1 Available under license
- 1.159 velocity-engine-core 2.3**
 - 1.159.1 Available under license
- 1.160 javax-persistence-api 2.2**
 - 1.160.1 Available under license
- 1.161 kitchen 1.1.1**
 - 1.161.1 Available under license
- 1.162 pyxattr 0.5.1**
 - 1.162.1 Available under license
- 1.163 jta 1.3**
 - 1.163.1 Available under license
- 1.164 jackson-coreutils-equivalence 1.0**
 - 1.164.1 Available under license
- 1.165 json-schema-core 1.2.14**
 - 1.165.1 Available under license
- 1.166 uritemplate 0.10**
 - 1.166.1 Available under license
- 1.167 json-schema-validator 2.2.14**
 - 1.167.1 Available under license
- 1.168 glib 2.56.1-9.el7_9**
 - 1.168.1 Available under license
- 1.169 activation-api 1.2.0**
 - 1.169.1 Available under license
- 1.170 commons-lang3 3.12.0**
 - 1.170.1 Available under license
- 1.171 libgcc 4.8.5-44.el7**
 - 1.171.1 Available under license
- 1.172 libcurl 7.29.0-59.el7_9.1**
 - 1.172.1 Available under license
- 1.173 libstdc++ 4.8.5-44.el7**
 - 1.173.1 Available under license
- 1.174 libuuid 2.23.2-65.el7_9.1**
 - 1.174.1 Available under license
- 1.175 libcom-err 1.42.9-19.el7**
 - 1.175.1 Available under license

- 1.176 libmount 2.23.2-65.el7_9.1**
 - 1.176.1 Available under license
- 1.177 commons-io 2.11.0**
 - 1.177.1 Available under license
- 1.178 disruptor 3.4.4**
 - 1.178.1 Available under license
- 1.179 elfutils-default-yama-scope 0.176-5.el7**
 - 1.179.1 Available under license
- 1.180 elfutils-libs 0.176-5.el7**
 - 1.180.1 Available under license
- 1.181 kmod-libs 20-28.el7**
 - 1.181.1 Available under license
- 1.182 cryptsetup-libs 2.0.3-6.el7**
 - 1.182.1 Available under license
- 1.183 device-mapper 1.02.170-6.el7_9.5**
 - 1.183.1 Available under license
- 1.184 device-mapper-libs 1.02.170-6.el7_9.5**
 - 1.184.1 Available under license
- 1.185 pycurl 7.19.0**
 - 1.185.1 Available under license
- 1.186 lz4-java 1.7.1**
 - 1.186.1 Available under license
- 1.187 rxjava 1.3.8**
 - 1.187.1 Available under license
- 1.188 servlet-api 4.0.1**
 - 1.188.1 Available under license
- 1.189 velocity-tools-generic 3.1**
 - 1.189.1 Available under license
- 1.190 velocity-tools 3.1**
 - 1.190.1 Available under license
- 1.191 lvm2 1.02.170-6.el7_9.5**
 - 1.191.1 Available under license
- 1.192 namespace 1.4.01**
 - 1.192.1 Available under license
- 1.193 zstd-jni 1.5.0-2**
 - 1.193.1 Available under license
- 1.194 libxml2-python 2.9.1-6.el7_9.6**
 - 1.194.1 Available under license
- 1.195 binutils 2.27-44.base.el7_9.1**

- 1.195.1 Available under license
- 1.196 icu4j 69.1**
 - 1.196.1 Available under license
- 1.197 netty 4.1.70.Final**
 - 1.197.1 Available under license
- 1.198 bash 4.2.46-35.el7_9**
 - 1.198.1 Available under license
- 1.199 rpm-libs 4.11.3-48.el7_9**
 - 1.199.1 Available under license
- 1.200 jackson 2.15.0**
 - 1.200.1 Available under license
- 1.201 rpm 4.11.3-48.el7_9**
 - 1.201.1 Available under license
- 1.202 httpasyncclient 4.1.5**
 - 1.202.1 Available under license
- 1.203 httpcore-nio 4.4.15**
 - 1.203.1 Available under license
- 1.204 httpcomponents-core 4.4.15**
 - 1.204.1 Available under license
- 1.205 libxml2 2.9.1-6.el7_9.6**
 - 1.205.1 Available under license
- 1.206 log4j-api 2.17.1**
 - 1.206.1 Available under license
- 1.207 apache-log4j 2.17.1**
 - 1.207.1 Available under license
- 1.208 log4j-jcl 2.17.1**
 - 1.208.1 Available under license
- 1.209 unzip 6.0-24.el7_9**
 - 1.209.1 Available under license
- 1.210 hikaricp 4.0.3**
 - 1.210.1 Available under license
- 1.211 dom 1.0**
 - 1.211.1 Available under license
- 1.212 hdrhistogram 2.1.8**
 - 1.212.1 Available under license
- 1.213 opentracing-noop 0.31.0**
 - 1.213.1 Available under license
- 1.214 jetty-setuid-java 1.0.4**
 - 1.214.1 Available under license

- 1.215 profiler 1.1.1**
 - 1.215.1 Available under license
- 1.216 jackson-module-afterburner 2.10.5**
 - 1.216.1 Available under license
- 1.217 dagger 2.4**
 - 1.217.1 Available under license
- 1.218 paranamer 2.5.1**
 - 1.218.1 Available under license
- 1.219 jctools-core 3.3.0**
 - 1.219.1 Available under license
- 1.220 jcip-annotation 1.0-1**
 - 1.220.1 Available under license
- 1.221 netty-codec 4.1.70.Final**
 - 1.221.1 Available under license
- 1.222 netty-transport 4.1.70.Final**
 - 1.222.1 Available under license
- 1.223 netty-resolver 4.1.70.Final**
 - 1.223.1 Available under license
- 1.224 netty-handler 4.1.70.Final**
 - 1.224.1 Available under license
- 1.225 jackson-annotations 2.10.1**
 - 1.225.1 Available under license
- 1.226 metrics-httpclient 4.0.5**
 - 1.226.1 Available under license
- 1.227 protobuf-java-format 1.2**
 - 1.227.1 Available under license
- 1.228 opentracing-api 0.31.0**
 - 1.228.1 Available under license
- 1.229 annotations 4.1.1.4**
 - 1.229.1 Available under license
- 1.230 jboss-logging 3.4.3.Final**
 - 1.230.1 Available under license
- 1.231 jandex 2.4.2.Final**
 - 1.231.1 Available under license
- 1.232 animal-sniffer-annotation 1.19**
 - 1.232.1 Available under license
- 1.233 stax-ex 1.8**
 - 1.233.1 Available under license
- 1.234 libphonenumber 8.11.1**

- 1.234.1 Available under license
- 1.235 mailapi 1.6.2**
 - 1.235.1 Available under license
- 1.236 swagger-jaxrs2 2.1.0**
 - 1.236.1 Available under license
- 1.237 swagger-integration 2.1.0**
 - 1.237.1 Available under license
- 1.238 jakarta-inject-api 2.0.1**
 - 1.238.1 Available under license
- 1.239 error_prone_annotations 2.3.3**
 - 1.239.1 Available under license
- 1.240 picocontainer 2.15**
 - 1.240.1 Available under license
- 1.241 vault-java-driver 4.1.0**
 - 1.241.1 Available under license
- 1.242 json-path 2.7.0**
 - 1.242.1 Available under license
- 1.243 open-ldap 2.4.44-25.el7_9**
 - 1.243.1 Available under license
- 1.244 javax-annotation-api 1.3.2**
 - 1.244.1 Available under license
- 1.245 slf4j 1.7.36**
 - 1.245.1 Available under license
- 1.246 jul-to-slf4j 1.7.36**
 - 1.246.1 Available under license
- 1.247 error_prone_annotations 2.10.0**
 - 1.247.1 Available under license
- 1.248 xmlunit-core 2.9.0**
 - 1.248.1 Available under license
- 1.249 jcl-over-slf4j 1.7.36**
 - 1.249.1 Available under license
- 1.250 protobuf-java-util 3.19.4**
 - 1.250.1 Available under license
- 1.251 logback-access 1.2.11**
 - 1.251.1 Available under license
- 1.252 logback-core 1.2.11**
 - 1.252.1 Available under license
- 1.253 zlib 1.2.12**
 - 1.253.1 Available under license

- 1.254 cyrus-sasl 2.1.26-24.el7_9**
 - 1.254.1 Available under license
- 1.255 libqrencode 3.4.1-3.el7**
 - 1.255.1 Available under license
- 1.256 velocity-engine-scripting 2.3**
 - 1.256.1 Available under license
- 1.257 swagger 1.6.6**
 - 1.257.1 Available under license
- 1.258 swagger-annotations 1.6.6**
 - 1.258.1 Available under license
- 1.259 asm 9.3**
 - 1.259.1 Available under license
- 1.260 guava 31.0.1-android**
 - 1.260.1 Available under license
- 1.261 swagger-core 1.6.6**
 - 1.261.1 Available under license
- 1.262 byte-buddy 1.12.9**
 - 1.262.1 Available under license
- 1.263 ion-java 1.0.2**
 - 1.263.1 Available under license
- 1.264 gzip 1.5-11.el7_9**
 - 1.264.1 Available under license
- 1.265 spring-tx 5.3.20**
 - 1.265.1 Available under license
- 1.266 gson 2.8.9**
 - 1.266.1 Available under license
- 1.267 glibc 2.17-326.el7_9**
 - 1.267.1 Available under license
- 1.268 fast-infoset 1.2.15**
 - 1.268.1 Available under license
- 1.269 free-type 2.12.1**
 - 1.269.1 Available under license
- 1.270 xmlunit-placeholders 2.9.0**
 - 1.270.1 Available under license
- 1.271 xz 5.2.2-2.el7_9**
 - 1.271.1 Available under license
- 1.272 okhttp 4.10.0**
 - 1.272.1 Available under license
- 1.273 txw2 4.0.0**

- 1.273.1 Available under license
- 1.274 istack-commons 4.1.1**
 - 1.274.1 Available under license
- 1.275 antlr 3.5.3**
 - 1.275.1 Available under license
- 1.276 xz-libs 5.2.2-2.el7_9**
 - 1.276.1 Available under license
- 1.277 reactive-streams 1.0.4**
 - 1.277.1 Available under license
- 1.278 jcommander 1.82**
 - 1.278.1 Available under license
- 1.279 classgraph 4.8.149**
 - 1.279.1 Available under license
- 1.280 agent-api 4.5.13.27526**
 - 1.280.1 Available under license
- 1.281 rxjava-server 0.9.0**
 - 1.281.1 Available under license
- 1.282 core-server 0.9.0**
 - 1.282.1 Available under license
- 1.283 zlib 1.2.11**
 - 1.283.1 Available under license
- 1.284 logback-throttling-appender 1.1.9**
 - 1.284.1 Available under license
- 1.285 flyway-core 8.5.13**
 - 1.285.1 Available under license
- 1.286 netty-tcnative-classes 2.0.54.Final**
 - 1.286.1 Available under license
- 1.287 glibc-common 2.17-326.el7_9**
 - 1.287.1 Available under license
- 1.288 gson 2.9.1**
 - 1.288.1 Available under license
- 1.289 activation 2.1.0**
 - 1.289.1 Available under license
- 1.290 jaxb-core 4.0.0**
 - 1.290.1 Available under license
- 1.291 jakarta.xml.bind.api 4.0.0**
 - 1.291.1 Available under license
- 1.292 libnsl 2.17**
 - 1.292.1 Available under license

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- 1.294 python-gobject-base 3.22.0-1.el7_4.1**
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- 1.295 python-urlgrabber 3.10**
 - 1.295.1 Available under license
- 1.296 chardet 2.2.1**
 - 1.296.1 Available under license
- 1.297 wsgiref 0.1.2**
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- 1.298 rpm-python 4.11.3-48.el7_9**
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- 1.299 pygobject 3.22.0**
 - 1.299.1 Available under license
- 1.300 pyliblzma 0.5.3**
 - 1.300.1 Available under license
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- 1.308 netty-tcnative-boringssl-static 2.0.54.Final**
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- 1.311 nss-softokn 3.79.0-4.el7_9**
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1.331 hibernate-types-55 2.18.0
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- 1.332 swagger-core 2.2.2**
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 - 1.348.1 Available under license
- 1.349 nss-softokn-freebl 3.79.0-4.el7_9**
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- 1.350 hibernate 5.6.10.Final**
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- 1.357 jersey-client 2.37**
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- 1.359 jersey-metainf-services 2.37**
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- 1.360 jersey-server 2.37**
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- 1.361 jersey-bean-validation 2.37**
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- 1.362 jersey-hk2 2.37**
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- 1.374 dbus-python 1.1.1-9.el7**
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- 1.376 pyliblzma 0.5.3-11.el7**
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- 1.390 texinfo 5.1-5.el7**

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- 1.405 findutils 4.5.11-6.el7**
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- 1.422 postgresql-jdbc 42.6.0**
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- 1.424 kafka-streams-avro-serde 6.2.1**
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- 1.426 opentelemetry-sdk 1.12.0**
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- 1.434 perfmark-api 0.17.0**
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- 1.435 jackson-annotations 2.15.0**
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- 1.436 jackson-dataformat-yaml 2.15.0**
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- 1.438 disruptor 2.11.2.3**
 - 1.438.1 Available under license
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 - 1.439.1 Available under license
- 1.440 core-io 1.7.18**
 - 1.440.1 Available under license
- 1.441 common-utils 7.0.5**
 - 1.441.1 Available under license
- 1.442 neo4j-java-driver 4.4.1**
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- 1.444 dropwizard-validation 2.1.2**
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- 1.445 kafka-schema-registry-client 7.0.5**
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- 1.463 micronaut-http-server 3.8.8**
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- 1.478 dropwizard-servlets 2.1.2**
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- 1.497 swagger-parser 1.0.61**
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- 1.498 swagger-parser-core 2.1.2**
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- 1.501 swagger-parser-v3 2.1.2**
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- 1.503 aws-java-sdk-kms 1.12.330**
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- 1.505 mockserver-client-java 5.14.0**
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- 1.507 j2objc-annotations 2.8**

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- 1.515 geoipupdate 2.5.0-2.el7**
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- 1.516 error_prone_annotations 2.20.0**
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- 1.520 bind-license 9.11.4-26.P2.el7_9.14**
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1.530 netty-codec 4.1.100.Final

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1.533 netty-transport 4.1.100.Final

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1.534 jaxb-core 4.0.0

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1.535 netty-handler 4.1.100.Final

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1.536 netty-transport-native-unix-common 4.1.100.Final

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1.537 netty-transport-classes-epoll 4.1.100.Final

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1.538 netty-codec-http 4.1.100.Final

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1.539 netty-handler-proxy 4.1.100.Final

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1.545 okio 3.6.0

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1.546 jackson-datatype-jsr310 2.15.3

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1.547 jackson-xc 2.15.3

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1.548 lz4 1.2.12

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1.550 lz4 1.9.2

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1.551 lz4 1.9.1

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1.552 jackson-coreutils 2.0

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1.553 hibernate-validator 6.2.4.Final

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1.554 proto-google-common-protos 2.22.0

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1.555 grpc-protobuf 1.58.0

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1.556 jetty-util 9.4.53.v20231009

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1.557 jetty-continuation 9.4.53.v20231009

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1.558 jetty-servlets 9.4.53.v20231009

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1.559 jetty 9.4.53.v20231009

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1.560 jackson-jaxrs 2.15.3

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1.561 jackson-datatype-guava 2.15.3

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1.562 jackson-jaxrs-base 2.15.3

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1.563 protobuf-java 3.24.0

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1.564 jetty-util-ajax 9.4.53.v20231009

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As long as these guidelines are kept, we expect to continue enhancing this system and expect to make other tools available as they are completed.

The primary ANTLR guy:

Terence Parr
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parrt@antlr.org

1.2 libjpeg 6b

1.2.1 Notifications :

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1.2.2 Available under license :

The Independent JPEG Group's JPEG software

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README for release 6b of 27-Mar-1998
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This distribution contains the sixth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

Serious users of this software (particularly those incorporating it into larger programs) should contact IJG at jpeg-info@uunet.uu.net to be added to our electronic mailing list. Mailing list members are notified of updates and have a chance to participate in technical discussions, etc.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the official ISO JPEG standards committee.

DOCUMENTATION

ROADMAP

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This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
RELATED SOFTWARE Other stuff you should get.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran,

rdjpgcom, and wrjpgcom.

- *.1 Unix-style man pages for programs (same info as usage.doc).
- wizard.doc Advanced usage instructions for JPEG wizards only.
- change.log Version-to-version change highlights.

Programmer and internal
documentation:

- libjpeg.doc How to use the JPEG library in your own programs.
- example.c Sample code for calling the JPEG library.
- structure.doc Overview of the JPEG library's internal structure.
- filelist.doc Road map of IJG files.
- coderrules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW

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This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images.

JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats.

The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic

coding cannot

legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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REFERENCES

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We

highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more

leisurely introduction to JPEG can be found in

"The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look

at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The

JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at <ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems.

IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from <ftp.sgi.com> or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

ARCHIVE LOCATIONS

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The "official" archive site for this software is <ftp.uu.net> (Internet address 192.48.96.9). The most recent released version can always be found there in directory [graphics/jpeg](ftp://ftp.uu.net/graphics/jpeg/). This particular version will be archived as <ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz>. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only <ftp.uu.net> is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (<ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/>), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the <ftp.uu.net> release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups [comp.graphics.misc](news:comp.graphics.misc), [news.answers](news:news.answers), and other groups. It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other [news.answers](news:news.answers) archive sites, including the official [news.answers](news:news.answers) archive at [rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/](ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/). If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send [usenet/news.answers/jpeg-faq/part1](news:usenet/news.answers/jpeg-faq/part1)
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RELATED SOFTWARE

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Numerous viewing and image manipulation programs now support JPEG. (Quite a

few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites,

notably <ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/>.

Unfortunately PBPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from <ftp://havefun.stanford.edu/pub/jpeg/>. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS

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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read.

(For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether

SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO

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The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.3 javax-inject 1

1.3.1 Available under license :

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1.6 slf4j 1.6.6

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* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPHeader.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPInputStream.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPOutputStream.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Inflater.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/DeflaterOutputStream.java

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/opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZInputStream.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZOutputStream.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/JZlib.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InflaterInputStream.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPException.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/CRC32.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InfBlocks.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Checksum.java

* /opt/cola/permits/127992493_1695293957.3536224/0/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Deflater.java

1.12 jeromq 0.3.5

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1.13 dbus-glib 0.100-7.el7

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jar/org/intellij/lang/annotations/Identifier.java
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/intellij/lang/annotations/Pattern.java
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/intellij/lang/annotations/Language.java
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jar/org/intellij/lang/annotations/PrintFormat.java
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jar/org/intellij/lang/annotations/RegExp.java
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*/

Found in path(s):

* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/jetbrains/annotations/Nls.java
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/jetbrains/annotations/Nullable.java
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/jetbrains/annotations/NonNls.java
*
/opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/jetbrains/annotations/PropertyKey.java
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Found in path(s):

- * /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-jar/org/jetbrains/annotations/TestOnly.java
- * /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-jar/org/intellij/lang/annotations/JdkConstants.java
- * /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-jar/org/jetbrains/annotations/NotNull.java
- *
- /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-jar/org/intellij/lang/annotations/MagicConstant.java

1.15 iputils 20160308-10.el7

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1.17 ncurses 5.9-14.20130511.e17_4

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1.18 gnupg 2.0.22-5.el7_5

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`/opt/cola/permits/183657586_1695337116.0137277/0/gnupg2-2-0-22-5-el7-5-x86-64-rpm-tar-gz/gnupg2-2.0.22-5.el7_5.x86_64.rpm: binary file matches`

Found in path(s):

* `/bin/grep`

1.19 abego-treelayout-core 1.0.3

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1.20 listenablefuture 9999.0-empty-to-avoid-conflict-with-guava

1.21 failureaccess 1.0.1

1.22 gobject-introspection 1.56.1-1.el7

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1.23 gpgme 1.3.2-5.el7

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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must

be combined with the library in order
to run.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or

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In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public

License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

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Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete

corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work

that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a)

Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood

that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

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That's all there is to it!

1.24 grep 2.20-3.el7

1.24.1 Available under license :

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Version 3, 29 June 2007

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Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those

products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions.

"This License" refers to version 3 of the GNU General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

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1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The

"System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

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6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

- a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.
- b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.
- c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.
- d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the

Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

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1.28 jaxb-runtime 2.3.1

1.29 javax-ws-rs-api 2.1.1

1.30 bzip2 1.0.8

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1.32 commons-beanutils 1.9.4

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1.36 jsr311-api 1.1.1

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1.44 byte-buddy-agent 1.9.10

1.45 disruptor 3.4.2

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jar/com/lmax/disruptor/util/ThreadHints.java
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```
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jar/com/lmax/disruptor/AggregateEventHandler.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/EventFactory.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/SequenceReportingEventHandler.java
*
/opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/SleepingWaitStrategy.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/ExceptionHandler.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/EventProcessor.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/SequenceBarrier.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/BusySpinWaitStrategy.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/EventTranslatorTwoArg.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/IgnoreExceptionHandler.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/NoOpEventProcessor.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/BatchEventProcessor.java
*
/opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-
jar/com/lmax/disruptor/dsl/ExceptionHandlerSetting.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/WorkerPool.java
```

* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/util/DaemonThreadFactory.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/LiteBlockingWaitStrategy.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/EventProcessorInfo.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/PhasedBackoffWaitStrategy.java
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* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/AbstractSequencer.java
*
/opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/BlockingWaitStrategy.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/ProcessingSequenceBarrier.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/WorkHandler.java
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* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventTranslatorThreeArg.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/WaitStrategy.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/MultiProducerSequencer.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/LifecycleAware.java
*
/opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/EventHandlerGroup.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/AlertException.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/SequenceGroup.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventTranslatorVararg.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/YieldingWaitStrategy.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/ConsumerRepository.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventHandler.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/util/Util.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventTranslator.java
*

/opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventTranslatorOneArg.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/WorkProcessor.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/Disruptor.java
* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/FatalExceptionHandler.java

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* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventReleaser.java

* /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/EventReleaseAware.java

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- * /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/Sequence.java
- * /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/InsufficientCapacityException.java
- * /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/Cursed.java
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- /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/dsl/ProducerType.java
- * /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/SequenceGroups.java
- * /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/DataProvider.java
- * /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/FixedSequenceGroup.java
- * /opt/cola/permits/1005594541_1646171709.07/0/disruptor-3-4-2-sources-jar/com/lmax/disruptor/Sequencer.java

1.46 guice 4.2.2

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Version 2.1, February 1999

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Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6.

Any executables

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```
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program `Gnomovision' (which makes passes at compilers) written by
James Hacker.
```

```
signature of Ty Coon, 1 April 1989
Ty Coon, President of Vice
```

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1.58 audit-lib 2.8.5-4.el7

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Version 2.1, February 1999

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

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1.59 kmod 20-28.el7

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1.64 shared-mime-info 1.8-5.el7

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1.68 pam 1.1.8-23.el7

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1.70 feign-slf4j 8.18.0

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* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/Param.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/QueryMap.java
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* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/codec/DecodeException.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/Util.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/auth/BasicAuthRequestInterceptor.java
*
/opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/MethodMetadata.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/codec/EncodeException.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/FeignException.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/Contract.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/RetryableException.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/Feign.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-

```
jar/feign/codec/ErrorDecoder.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/Client.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/Response.java
*
/opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-
jar/feign/RequestTemplate.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-
jar/feign/auth/Base64.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/Request.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-
jar/feign/ReflectiveFeign.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-
jar/feign/codec/StringDecoder.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/Logger.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/Retryer.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-jar/feign/Target.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-
jar/feign/RequestInterceptor.java
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-
jar/feign/InvocationHandlerFactory.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-
jar/feign/SynchronousMethodHandler.java
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```
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-
jar/feign/codec/Encoder.java
* /opt/ws_local/PERMITS_SQL/1041742352_1590954355.62/0/feign-core-8-18-0-sources-
jar/feign/codec/Decoder.java
```

1.72 feign-jackson 8.18.0

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Found in path(s):

```
* /opt/ws_local/PERMITS_SQL/1041746349_1590960627.05/0/feign-jackson-8-18-0-sources-
jar/feign/jackson/JacksonDecoder.java
* /opt/ws_local/PERMITS_SQL/1041746349_1590960627.05/0/feign-jackson-8-18-0-sources-
jar/feign/jackson/JacksonEncoder.java
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1.73 feign-jaxrs 8.18.0

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```
*/opt/ws_local/PERMITS_SQL/1041740744_1590954450.45/0/feign-jaxrs-8-18-0-sources-
jar/feign/jaxrs/JAXRSContract.java
```

1.74 guice-multibindings 4.2.2

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1.75 guice-assistedinject 4.2.2

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1.76 jedis 3.3.0

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```
* /opt/ws_local/PERMITS_SQL/1047560748_1590497249.67/0/jedis-3-3-0-sources-
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jar/redis/clients/jedis/util/RedisInputStream.java

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* /opt/ws_local/PERMITS_SQL/1047560748_1590497249.67/0/jedis-3-3-0-sources-
jar/redis/clients/jedis/util/MurmurHash.java

1.77 error_prone_annotations 2.3.4

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* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-
jar/com/google/errorprone/annotations/Immutable.java
* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-
jar/com/google/errorprone/annotations/ForOverride.java
* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-
jar/com/google/errorprone/annotations/Var.java

*
/opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
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* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/RequiredModifiers.java
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* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/DoNotCall.java
* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
*
/opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CheckReturnValue.java
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* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/NoAllocation.java
*

/opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/concurrent/LockMethod.java

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* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/DoNotMock.java
* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CompatibleWith.java
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/opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/RestrictedApi.java

* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-

jar/com/google/errorprone/annotations/MustBeClosed.java

* /opt/ws_local/PERMITS_SQL/1059106420_1592475238.99/0/error-prone-annotations-2-3-4-sources-1-

jar/com/google/errorprone/annotations/FormatMethod.java

1.78 fdisk 2.23.2

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size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

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#2: 7680 8704 0xa5
#5: 7936 4864 0x7 (freebsd)
#6: 12544 3584 0x7 (freebsd)

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Initialize empty image

f1c9645dbc14efddc7d8a322685f26eb bsd.img

Create new DOS partition table

57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors

Units = sectors of 1 * 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk label type: dos

Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
--------	------	-------	-----	--------	----	--------

Create 1st primary partition

ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors

Units = sectors of 1 * 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk label type: dos

Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux

Create 2st primary partition

1bebf87248e05d6e4e62b749da65d023

bsd.img

Set 2nd partition type

2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors

Units = sectors of 1 * 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk label type: dos

Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux
__ts_dev__2		4096	20479	8192	a5	FreeBSD

Create default BSD

2e1cee529cb59c9341afef0443f196a1 bsd.img

---layout-----

Changes will remain in memory only, until you decide to write them.

Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

4 partitions:

start end size fstype [fsize bsize cpg]

c: 4096 20479 16384 unused 0 0

d: 0

16064 16065 unused 0 0

BSD disklabel command (m for help):

Command (m for help):

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout-----

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
a:	4096	6144	2049	4.2BSD	0	0	0
c:	4096	20479	16384	unused	0	0	
d:	0	16064	16065	unused	0	0	

BSD disklabel command (m for help):

Command (m for help):

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

0	unused	5	4.1BSD	9	4.4LFS	d	boot
1	swap						
	6	Eighth Edition	a	unknown	e	ADOS	
2	Version 6	7	4.2BSD	b	HPFS	f	HFS
3	Version 7	8	MS-DOS	c	ISO-9660	10	AdvFS
4	System V						

BSD disklabel command (m for help):

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- */

1.79 yum-utils 1.1.31-54.el7_8

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*

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*

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jar/io/netty/channel/rxtx/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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jar/io/netty/channel/udt/UdtServerChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/DefaultHeadersImpl.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/InboundHttp2ToHttpAdapterBuilder.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/DecoratingHttp2ConnectionDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/WeightedFairQueueByteDistributor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/StreamByteDistributor.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/MathUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/ByteProcessor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2PromisedRequestVerifier.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/ValueConverter.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/DecoratingHttp2ConnectionEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2StreamVisitor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/CoalescingBufferQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/AbstractInboundHttp2ToHttpAdapterBuilder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/UniformStreamByteDistributor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/StreamBufferingEncoder.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/DecoratingHttp2FrameWriter.java
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jar/io/netty/internal/tcnative/Library.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/internal/tcnative/SSL.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/internal/tcnative/SSLContext.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/internal/tcnative/Buffer.java

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jar/io/netty/handler/codec/http2/DefaultHttp2FrameReader.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/DefaultHttp2ConnectionDecoder.java

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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2FrameTypes.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

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jar/io/netty/util/collection/ShortObjectMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2DataWriter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/DefaultHttp2Connection.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/collection/ShortObjectHashMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2EventAdapter.java
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jar/io/netty/util/internal/ObjectUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/collection/CharObjectHashMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2Error.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttQoS.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2FrameWriter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/collection/LongObjectMap.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2ConnectionHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/DefaultHttp2LocalFlowController.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2ConnectionAdapter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2FrameListener.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/EmptyHeaders.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/DefaultHttp2HeadersDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2NoMoreStreamIdsException.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/helloworld/client/Http2SettingsHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/helloworld/server/Http2OrHttpHandler.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/EmptyHttp2Headers.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/CompressorHttp2ConnectionEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HttpToHttp2ConnectionHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2LifecycleManager.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpServerUpgradeHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2RemoteFlowController.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2CodecUtil.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2Flags.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameReader.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/collection/LongCollections.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/InboundHttp2ToHttpAdapter.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2RemoteFlowController.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ConnectionEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2ConnectionEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/collection/CharCollections.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/client/Http2Client.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/collection/ByteObjectHashMap.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/collection/ShortCollections.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/Headers.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/client/Http2ClientInitializer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2FrameWriter.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/Http2ExampleUtil.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/example/http2/helloworld/client/HttpResponseHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/DefaultHeaders.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2ClientUpgradeCodec.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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jar/io/netty/util/collection/IntObjectHashMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/collection/ByteObjectMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2FrameSizePolicy.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2FrameAdapter.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/helloworld/server/HelloWorldHttp2Handler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2HeadersDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2HeadersEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/DefaultHttp2HeadersEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/collection/ByteCollections.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2FlowController.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2Headers.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/collection/IntObjectMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2Exception.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/DelegatingDecompressorFrameListener.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2FrameListenerDecorator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2ConnectionDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2LocalFlowController.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/collection/IntCollections.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2Stream.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/collection/LongObjectHashMap.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpClientUpgradeHandler.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2Headers.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/MultiSearchProcessorFactory.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/AbstractMultiSearchProcessorFactory.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/frame/client/Http2ClientStreamFrameResponseHandler.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/frame/client/Http2FrameClient.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/frame/client/Http2ClientFrameInitializer.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/BitapSearchProcessorFactory.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/MultiSearchProcessor.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/buffer/search/AbstractSearchProcessorFactory.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/KmpSearchProcessorFactory.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/SearchProcessor.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/SearchProcessorFactory.java

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Found in path(s):

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SslHandshakeCompletionEvent.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultAddressedEnvelope.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeadersFrame.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/package-info.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheClientCodec.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObjectDecoder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/FullBinaryMemcacheRequest.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrameAggregator.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/MemcacheMessage.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/concurrent/ImmediateEventExecutor.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthStatus.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/rxtx/RxtxCient.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/rxtx/RxtxCientHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/DefaultChannelId.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socksx/v5/Socks5AuthMethod.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/memcache/binary/AbstractBinaryMemcacheDecoder.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/spdy/SpdySessionHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/ChannelId.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolHandshakeHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/spdy/DefaultSpdyHeaders.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/ConstantPool.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/group/ChannelMatchers.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/internal/NoOpTypeParameterMatcher.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/spdy/SpdyHeaderBlockRawEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/FullHttpRequest.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socks/SocksAuthScheme.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/Recycler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/concurrent/ImmediateExecutor.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socks/SocksResponseType.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/channel/ConnectTimeoutException.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/spdy/SpdyGoAwayFrame.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/memcache/DefaultMemcacheContent.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/concurrent/Promise.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/spdy/SpdyHeaderBlockJZlibEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/concurrent/DefaultThreadFactory.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/concurrent/AbstractEventExecutor.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/AbstractReferenceCountedByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/SimpleLeakAwareByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/DefaultFullHttpRequest.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/ChannelProgressivePromise.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/DefaultChannelProgressivePromise.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/udt/UdtServerChannelConfig.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/FullHttpRequest.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/DefaultFullHttpResponse.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/spdy/DefaultSpdySynStreamFrame.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/memcache/LastMemcacheContent.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/UnreleasableByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/spdy/DefaultSpdyDataFrame.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/FullHttpResponse.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socks/v5/Socks5AddressType.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/DefaultMessageSizeEstimator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/spdy/SpdyHttpDecoder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/DefaultByteBufHolder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObjectAggregator.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/DefaultProgressivePromise.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/FullMemcacheMessage.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/MessageSizeEstimator.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObject.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultFullBinaryMemcacheRequest.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheServerCodec.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/EmptyByteBuf.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultBinaryMemcacheResponse.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/ResourceLeakException.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyGoAwayFrame.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Crc32c.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/GenericProgressiveFutureListener.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequestEncoder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyHeadersFrame.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseDecoder.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheOpcodes.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaders.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/SocksVersion.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/SimpleChannelInboundHandler.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/channel/ChannelOutboundBuffer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/group/ChannelGroupException.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/epoll/Native.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/PlatformDependent0.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/AbstractFuture.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/memcache/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/worldclock/WorldClockProtocol.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http/helloworld/HttpHelloWorldServerInitializer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/FutureListener.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdySynReplyFrame.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequestDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyHttpCodec.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketFrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyHeaderBlockZlibEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/udt/UdtChannelOption.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/AddressedEnvelope.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/DefaultPromise.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyVersion.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socks/SocksProtocolVersion.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/ReadOnlyIterator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/WrappedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/FixedCompositeByteBuf.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheObjectAggregator.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/DefaultSpdyPingFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/ReadOnlyByteBufferBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/memcache/binary/FullBinaryMemcacheResponse.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/DefaultSpdyStreamFrame.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http/helloworld/HttpHelloWorldServerHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketProtocolHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/AppendableCharSequence.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/ScheduledFutureTask.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/GenericFutureListener.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/ByteBufProcessor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5CommandType.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/AbstractEventLoopGroup.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/RecyclableArrayList.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socks/SocksCmdStatus.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/AbstractEventExecutorGroup.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socks/SocksAuthStatus.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketFrameEncoder.java
*

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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/ComposedLastHttpContent.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelProgressiveFuture.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseStatus.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/Future.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/DefaultUdtServerChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ConcurrentSet.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/ReferenceCountUtil.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/CompleteFuture.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdySessionStatus.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequest.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/group/ChannelGroup.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksMessageType.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/DefaultFutureListeners.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/PromiseTask.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyRstStreamFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/group/ChannelMatcher.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyWindowUpdateFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/AbstractBinaryMemcacheMessage.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/MemcacheContent.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

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jar/io/netty/handler/codec/memcache/DefaultLastMemcacheContent.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyRstStreamFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/ReadOnlyUnsafeDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/ProgressiveFuture.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyCodecUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/cors/package-info.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/Version.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socks/SocksSubnegotiationVersion.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponse.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socks/SocksCmdType.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/ReferenceCounted.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/bootstrap/ChannelFactory.java
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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/DefaultSpdySynReplyFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/ByteBufHolder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyStreamStatus.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/ProgressivePromise.java
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jar/io/netty/handler/codec/memcache/binary/DefaultFullBinaryMemcacheResponse.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyPingFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/ScheduledFuture.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/AbstractReferenceCounted.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/ResourceLeak.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/group/DefaultChannelGroup.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/ResourceLeakDetector.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksAddressType.java
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelHandlerAdapter.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/ThreadPerTaskExecutor.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyWindowUpdateFrame.java
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandStatus.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/EmptyArrays.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultBinaryMemcacheRequest.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdySettingsFrame.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelProgressiveFutureListener.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksRequestType.java
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/memcache/MemcacheObject.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/handler/codec/spdy/SpdyDataFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdySynStreamFrame.java
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Found in path(s):

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-  
jar/io/netty/channel/ChannelFlushPromiseNotifier.java  
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-  
jar/io/netty/channel/SingleThreadEventLoop.java  
*  
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-  
jar/io/netty/handler/codec/http/websocketx/WebSocketFrame.java  
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-  
jar/io/netty/example/udt/echo/message/MsgEchoClientHandler.java  
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-  
jar/io/netty/example/factorial/FactorialClientInitializer.java  
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-  
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-  
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-  
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jar/io/netty/example/udt/echo/rendezvousBytes/ByteEchoPeerBase.java  
*  
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-  
jar/io/netty/channel/ChannelInboundHandler.java  
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 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/echo/EchoServer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/uptime/UptimeClient.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/stream/ChunkedNioStream.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/factorial/FactorialClientHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/HttpResponseDecoder.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/serialization/ClassResolvers.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/bootstrap/Bootstrap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/logging/CommonsLoggerFactory.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/HttpResponseEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/group/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/timeout/WriteTimeoutHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/nio/NioEventLoop.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/udt/echo/bytes/ByteEchoServer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/TextWebSocketFrame.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/EventExecutorGroup.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/PoolChunkList.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/udt/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker13.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/ChannelPromise.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/factorial/FactorialClient.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/QueryStringEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/worldclock/WorldClockServerInitializer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/stream/ChunkedNioFile.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socks/UnknownSocksResponse.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/PooledByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/multipart/HttpPostRequestEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

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jar/io/netty/handler/codec/rtsp/RtspResponseStatuses.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/udt/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/PooledDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/udt/echo/bytes/ByteEchoClientHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/socket/SocketChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/VoidChannelPromise.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/oio/AbstractOioMessageChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/NetUtil.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/factorial/NumberEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyHttpHeaders.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker00.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/socket/ServerSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/SlicedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/ChannelOutboundHandlerAdapter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/PongWebSocketFrame.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/UnpooledHeapByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/udt/echo/bytes/ByteEchoServerHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/multipart/HttpPostRequestDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/EventExecutor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/oio/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/qotm/QuoteOfTheMomentClientHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/worldclock/WorldClockServerHandler.java
*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/socksproxy/SocksServerInitializer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/InternalLogLevel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/qotm/QuoteOfTheMomentClient.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/rtsp/RtspVersions.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/DefaultHttpObject.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/qotm/QuoteOfTheMomentServerHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpObjectEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/InternalLoggerFactory.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/telnet/TelnetServerInitializer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/rtsp/RtspRequestEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/package-info.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/telnet/TelnetServerHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http/upload/HttpUploadServerHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/securechat/SecureChatClient.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultChannelPromise.java
*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/MessageAggregator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/ContinuationWebSocketFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpResponse.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/discard/DiscardClientHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksResponse.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/Signal.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpContentDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/message/MsgEchoServerHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/MultithreadEventLoopGroup.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http/snoop/HttpSnoopClientInitializer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HTTPHeaderDateFormat.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/DatagramChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/AbstractChannelHandlerContext.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/SingleThreadEventExecutor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/rendezvous/MsgEchoPeerOne.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/telnet/TelnetClient.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/buffer/UnpooledUnsafeDirectByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/AbstractByteBufAllocator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/DefaultEventLoopGroup.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/AbstractByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/HttpRequestEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/SucceededChannelFuture.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/oio/AbstractOioByteChannel.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/group/CombinedIterator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/ByteBufUtil.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socksx/v4/Socks4CommandResponse.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/bootstrap/ServerBootstrap.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/http/websocketx/server/WebSocketServer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/worldclock/WorldClockServer.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/sctp/SctpOutboundByteStreamHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/serialization/ReferenceMap.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/compression/CompressionException.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/udt/echo/rendezvous/Config.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/group/DefaultChannelGroupFuture.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socks/SocksAuthResponseDecoder.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/IllegalReferenceCountException.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socksx/v5/DefaultSocks5CommandRequest.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/socket/InternetProtocolFamily.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/AbstractServerChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponse.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpRequest.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/group/ChannelGroupFutureListener.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http/snoop/HttpSnoopServerInitializer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/EventLoopGroup.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/ServerChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/multipart/DiskFileUpload.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/rtsp/RtspObjectDecoder.java
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/Attribute.java
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jar/io/netty/handler/codec/http/HttpContentCompressor.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/socket/ServerSocketChannelConfig.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/base64/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/spdy/DefaultSpdySettingsFrame.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/udt/echo/bytes/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/udt/echo/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/rtsp/RtspRequestDecoder.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthRequest.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/localecho/LocalEchoServerHandler.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/PlatformDependent.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/AdaptiveRecvByteBufAllocator.java
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v4/DefaultSocks4CommandResponse.java
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ClientDecoder.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/message/MsgEchoClient.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultFileRegion.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/ThreadPerChannelEventLoopGroup.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractHttpData.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/timeout/IdleStateEvent.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/file/FileServer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/DefaultAttributeMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/QueryStringDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelFutureListener.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/embedded/EmbeddedEventLoop.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/qotm/QuoteOfTheMomentServer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/UnpooledByteBufAllocator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/CookieDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractDiskHttpData.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpHeaders.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/MessageToMessageDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/timeout/IdleState.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractMemoryHttpData.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketVersion.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/local/LocalChannelRegistry.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/PoolChunk.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/sctp/SctpEchoServer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/logging/LoggingHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/rendezvousBytes/ByteEchoPeerTwo.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/socksproxy/SocksServerHandler.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socks/SocksCmdRequestDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/channel/sctp/nio/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/concurrent/FailedFuture.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/portunification/PortUnificationServer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/socket/oio/OioDatagramChannel.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/bytes/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/RecvByteBufAllocator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/socket/DatagramPacket.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/AbstractChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/multipart/InterfaceHttpPostRequestDecoder.java
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 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/internal/SystemPropertyUtil.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/concurrent/SucceededFuture.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/udt/echo/rendezvous/MsgEchoPeerBase.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/http/upload/HttpUploadServer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/websocketx/WebSocketHandshakeException.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/rtsp/RtspResponseDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/nio/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/embedded/EmbeddedSocketAddress.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/multipart/InternalAttribute.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/rtsp/package-info.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/oio/OioEventLoopGroup.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelPromiseNotifier.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelException.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/objectecho/ObjectEchoServerHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/nio/AbstractNioChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/rendezvous/MsgEchoPeerTwo.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/string/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/Cookie.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/DefaultEventExecutorGroup.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelPipeline.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/PoolThreadCache.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/udt/echo/rendezvous/MsgEchoPeerHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/securechat/SecureChatServer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBufInputStream.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpContentEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/proxy/HexDumpProxyInitializer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/multipart/InterfaceHttpData.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultChannelConfig.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

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jar/io/netty/example/proxy/HexDumpProxy.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http/file/HttpStaticFileServerInitializer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/socket/nio/NioSocketChannel.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socks/SocksCmdResponse.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socks/SocksMessageEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socks/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socks/SocksCmdRequest.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/base64/Base64Decoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/epoll/EpollDatagramChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/HttpClientCodec.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/udt/echo/rendezvousBytes/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/multipart/MemoryFileUpload.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/rtsp/RtspResponseEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/stream/ChunkedInput.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http/helloworld/HttpHelloWorldServer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/util/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/ZlibWrapper.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/local/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/CompositeByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/group/ChannelGroupFuture.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/ZlibUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/rtsp/RtspHeaders.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshakerFactory.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/DomainWildcardMappingBuilder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/stomp/websocket/StompVersion.java
*
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/SslHandshakeTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/search/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/haproxy/HAProxyHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/stomp/websocket/StompWebSocketClientPageHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/stomp/websocket/StompWebSocketChatServerInitializer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/stomp/websocket/StompWebSocketChatServer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/haproxy/HAProxyClient.java
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 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/stomp/websocket/StompSubscription.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/haproxy/HAProxyServer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/stomp/websocket/StompWebSocketProtocolCodec.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/address/ResolveAddressHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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jar/io/netty/handler/codec/haproxy/HAProxyMessageEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/stomp/websocket/StompChatHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/logging/ByteBufFormat.java
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Found in path(s):

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerFrameDeflateDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/stomp/package-info.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/DnsServerAddresses.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/xml/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttIdentifierRejectedException.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/spdy/client/SpdyClientInitializer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/Lz4Constants.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/stomp/StompContentSubframe.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/spdy/server/SpdyOrHttpHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionUtil.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/LzfEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5ServerEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslClientContext.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameCodec.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/spdy/client/package-info.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyMessageDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageIdVariableHeader.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnAckVariableHeader.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/JdkApplicationProtocolNegotiator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/memcache/binary/MemcacheClientHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRule.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/ChannelFactory.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/rtsp/RtspHeaderValues.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/proxy/ProxyConnectException.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/PendingWriteQueue.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SniHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/haproxy/package-info.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsQueryContext.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandshaker.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http/websocketx/client/WebSocketClient.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/example/http2/helloworld/server/Http2ServerInitializer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/mqtt/MqttSubscribeMessage.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/mqtt/MqttConnectMessage.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socksx/v5/Socks5Message.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/compression/Bzip2Decoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socksx/AbstractSocksMessage.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/spdy/client/SpdyFrameLogger.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/stomp/DefaultLastStompContentSubframe.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/compression/Crc32.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/http/websocketx/benchmarkserver/WebSocketServerBenchmarkPage.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/ThreadDeathWatcher.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/xml/XmlSpace.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/unix/IovArray.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socksx/v4/Socks4ServerEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/websocketx/Utf8FrameValidator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http2/Http2SecurityUtil.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/socksx/v4/Socks4ClientEncoder.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/epoll/EpollSocketChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/spdy/SpdyHeaderBlockZlibDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/xml/XmlContent.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/DnsNameResolver.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/JdkBaseApplicationProtocolNegotiator.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslEngine.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/proxy/Socks5ProxyHandler.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/AsciiString.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/Java7SslParametersUtils.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyMessage.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubscribePayload.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollEventLoop.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/stomp/StompSubframeDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionData.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactory.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2InboundFrameLogger.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/CertificateVerifier.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/NoopAddressResolver.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyProxiedProtocol.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslApplicationProtocolNegotiator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSsl.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/file/FileServerHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

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jar/io/netty/handler/codec/spdy/SpdyFrameDecoderDelegate.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttMessageType.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/DomainNameMapping.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/HttpMessageUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerFrameDeflateEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http/websocketx/benchmarkserver/WebSocketServer.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OpenSslSessionContext.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/haproxy/HAProxyProtocolVersion.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/HttpHeaderValues.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5ClientEncoder.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/spdy/server/SpdyServer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketServerExtension.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/Bzip2Encoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ipfilter/IpFilterRuleType.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/proxy/ProxyHandler.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/xml/XmlDocumentEnd.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

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jar/io/netty/handler/codec/json/JsonObjectDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/spdy/server/SpdyServerInitializer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/DnsResolveContext.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/stomp/StompSubframeAggregator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/internal/InternalThreadLocalMap.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/SimpleNameResolver.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/xml/XmlComment.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/http/websocketx/benchmarkserver/WebSocketServerHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/HttpHeaderNames.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http2/Http2FrameLogger.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ipfilter/RuleBasedIpFilter.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/xml/XmlElement.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/xml/XmlDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/SupportedCipherSuiteFilter.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/xml/XmlNamespace.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/stomp/StompSubframe.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/websocketx/extensions/compression/WebSocketServerCompressionHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/JdkAlpnApplicationProtocolNegotiator.java
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 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/CipherSuiteConverter.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/mqtt/MqttPublishVariableHeader.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/JdkDefaultApplicationProtocolNegotiator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateFrameServerExtensionHandshaker.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/LzfDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtension.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/spdy/client/SpdyClient.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnectVariableHeader.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/AddressResolverGroup.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Bzip2Rand.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/Mapping.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/xml/XmlProcessingInstruction.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollTcpInfo.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslX509Certificate.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ipfilter/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4Message.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ipfilter/IpFilterRule.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/JdkSslContext.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/ServerCookieEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v4/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/handler/ssl/ApplicationProtocolUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/stomp/StompConstants.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttConnAckMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttSubAckMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttConnectReturnCode.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/JettyNpnSslEngine.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/haproxy/HAProxyConstants.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/xml/XmlElementStart.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttUnsubscribePayload.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttUnsubscribeMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/WebSocketClientCompressionHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/rtsp/RtspHeaderNames.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/xml/XmlElementEnd.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketServerExtensionHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OpenSslEngineMap.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/JdkSslEngine.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/xml/XmlCharacters.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/DecoderResultProvider.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http/websocketx/benchmarkserver/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socksx/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/FastThreadLocal.java

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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/PromiseAggregator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/Bzip2BitWriter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyHeaderBlockRawDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/NameResolver.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/spdy/SpdyHeaderBlockDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/memcache/binary/MemcacheClient.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequestDecoder.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/SslUtils.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/stomp/StompFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateClientExtensionHandshaker.j
ava
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OpenSslServerSessionContext.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttFixedHeader.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequestDecoder.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/xml/XmlAttribute.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/JdkSslServerContext.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/stomp/StompSubframeEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/epoll/NativeDatagramPacketArray.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5InitialResponseDecoder.java
*

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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http2/Http2OutboundFrameLogger.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/OpenSslContext.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/HttpChunkedInput.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/websocketx/extensions/compression/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/xml/XmlEntityReference.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/OpenSslSessionStats.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/JdkSslClientContext.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/mqtt/MqttPubAckMessage.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/proxy/Socks4ProxyHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateDecoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/http2/helloworld/server/Http2Server.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/OpenSslNpnApplicationProtocolNegotiator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateServerExtensionHandshaker.
 java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/concurrent/PromiseNotifier.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/AsciiHeadersEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/CipherSuiteFilter.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/MessageAggregationException.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/xml/XmlCdata.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/AbstractEventLoop.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/spdy/server/SpdyServerHandler.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponseDecoder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/xml/XmlDocumentStart.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttTopicSubscription.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/stomp/StompClient.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandResponseDecoder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/stomp/DefaultStompHeaders.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsAddressResolverGroup.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnectPayload.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ipfilter/AbstractRemoteAddressFilter.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SslProvider.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollDatagramChannel.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslServerContext.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/NoopAddressResolverGroup.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/mqtt/MqttUnsubAckMessage.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/package-info.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameDecoder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SslContext.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/stomp/StompCommand.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/stomp/LastStompContentSubframe.java

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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketServerExtensionHandshaker.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/proxy/HttpProxyHandler.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/handler/codec/json/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/IntegerHolder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/proxy/ProxyConnectionEvent.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OpenSslDefaultApplicationProtocolNegotiator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttMessageFactory.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/haproxy/HAProxyCommand.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/ReflectiveChannelFactory.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/util/BouncyCastleSelfSignedCertGenerator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/mqtt/MqttCodecUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/stomp/DefaultStompContentSubframe.java
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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionEncoder.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultChannelHandlerContext.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/CleanerJava6.java

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jar/io/netty/handler/codec/dns/TcpDnsResponseDecoder.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/ExtendedClosedChannelException.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker07.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolHandshakeHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/internal/tcnative/SSLPrivateKeyMethodTask.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketCloseStatus.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/internal/tcnative/SSLPrivateKeyMethod.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/internal/tcnative/CertificateCallbackTask.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/svm/PlatformDependent0Substitution.java

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*/

/**

* Enumeration of supported Base64 dialects.

* <p>

* The internal lookup tables in this class has been derived from

* Robert
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* Base64 Encoder/Decoder.

*/

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/base64/Base64Dialect.java

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- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/smtp/DefaultSmtpResponse.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/flow/package-info.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/SessionTicketKey.java
- *
- /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2ResetFrame.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsOptEcsRecord.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/smtp/SmtpCommand.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2DataFrame.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueSocketChannelConfig.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/RoundRobinInetAddressResolver.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/SelectStrategyFactory.java
- *
- /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2WindowUpdateFrame.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/internal/tcnative/CertificateRequestedCallback.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2PingFrame.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/UnpooledUnsafeNoCleanerDirectByteBuffer.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2Frame.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/UnaryPromiseNotifier.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2SettingsFrame.java
- *
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- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/PemX509Certificate.java
- * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

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jar/io/netty/handler/codec/DatagramPacketEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2StreamFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/ResourceLeakTracker.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/DatagramPacketDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2StreamFrameToHttpObjectCodec.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/MacAddressUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/DnsCache.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/multipart/FileUploadUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2FrameCodec.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2MultiplexCodec.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/PemPrivateKey.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/smtp/DefaultSmtpContent.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/kqueue/KQueueSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/kqueue/KQueueChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/RejectedExecutionHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/SimpleLeakAwareCompositeByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/ReadOnlyHttp2Headers.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/UnstableApi.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/CompressionUtil.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/WrappedCompositeByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/helloworld/frame/server/Http2ServerInitializer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/BooleanSupplier.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/kqueue/AbstractKQueueStreamChannel.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/PooledSlicedByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/smtp/LastSmtpContent.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/flush/FlushConsolidationHandler.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/PooledDuplicatedByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/ResourceLeakDetectorFactory.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/HttpServerKeepAliveHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/group/VoidChannelGroupFuture.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/WrappedUnpooledUnsafeDirectByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueServerChannel.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/PemEncoded.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyTLV.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/SelectStrategy.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2ResetFrame.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueStaticallyReferencedJniMethods.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/DefaultEventExecutorChooserFactory.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ThrowableUtil.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/DefaultSelectStrategyFactory.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2GoAwayFrame.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/EventExecutorChooserFactory.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/multiplex/server/Http2ServerInitializer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/OrderedEventExecutor.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/redis/RedisClientHandler.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/SocketUtils.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/smtp/DefaultLastSmtpContent.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/kqueue/NativeLongArray.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/InflightNameResolver.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/ChannelInboundInvoker.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/kqueue/AbstractKQueueChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/smtp/SmtpUtils.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/bootstrap/BootstrapConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/smtp/SmtpRequests.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2WindowUpdateFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/OutOfDirectMemoryError.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketChunkedInput.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2FrameStream.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/epoll/LinuxSocket.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/flush/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/helloworld/frame/server/Http2Server.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/smtp/SmtpResponse.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/RoundRobinDnsAddressResolverGroup.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/bootstrap/ServerBootstrapConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/smtp/SmtpRequestEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslCertificateException.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2DataFrame.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueEventLoop.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/string/LineSeparator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/NonStickyEventExecutorGroup.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/AbstractHttp2StreamFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/WriteBufferWaterMark.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/smtp/DefaultSmtpRequest.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueServerChannelConfig.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsOptPseudoRecord.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ConstantTimeUtils.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueServerDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/DuplexChannel.java
*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/AbstractPooledDerivedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/Http2FrameStreamVisitor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/InboundHttpToHttp2Adapter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/smtp/SmtpRequest.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueRecvByteAllocatorHandle.java
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*
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/NativeLibraryUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/SocketWritableByteChannel.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/multiplex/server/Http2Server.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/smtp/SmtpContent.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueDatagramChannel.java
*
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/PemValue.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/Native.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/NoopDnsCache.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/RejectedExecutionHandlers.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/concurrent/UnorderedThreadPoolEventExecutor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueServerSocketChannelConfig.java
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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2PingFrame.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/AbstractUnpooledSlicedByteBuf.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/kqueue/KQueueEventLoopGroup.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/Log4JLogger.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/logging/InternalLogger.java
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 * Utility class for {@link ByteBuf} that encodes and decodes to and from
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocket13FrameEncoder.java
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jar/io/netty/util/internal/shaded/org/jctools/queues/SpSCLinkedQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/IndexedQueueSizeUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpSCLinkedQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/BaseMpSCLinkedAtomicArrayQueue.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpSCChunkedAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/spec/ConcurrentQueueSpec.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpSCGrowableAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeRefArrayAccess.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

```

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jar/io/netty/util/internal/shaded/org/jctools/queues/ConcurrentCircularArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/QueueFactory.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/maps/AbstractEntry.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/spec/Ordering.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpscCompoundQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpscUnboundedXaddChunk.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpscUnboundedArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SequencedAtomicReferenceArrayQueue.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpSCLinkedAtomicQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpscBlockingConsumerArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MessagePassingQueueUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/Pow2.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingHashMapLong.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeLongArrayAccess.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingHashSet.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/SpMCArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/SpSCGrowArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MPMCArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpscUnboundedXaddArrayQueue.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeJvmInfo.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingHashMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

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jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpscArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/RangeUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/SpSCArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeAccess.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpSCGrowableAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpmcAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpscGrowableArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/spec/Preference.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/BaseLinkedQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/AtomicQueueFactory.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MessagePassingQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpSCAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/AtomicReferenceArrayQueue.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/LinkedQueueNode.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/SpSCChunkedArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpmcUnboundedXaddChunk.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/PortableJvmInfo.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/CleanerJava9.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/Cleaner.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/concurrent/FastThreadLocalRunnable.java
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```
*/
/**
 * Set the { @code TCP_MD5SIG } option on the socket. See { @code linux/tcp.h } for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.

*/
```

Found in path(s):

```
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/epoll/EpollServerSocketChannelConfig.java
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```
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/AbstractCoalescingBufferQueue.java
```

```
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2ConnectionPrefaceAndSettingsFrameWrittenEvent.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/TraceDnsQueryLifeCycleObserverFactory.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/PriorityQueue.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/bootstrap/FailedChannel.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/ReadOnlyHttpHeaders.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/LongAdderCounter.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownException.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/uptime/UptimeServerHandler.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/MultiDnsServerAddressStreamProvider.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/ocsp/OcspClientHandler.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/handler/ssl/ocsp/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/Conscrypt.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserver.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2UnknownFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/UncheckedBooleanSupplier.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/TraceDnsQueryLifecycleObserver.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserver.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/ObjectCleaner.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/HostsFileEntries.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/internal/ChannelUtils.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/SniCompletionEvent.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2StreamChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/ByteBufAllocatorMetric.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2FrameCodecBuilder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OptionalSslHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/HttpServerExpectContinueHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2StreamChannelBootstrap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserverFactory.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/ReflectionUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserverFactory.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/internal/EmptyPriorityQueue.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/DnsServerAddressStreamProviders.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/DnsServerAddressStreamProvider.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/websocketx/WebSocketScheme.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/PendingBytesTracker.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/internal/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/PooledByteBufAllocatorMetric.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/DnsQueryLifecycleObserver.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/SuppressForbidden.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/JdkAlpnSslUtils.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/mqtt/MqttMessageBuilders.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/SslCompletionEvent.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/UnixResolverDnsServerAddressStreamProvider.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http2/Http2FrameStreamEvent.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/SslClientHelloHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/SequentialDnsServerAddressStreamProvider.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/ResolvedAddressTypes.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/DnsCacheEntry.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/handler/codec/http2/Http2StreamChannelId.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/internal/tcnative/SniHostNameMatcher.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/DnsNameResolverTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/UniSequentialDnsServerAddressStreamProvider.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/unix/UnixChannelUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2MultiplexCodecBuilder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/AbstractSniHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/DnsQueryLifecycleObserverFactory.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/NettyRuntime.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/SingletonDnsServerAddressStreamProvider.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/DefaultHttp2UnknownFrame.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/uptime/UptimeServer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/CleartextHttp2ServerUpgradeHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/JdkAlpnSslEngine.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/logging/LocationAwareSlf4JLogger.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/internal/tcnative/NativeStaticallyReferencedJniMethods.java
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jar/io/netty/handler/codec/redis/package-info.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/RedisMessageType.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/IntegerRedisMessage.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/DefaultLastBulkStringRedisContent.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/RedisCodecUtil.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/AbstractStringRedisMessage.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/ErrorRedisMessage.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/RedisMessagePool.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/redis/RedisClient.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/LastBulkStringRedisContent.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/BulkStringRedisContent.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/helloworld/frame/server/HelloWorldHttp2Handler.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/RedisCodecException.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/FullBulkStringRedisMessage.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/SimpleStringRedisMessage.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/RedisDecoder.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/RedisBulkStringAggregator.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/helloworld/frame/server/Http2OrHttpHandler.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-


```
jar/io/netty/example/http2/helloworld/multiplex/server/Http2OrHttpHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/BulkStringHeaderRedisMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/FixedRedisMessagePool.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/DefaultBulkStringRedisContent.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/RedisArrayAggregator.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/ArrayRedisMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/RedisConstants.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/ArrayHeaderRedisMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/RedisMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/redis/RedisEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/helloworld/multiplex/server/HelloWorldHttp2Handler.java
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jar/io/netty/example/ocsp/OcspUtils.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/ocsp/OcspClientExample.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/ocsp/Digester.java
*
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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/ocsp/OcspServerExample.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/ocsp/OcspRequestBuilder.java
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jar/io/netty/util/internal/logging/FormattingTuple.java
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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/logging/MessageFormatter.java
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jar/io/netty/channel/sctp/nio/NioSctpServerChannel.java
```

```
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/sctp/SctpMessage.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/sctp/SctpChannel.java
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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/sctp/SctpNotificationHandler.java
```

```
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/traffic/AbstractTrafficShapingHandler.java
```

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/sctp/SctpServerChannelConfig.java
```

```
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/worldclock/WorldClockProtocol.proto
```

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/sctp/DefaultSctpChannelConfig.java
```

```
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/sctp/SctpChannelConfig.java
```

```
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/sctp/SctpServerChannel.java
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/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/nio/NioSctpChannel.java

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*/

/**

* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in

* its { @link ChannelPipeline }.

*

* <h3>Sub-types</h3>

* <p>

* { @link ChannelHandler } itself does not provide many methods, but you usually have to implement one of its subtypes:

*

* { @link

ChannelInboundHandler } to handle inbound I/O events, and

* { @link ChannelOutboundHandler } to handle outbound I/O operations.

*

* </p>

* <p>

* Alternatively, the following adapter classes are provided for your convenience:

*

* { @link ChannelInboundHandlerAdapter } to handle inbound I/O events,

* { @link ChannelOutboundHandlerAdapter } to handle outbound I/O operations, and

* { @link ChannelDuplexHandler } to handle both inbound and outbound events

*

* </p>

* <p>

* For more information, please refer to the documentation of each subtype.

* </p>

*

* <h3>The context object</h3>

* <p>

* A { @link ChannelHandler } is provided with a { @link ChannelHandlerContext }

* object. A [{@link ChannelHandler}](#) is supposed to interact with the
 * [{@link ChannelPipeline}](#) it belongs to via a context object. Using the
 * context object, the [{@link ChannelHandler}](#) can pass events upstream or
 * downstream, modify the pipeline dynamically,
 or store the information
 * (using [{@link AttributeKey}](#)s) which is specific to the handler.

*

* <h3>State management</h3>

*

* A [{@link ChannelHandler}](#) often needs to store some stateful information.

* The simplest and recommended approach is to use member variables:

* <pre>

```
* public interface Message {
```

```
*     // your methods here
```

```
* }
```

*

```
* public class DataServerHandler extends {@link SimpleChannelInboundHandler} &lt;Message> {
```

*

```
*     <b>private boolean loggedIn;</b>
```

*

```
*     { @code @Override }
```

```
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
```

```
*         if (message instanceof LoginMessage) {
```

```
*             authenticate((LoginMessage) message);
```

```
*             <b>loggedIn = true;</b>
```

```
*         } else (message instanceof GetDataMessage) {
```

```
*             if (<b>loggedIn</b>) {
```

```
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
```

```
*             } else {
```

```
*                 fail();
```

```
*             }
```

```
*         }
```

```
*     }
```

```
*     ...
```

```
* }
```

* </pre>

* Because the handler instance has a state variable which is dedicated to
 * one connection, you have to create a new handler instance for each new
 * channel to avoid a race condition where a unauthenticated client can get
 * the confidential information:

* <pre>

```
* // Create a new handler instance per channel.
```

```
* // See {@link ChannelInitializer#initChannel\(Channel\)}.
```

```
* public class DataServerInitializer extends {@link ChannelInitializer} &lt;{@link Channel}> {
```

```
*     { @code @Override }
```

```
*     public void initChannel({@link Channel} channel) {
```

```
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
```

```
*     }
```

```

* }
*
* </pre>
*
* <h4>Using { @link AttributeKey}s</h4>
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use { @link AttributeKey}s which is provided by
* { @link ChannelHandlerContext}:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* { @code @Sharable}
* public class DataServerHandler extends { @link SimpleChannelInboundHandler}&lt;Message&gt; {
*     private final { @link AttributeKey}&lt;Boolean&gt; auth =
*         { @link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
*     { @code @Override}
*     public void channelRead({ @link ChannelHandlerContext} ctx, Message message) {
*         { @link Attribute}&lt;Boolean&gt; attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             <b>attr.set(true)</b>;
*         } else (message instanceof GetDataMessage) {
*             if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*     }
* }
* ...
* }
* </pre>
*
* Now that the state
of the handler is attached to the { @link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends { @link ChannelInitializer}&lt;Channel&gt; {
*
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*     { @code @Override}
*     public void initChannel({ @link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);

```

```

*   }
* }
* </pre>
*
*
* <h4>The { @code @Sharable} annotation</h4>
* <p>
* In the example above which used an { @link AttributeKey},
* you might have noticed the { @code @Sharable} annotation.
* <p>
* If a { @link ChannelHandler} is annotated with the { @code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more { @link ChannelPipeline}s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create
  a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.
*
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the { @link ChannelHandler}, and
* { @link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
*/

```

Found in path(s):

```

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/ChannelHandler.java

```

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/ResourcesUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/redis/InlineCommandRedisMessage.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/ByteProcessorUtils.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket07FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket13FrameDecoder.java

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jar/io/netty/util/internal/ThreadLocalRandom.java

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jar/io/netty/handler/codec/http2/HttpToHttp2ConnectionHandlerBuilder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/handler/codec/http/cookie/ClientCookieEncoder.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/HttpScheme.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/HeadersUtils.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/ShuffledDnsServerAddressStream.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/AddressResolver.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/dns/DnsSection.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/HostsFileParser.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/SingletonDnsServerAddresses.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/epoll/EpollMode.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/DnsServerAddressStream.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/dns/AbstractDnsRecord.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/DefaultHostsFileEntriesResolver.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/dns/DefaultDnsRawRecord.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/ProtocolDetectionState.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/rtsp/RtspDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socksx/SocksPortUnificationServerHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/InetAddressResolver.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/HeapByteBufUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5AddressDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java

```

*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/cookie/CookieEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/cookie/ServerCookieEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/cookie/CookieHeaderNames.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/unix/FileDescriptor.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/epoll/EpollServerChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/DefaultMaxBytesRecvByteBufAllocator.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/DefaultAddressResolverGroup.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/SequentialDnsServerAddressStream.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/dns/DnsRecordEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/tiles/Http2OrHttpHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/pool/ChannelPoolHandler.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/unix/UnixChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/helloworld/server/HelloWorldHttp2HandlerBuilder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/cookie/CookieUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/cookie/ClientCookieDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/tiles/Launcher.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/SslContextBuilder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/pool/ChannelPool.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/pool/AbstractChannelPoolHandler.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/HttpExpectationFailedEvent.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/DefaultMaxMessagesRecvByteBufAllocator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/cookie/ServerCookieDecoder.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DnsResponse.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/UnpooledUnsafeHeapByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DnsRecordType.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/epoll/TcpMd5Util.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/http2/tiles/HttpServer.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/UnpooledSlicedByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DatagramDnsQuery.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/UnsafeByteBufUtil.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/concurrent/ThreadProperties.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/http2/tiles/ImageCache.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DnsResponseCode.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/DefaultNameResolver.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DnsMessageUtil.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/DnsNameResolverException.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/ssl/ClientAuth.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/pool/ChannelHealthChecker.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/UnpooledDuplicatedByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http/cookie/DefaultCookie.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/http2/tiles/Html.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/unix/ServerDomainSocketChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DatagramDnsResponseEncoder.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/PoolSubpageMetric.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/AbstractUnsafeSwappedByteBuf.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/sctp/multihoming/SctpMultiHomingEchoClient.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DnsQuery.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/epoll/EpollEventArray.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/internal/PriorityQueueNode.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/buffer/PooledUnsafeHeapByteBuf.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/util/concurrent/AbstractScheduledEventExecutor.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/resolver/dns/DnsNameResolverBuilder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DefaultDnsQuestion.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DatagramDnsResponse.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/http2/AbstractHttp2ConnectionHandlerBuilder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DatagramDnsResponseDecoder.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/dns/DefaultDnsRecordEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/example/http2/tiles/FallbackRequestHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
 jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/cookie/package-info.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/HashingStrategy.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/cookie/Cookie.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/DomainSocketAddress.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsRawRecord.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/DomainSocketChannelConfig.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/CombinedHttpHeaders.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/InetSocketAddressResolver.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/tiles/Http1RequestHandler.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/MaxBytesRecvByteBufAllocator.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/EmptyHttpHeaders.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/DomainSocketReadMode.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsQuery.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/PoolArenaMetric.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsQuestion.java
 *
 /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/DomainSocketChannel.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/Errors.java
 * /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-

jar/io/netty/handler/codec/rtsp/RtspEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/pool/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http/CookieUtil.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/dns/DefaultDnsResponse.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/dns/DnsOpCode.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/AsyncMapping.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/dns/DefaultDnsRecordDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/pool/ChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/example/http2/tiles/Http2Server.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/AbstractAddressResolver.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/dns/AbstractDnsMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/util/internal/LongCounter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/dns/DatagramDnsQueryDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/unix/DatagramSocketAddress.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/Http2ConnectionHandlerBuilder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/DnsQueryContextManager.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/RotationalDnsServerAddresses.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/epoll/EpollDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/buffer/PoolChunkMetric.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/dns/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/unix/NativeInetAddress.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/DomainMappingBuilder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codecs/dns/DatagramDnsQueryEncoder.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/PoolChunkListMetric.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/pool/FixedChannelPool.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/sctp/multihoming/SctpMultiHomingEchoServer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/Socket.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/DefaultPriorityQueue.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codecs/socks/v5/Socks5AddressEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codecs/dns/DnsRecordDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codecs/dns/DnsRecord.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddresses.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/tiles/Http2RequestHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/CompositeNameResolver.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codecs/http2/CharSequenceMap.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codecs/http/HttpUtil.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codecs/http/cookie/CookieDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codecs/dns/DnsMessage.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codecs/UnsupportedValueConverter.java
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* WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the
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* under the License.
*/
/**
 * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.

```

```
*/
/**
 * Set the {@code TCP_QUICKACK} option on the socket. See TCP\_QUICKACK
 * for more details.
*/
```

Found in path(s):

```
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
```

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express
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* the License.
*/
// https://tools.ietf.org/html/rfc7540#section-8.1.2.2 makes a special exception for TE
```

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HttpConversionUtil.java

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*/

/**

* A decoder that splits the received { @link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.

*

<p>

* { @link LengthFieldBasedFrameDecoder } has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.

*

* <h3>2 bytes length field at offset 0, do not strip header</h3>

*

* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD". By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field. Therefore, it can be decoded with the simplistic parameter
* combination.

* <pre>

* lengthFieldOffset = 0

* lengthFieldLength = 2

* lengthAdjustment = 0

* initialBytesToStrip = 0 (= do not strip header)

*

* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)

* +-----+-----+ +-----+-----+

* | Length | Actual Content

```

|---->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" | | 0x000C | "HELLO, WORLD" |
* +-----+-----+ +-----+-----+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>. In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* lengthAdjustment = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes)    AFTER DECODE (12 bytes)
* +-----+-----+ +-----+
* | Length | Actual Content |---->| Actual Content |
* | 0x000C | "HELLO, WORLD" | | "HELLO, WORLD" |
* +-----+-----+ +-----+
* </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>. Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip = 0
*
* BEFORE DECODE (14 bytes)    AFTER DECODE (14 bytes)
* +-----+-----+ +-----+-----+
* | Length | Actual Content |---->| Length | Actual
* Content |
* | 0x000E | "HELLO, WORLD" | | 0x000E | "HELLO, WORLD" |
* +-----+-----+ +-----+-----+
* </pre>

```

```

*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b> = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b> = <b>3</b>
* lengthAdjustment = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)          AFTER DECODE (17 bytes)
* +-----+-----+-----+ +-----+-----+-----+
* | Header 1 | Length | Actual Content |----->| Header 1 | Length | Actual Content |
* | 0xCAFE | 0x00000C | "HELLO, WORLD" | | |
* | 0xCAFE | 0x00000C | "HELLO, WORLD" |
* +-----+-----+-----+ +-----+-----+-----+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 3
* <b>lengthAdjustment</b> = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)          AFTER DECODE (17 bytes)
* +-----+-----+-----+ +-----+-----+-----+
* | Length | Header 1 | Actual Content |----->| Length | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" | | | 0x00000C | 0xCAFE | "HELLO,
* | WORLD" |
* +-----+-----+-----+ +-----+-----+-----+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero

```

```

* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
*
* BEFORE DECODE (16 bytes)           AFTER DECODE (13 bytes)
* +-----+-----+-----+-----+ +-----+-----+
* | HDR1 | Length | HDR2 | Actual Content |---->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |   | 0xFE | "HELLO, WORLD" |
* +-----+-----+-----+-----+ +-----+-----+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>
*
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because
the length field already includes the whole header length.
* <pre>
* lengthFieldOffset = 1
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>
*
* BEFORE DECODE (16 bytes)           AFTER DECODE (13 bytes)
* +-----+-----+-----+-----+ +-----+-----+
* | HDR1 | Length | HDR2 | Actual Content |---->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |   | 0xFE | "HELLO, WORLD" |
* +-----+-----+-----+-----+ +-----+-----+
* </pre>
* @see LengthFieldPrepender
*/

```

Found in path(s):

```

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/sctp/SctpMessageCompletionHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/sctp/package-info.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteRendezvousChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtProvider.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteConnectorChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/UdtChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtMessageAcceptorChannel.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/TrafficCounter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtAcceptorChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/sctp/SctpInboundByteStreamHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtMessageConnectorChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtMessageRendezvousChannel.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/sctp/SctpMessageToMessageDecoder.java

*

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteAcceptorChannel.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackHuffmanDecoder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackUtil.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackDecoder.java

* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http2/HpackHeaderField.java


```
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/HpackEncoder.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/HpackHuffmanEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/HpackDynamicTable.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/codec/http2/HpackStaticTable.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/DefaultAuthoritativeDnsServerCache.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/AuthoritativeDnsServerCache.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/internal/tcnative/CertificateCallback.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/resolver/dns/AuthoritativeDnsServerCacheAdapter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
*
```

/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsRecordResolveContext.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DirContextUtils.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsCnameCache.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/SimpleUserEventChannelHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/socket/nio/NioChannelOption.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsAddressDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/Buffer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/NoopAuthoritativeDnsServerCache.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslSession.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/Cache.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/NameServerComparator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslCachingX509KeyManagerFactory.java
*
/opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/DefaultOpenSslKeyMaterial.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslTlsv13X509ExtendedTrustManager.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsAddressResolveContext.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DefaultDnsCnameCache.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/NoopDnsCnameCache.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/util/internal/SuppressJava6Requirement.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/ssl/ExtendedOpenSslSession.java

1.81 jackson-databind 2.10.1

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1.83 grpc-context 1.30.2

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* /opt/ws_local/PERMITS_SQL/1083459562_1598192355.47/0/grpc-context-1-30-2-sources-
jar/io/grpc/ThreadLocalContextStorage.java
* /opt/ws_local/PERMITS_SQL/1083459562_1598192355.47/0/grpc-context-1-30-2-sources-
jar/io/grpc/Deadline.java
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- */

Found in path(s):

- * /opt/ws_local/PERMITS_SQL/1083459562_1598192355.47/0/grpc-context-1-30-2-sources-jar/io/grpc/PersistentHashMapMappedTrie.java

1.84 jctools-core 3.1.0

1.84.1 Available under license :

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```
<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
  <modelVersion>4.0.0</modelVersion>
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  <artifactId>jctools-core</artifactId>
  <groupId>org.jctools</groupId>
  <version>3.1.0</version>
  <name>Java Concurrency Tools Core Library</name>
  <description>Java Concurrency Tools Core Library</description>
  <packaging>bundle</packaging>
```

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  <dependencies>
    <dependency>
      <groupId>org.hamcrest</groupId>
      <artifactId>hamcrest-all</artifactId>
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      <scope>test</scope>
    </dependency>
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    <dependency>
      <groupId>junit</groupId>
      <artifactId>junit</artifactId>
      <version>${junit.version}</version>
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<scope>test</scope>
</dependency>

<dependency>
<groupId>com.google.guava</groupId>
<artifactId>guava-testlib</artifactId>
<version>${guava-testlib.version}</version>
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<plugin>
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<configuration>
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</configuration>
</plugin>
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<artifactId>maven-bundle-plugin</artifactId>
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</instructions>
</configuration>
</plugin>
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<artifactId>maven-source-plugin</artifactId>
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<phase>verify</phase>
<goals>
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</goals>
</execution>
</executions>
</plugin>
<plugin>

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<groupId>org.apache.maven.plugins</groupId>
<artifactId>maven-javadoc-plugin</artifactId>
<version>3.1.1</version>
<configuration>
  <additionalOptions>
    <additionalOption>-Xdoclint:none</additionalOption>
  </additionalOptions>
  <source>8</source>
</configuration>
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  <execution>
    <id>attach-javadocs</id>
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    </goals>
  </execution>
</executions>
</plugin>
</plugins>
</build>

<distributionManagement>
  <repository>
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    <name>jctools-jctools</name>
    <url>https://api.bintray.com/maven/jctools/jctools/jctools-core/?publish=1</url>
  </repository>
</distributionManagement>

<url>https://github.com/JCTools</url>
<inceptionYear>2013</inceptionYear>

<licenses>
  <license>
    <name>Apache
License, Version 2.0</name>
    <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
    <distribution>repo</distribution>
  </license>
</licenses>

<scm>
  <url>https://github.com/JCTools/JCTools</url>
  <connection>scm:git:https://github.com/JCTools/JCTools</connection>
  <tag>HEAD</tag>
</scm>

<developers>

```

```

<developer>
  <url>https://github.com/nitsanw</url>
</developer>
<developer>
  <url>https://github.com/mjpt777</url>
</developer>
<developer>
  <url>https://github.com/RichardWarburton</url>
</developer>
<developer>
  <url>https://github.com/kay</url>
</developer>
<developer>
  <url>https://github.com/franz1981</url>
</developer>
</developers>

<prerequisites>
  <maven>3.5.0</maven>
</prerequisites>

<properties>
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  <java.version>1.6</java.version>
  <java.test.version>1.8</java.test.version>

  <maven.compiler.source>${java.version}</maven.compiler.source>
  <maven.compiler.target>${java.version}</maven.compiler.target>
  <maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
  <maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>

  <hamcrest.version>1.3</hamcrest.version>
  <junit.version>4.12</junit.version>
  <guava-testlib.version>21.0</guava-testlib.version>
</properties>
</project>

```

Found

in path(s):

* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/META-INF/maven/org.jctools/jctools-core/pom.xml

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- */

Found in path(s):

- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/spec/Ordering.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpSCUnboundedAtomicArrayQueue.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
- *
- /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/MessagePassingQueueUtil.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpmcAtomicArrayQueue.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/util/UnsafeJvmInfo.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/LinkedQueueAtomicNode.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/SpSCLinkedQueue.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscUnboundedXaddArrayQueue.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/spec/Preference.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscAtomicArrayQueue.java
- *
- /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/MessagePassingQueue.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/SupportsIterator.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/MpmcUnboundedXaddArrayQueue.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscGrowArrayQueue.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/BaseSpSCLinkedAtomicArrayQueue.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/AtomicQueueFactory.java
- * /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/MpmcArrayQueue.java

*
/opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
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* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/queues/atomic/SpSCLinkedAtomicQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/queues/SpMCArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/maps/AbstractEntry.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/queues/MpMCUnboundedXaddChunk.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/queues/MpSCChunkedArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/maps/NonBlockingHashMapLong.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/queues/atomic/MpSCChunkedAtomicArrayQueue.java
*
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* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/util/UnsafeLongArrayAccess.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/queues/MpSCBlockingConsumerArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/queues/atomic/BaseMpSCLinkedAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/maps/NonBlockingHashMap.java
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jar/org/jctools/queues/BaseMpSCLinkedArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
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* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/queues/BaseLinkedQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/util/InternalAPI.java
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jar/org/jctools/queues/spec/ConcurrentQueueSpec.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/queues/atomic/SpSCChunkedAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-

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/opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
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* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
jar/org/jctools/util/UnsafeRefArrayAccess.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-
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jar/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java

*

/opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/SpSCGrowableArrayQueue.java

* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/util/RangeUtil.java

* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/package-info.java

* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/BaseSpSCLinkedListArrayQueue.java

1.85 Iz4 1.8.3-1.e17

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```
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```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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Upstream-Name: liblz4

Upstream-Contact: Yann Collet <Cyan4973@github.com>

Source: <https://github.com/lz4/lz4>

Files: *

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1.86 e2fsprogs 1.42.9-19.el7

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```
#
# This is a Makefile stub which handles the creation of BSD shared
# libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#
```

```
all:: image
```

```
real-subdirs:: Makefile
@echo " MKDIR pic"
@mkdir -p pic
```

```
BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic
```

```
image: $(BSD_LIB)
```

```
$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \
`echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $(BSD_LIB))
```

```
install-shlibs install:: $(BSD_LIB)
@echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \
$(DESTDIR)$$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-$(LDCONFIG)
```

```
install-strip: install
```

```
install-shlibs-strip:: install-shlibs
```

```
uninstall-shlibs uninstall::
```


\$(RM) -f \$(DESTDIR)\$BSDLIB_INSTALL_DIR)/\$(BSD_LIB)

clean::

\$(RM)

-rf pic

\$(RM) -f \$(BSD_LIB)

\$(RM) -f ../\$(BSD_LIB)

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Index: tdbsa/tdb.c

--- tdbsa.orig/tdb.c

+++ tdbsa/tdb.c

@@ -4,11 +4,11 @@ Rev: 23371

Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)

*/

/*

- Unix SMB/CIFS implementation.
- + trivial database library - standalone version

- trivial database library - private includes

-

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Gadi Oxman, August 1995

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Appendix: How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>

Copyright (C) 19yy <name of author>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

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You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) 19yy name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY;
for details type `show w'.
```

```
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
```

```
Ty Coon, President of Vice
```

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider

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before you ship. The release schedules for this package are flexible, if you give me enough lead time.

Theodore Ts'o
23-June-2007

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Version 2, June 1991

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Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered

only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

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- b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
- c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based

on

the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

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b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source

code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>

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of author>

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it under the terms of the GNU General Public License as published by
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along with this program; if not, write to the Free Software
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Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) year name of author  
Gnomovision  
comes with ABSOLUTELY NO WARRANTY; for details type `show w'.  
This is free software, and you are welcome to redistribute it  
under certain conditions; type `show c' for details.
```

The hypothetical commands `show w' and `show c' should show the appropriate
parts of the General Public License. Of course, the commands you use may
be called something other than `show w' and `show c'; they could even be
mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the program, if
necessary. Here is a sample; alter the names:

```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program  
'Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989  
Ty Coon, President of Vice
```

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proprietary programs. If your program is a
subroutine library, you may
consider it more useful to permit linking proprietary applications with the

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Version 2, June 1991

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free

libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities

other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based

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a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library,

and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not

compelled
to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference

directing the user to the copy of this License. Also, you must do one of these things:

- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
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This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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* /opt/cola/permits/1103770437_1604350786.27/0/feign-httpclient-8-18-0-sources-jar/feign/httpclient/apacheHttpClient.java

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to

BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes

2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
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2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2			
2002	PSF	yes		
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes

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```
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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1.102 libdb-utils 5.3.21-25.el7

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/opt/cola/permits/1110807414_1680601714.3027513/0/libdb-5-3-21-25-el7-src-zip/libdb-5.3.21-25.el7.src/libdb-5.3.21-25.el7.src.cpio: binary file matches

Found in path(s):

* /bin/grep

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1.110 curl 7.29.0-59.el7_9.1

1.110.1 Available under license :

License Mixing with apps, libcurl and Third Party Libraries

=====

libcurl can be built to use a fair amount of various third party libraries, libraries that are written and provided by other parties that are distributed using their own licenses. Even libcurl itself contains code that may cause problems to some. This document attempts to describe what licenses libcurl and the other libraries use and what possible dilemmas linking and mixing them all can lead to for end users.

I am not a lawyer and this is not legal advice!

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libcurl <http://curl.haxx.se/docs/copyright.html>

Uses an MIT (or Modified BSD)-style license that is as liberal as possible. Some of the source files that deal with KRB4 have Original BSD-style announce-clause licenses. You may not distribute binaries with krb4-enabled libcurl that also link with GPL-licensed code!

OpenSSL <http://www.openssl.org/source/license.html>

(May be used for SSL/TLS support) Uses an Original BSD-style license with an announcement clause that makes it "incompatible" with GPL. You are not allowed to ship binaries that link with OpenSSL that includes GPL code (unless that specific GPL code includes an exception for OpenSSL - a habit that is growing more and more common). If OpenSSL's licensing is a problem for you, consider using GnuTLS or yassl instead.

GnuTLS <http://www.gnutls.org/>

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yassl <http://www.yassl.com/>

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axTLS <http://axtls.sourceforge.net/>

(May be used for SSL/TLS support) Uses a Modified BSD-style license.

c-ares <http://daniel.haxx.se/projects/c-ares/license.html>

(Used for asynchronous name resolves) Uses an MIT license that is very liberal and imposes no restrictions on any other library or part you may link with.

zlib http://www.gzip.org/zlib/zlib_license.html

(Used for compressed Transfer-Encoding support) Uses an MIT-style license that shouldn't collide with any other library.

krb4

While nothing in particular says that a Kerberos4 library must use any particular license, the one I've tried and used successfully so far (kth-krb4) is partly Original BSD-licensed with the announcement clause. Some of the code in libcurl that is written to deal with Kerberos4 is Modified BSD-licensed.

MIT Kerberos <http://web.mit.edu/kerberos/www/dist/>

(May be used for GSS support) MIT licensed, that shouldn't collide with any other parts.

Heimdal <http://www.pdc.kth.se/heimdal/>

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fbopenssl

(Used for SPNEGO support) Unclear license. Based on its name, I assume that it uses the OpenSSL license and thus shares the same issues as described for OpenSSL above.

libidn <http://josefsson.org/libidn/>

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OpenLDAP <http://www.openldap.org/software/release/license.html>

(Used for LDAP support) Uses a Modified BSD-style license. Since libcurl uses OpenLDAP as a shared library only, I have not heard of anyone that ships OpenLDAP linked with libcurl in an app.

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1.111 msg-simple 1.2

1.111.1 Available under license :

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Version 3, 29 June 2007

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data structure

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1.113 btf 1.3

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- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableSkipWhile.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableTakeUntilPredicate.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableAmb.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeZipArray.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableMap.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/fuseable/FuseToMaybe.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/disposables/RunnableDisposable.java
- *
- /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableObserveOn.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableTakeWhile.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableTimeoutTimed.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeUsing.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableFromUnsafeSource.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeFromSingle.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableMergeWithMaybe.java
- *
- /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleNever.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/subscribers/SubscriberResourceWrapper.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/ObservableEmitter.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/disposables/Disposables.java
- * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableRetryBiPredicate.java

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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeEmpty.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/ObservableSource.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableRefCount.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/disposables/DisposableHelper.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableThrottleFirstTimed.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleZipIterable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/fuseable/FuseToObservable.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/Flowable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/functions/Functions.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableLimit.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableEmpty.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/functions/LongConsumer.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeToPublisher.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-

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jar/io/reactivex/internal/operators/flowable/BlockingFlowableLatest.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/completable/CompletableFromRunnable.java
*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeFromCompletable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableDistinct.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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jar/io/reactivex/observers/BaseTestConsumer.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/parallel/ParallelFailureHandling.java
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jar/io/reactivex/internal/operators/observable/BlockingObservableMostRecent.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeConcatArray.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/parallel/ParallelFromPublisher.java
*

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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableFromFuture.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/subscribers/BlockingLastSubscriber.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableDebounce.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableTimer.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/subjects/SingleSubject.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableTakeUntilPredicate.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableFlatMapCompletableCompletable.java
*

/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableSerialized.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/FlowableOperator.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableCountSingle.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableLastSingle.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeJust.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleDoOnError.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableMaterialize.java
*

/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableLastMaybe.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableMergeWithCompletable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/util/AppendOnlyLinkedList.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/fuseable/HasUpstreamObservableSource.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableTakeLastTimed.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservablePublishSelector.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableDefer.java

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*
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jar/io/reactivex/internal/operators/single/SingleZipArray.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeConcatArrayDelayError.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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jar/io/reactivex/internal/observers/ForEachWhileObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/Notification.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/observers/DeferredScalarObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableAutoConnect.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/parallel/ParallelMapTry.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableWindowBoundarySupplier.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/subscribers/BasicFuseableConditionalSubscriber.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/completable/CompletableCache.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/CompletableTransformer.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/observers/BiConsumerSingleObserver.java
*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/fuseable/HasUpstreamPublisher.java

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/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableWindowBoundary.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/Function6.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableRetryPredicate.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableTimeInterval.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableConcatWithSingle.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableTakeLastTimed.java
*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/observers/CallbackCompletableObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableSequenceEqual.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/Observable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableNever.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/disposables/ListCompositeDisposable.java
*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleObserveOn.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeFlatMapNotification.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableThrottleFirstTimed.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableIntervalRange.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/maybe/MaybeDelaySubscriptionOtherPublisher.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableRepeatWhen.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/parallel/ParallelTransformer.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/fuseable/HasUpstreamSingleSource.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/maybe/MaybeCache.java
 *
 /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableSkipUntil.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/observers/BasicIntQueueDisposable.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/BlockingFlowableNext.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/util/NotificationLite.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/observers/DisposableObserver.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/Single.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableHide.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/single/SingleDetach.java
 *
 /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/BiConsumer.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/subscribers/StrictSubscriber.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/util/EndConsumerHelper.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/observable/ObservableFlatMap.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableWindowBoundarySupplier.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/util/ExceptionHelper.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/observable/ObservableDoOnEach.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/completable/CompletableFromPublisher.java
 *
 /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/util/ObservableQueueDrain.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-


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jar/io/reactivex/internal/schedulers/SchedulerMultiWorkerSupport.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleCache.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/BlockingObservableNext.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableSingleMaybe.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableIgnoreElementsCompletable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableReduceWithSingle.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableGroupBy.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/AbstractFlowableWithUpstream.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeTakeUntilMaybe.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableTakeLastOne.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/annotations/Beta.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/subjects/ReplaySubject.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableFlatMapSingle.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeDelayWithCompletable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeDoFinally.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/MaybeOperator.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/observers/LambdaConsumerIntrospection.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableConcatMap.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableAll.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableRetryWhen.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/observables/ConnectableObservable.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableEmpty.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleFlatMap.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableTakeWhile.java

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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/disposables/SerialDisposable.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeError.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleDoAfterTerminate.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/util/EmptyComponent.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableTake.java

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/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableOnBackpressureBufferStrategy.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableWithLatestFromMany.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/MaybeOnSubscribe.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableJust.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/observables/GroupedObservable.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableDoOnLifecycle.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/subscriptions/AsyncSubscription.java

*

/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleToObservable.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableSampleTimed.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableBufferExactBoundary.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableJust.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableRetryBiPredicate.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableJoin.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeEqualSingle.java

*

/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/observers/BlockingBaseObserver.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableCollectSingle.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableCollect.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/subscribers/SinglePostCompleteSubscriber.java

* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 jar/io/reactivex/internal/operators/maybe/MaybeErrorCallable.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/subscriptions/BasicIntQueueSubscription.java
 *
 /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableDoFinally.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/maybe/MaybeLift.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/observable/ObservableFromPublisher.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableWindowBoundarySelector.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/observable/ObservableRepeat.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableTakeUntil.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableElementAtSingle.java
 *
 /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/fuseable/SimpleQueue.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableFlatMapCompletableCompletable.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/exceptions/ProtocolViolationException.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/observable/ObservableUnsubscribeOn.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/flowable/FlowableAll.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/single/SingleDoOnSubscribe.java
 *
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 jar/io/reactivex/subscribers/ResourceSubscriber.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/observable/ObservableWithLatestFrom.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/observable/ObservableSubscribeOn.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
 jar/io/reactivex/internal/operators/maybe/MaybeIsEmptySingle.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-

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jar/io/reactivex/internal/fuseable/ConditionalSubscriber.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableBlockingSubscribe.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/parallel/ParallelDoOnNextTry.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/subjects/UnicastSubject.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/completable/CompletableHide.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/completable/CompletableDoOnEvent.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleFlatMapIterableFlowable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/flowables/ConnectableFlowable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleDelayWithCompletable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/annotations/CheckReturnValue.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/subscriptions/DeferredScalarSubscription.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableWindow.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeToObservable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleDelay.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/schedulers/TestScheduler.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/util/OpenHashSet.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableAllSingle.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableReduceMaybe.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableSkip.java

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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/Consumer.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/util/HashMapSupplier.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableFromObservable.java
 *
 /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/processors/UnicastProcessor.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableFlatMapCompletable.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableSwitchIfEmpty.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableConcat.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/subscribers/SafeSubscriber.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableMap.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeDefer.java
 *
 /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableDoFinally.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeFromFuture.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/fuseable/package-info.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableRange.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableReduceSeedSingle.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/parallel/ParallelSortedJoin.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableSkipLast.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableReduceSeedSingle.java
 *
 /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableZipIterable.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleAmb.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleMap.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/ObservableConverter.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/plugins/RxJavaPlugins.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-

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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/FlowableSubscriber.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/Observer.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeDelayOtherPublisher.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/Function9.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/MaybeTransformer.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeSwitchIfEmpty.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableZip.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableCount.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableBufferBoundarySupplier.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/processors/ReplayProcessor.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableScan.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/CompletableObserver.java

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/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableSingleMaybe.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeFilterSingle.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/exceptions/OnErrorNotImplementedException.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleLift.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleInternalHelper.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/observers/InnerQueuedObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/parallel/ParallelFromArray.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableSwitchMap.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/completable/CompletableEmpty.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeFlatMapSingleElement.java
*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/completable/CompletablePeek.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/subscriptions/SubscriptionArbiter.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/SingleEmitter.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleToFlowable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableInternalHelper.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableBuffer.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableConcatWithMaybe.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObserverResourceWrapper.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableDelaySubscriptionOther.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableDelaySubscriptionOther.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableAllSingle.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableWindow.java
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/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/util/ErrorMode.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/exceptions/UndeliverableException.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/parallel/ParallelReduce.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableDoAfterNext.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/subscriptions/EmptySubscription.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/disposables/ObserverFullArbiter.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/observers/BasicFuseableObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableError.java
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableOnErrorReturn.java
 *
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableCache.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/util/AtomicThrowable.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableRepeatUntil.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableTimeout.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableFlatMapMaybe.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/ObservableOnSubscribe.java
 *
 /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/BackpressureStrategy.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableMaterialize.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableInterval.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableFromFuture.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/Cancellable.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/FlowableOnSubscribe.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleFromCallable.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableDistinctUntilChanged.java
 *
 /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/util/QueueDrainHelper.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/queue/MpscLinkedQueue.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-

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jar/io/reactivex/internal/observers/FutureObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableDistinct.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/annotations/Nullable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/observers/ResourceObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/schedulers/ExecutorScheduler.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableDelay.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/observers/ResourceMaybeObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowablePublish.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/FlowableEmitter.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableReplay.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableLastSingle.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableToList.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleTimer.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/Function8.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/disposables/FutureDisposable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/subscribers/InnerQueuedSubscriberSupport.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/schedulers/Timed.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/ObservableTransformer.java

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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/MaybeObserver.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeDelay.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/observers/SafeObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableDetach.java
*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableAny.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableTakePublisher.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleTimeout.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/subscribers/BlockingSubscriber.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeConcatIterable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableHide.java
*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableToObservable.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableDefer.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/parallel/ParallelPeek.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableNever.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/FlowableConverter.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/SingleConverter.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableSampleWithObservable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/processors/FlowableProcessor.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableConcatWithCompletable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeObserveOn.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-

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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/Predicate.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/Function5.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/Function4.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableFlatMapCompletable.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableMapNotification.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeTakeUntilPublisher.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/Emitter.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableTimeout.java
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/maybe/MaybeSubscribeOn.java
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableTimer.java
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/observers/FullArbiterObserver.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableSamplePublisher.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/exceptions/Exceptions.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableFlatMapSingle.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/single/SingleHide.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/Action.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/Maybe.java
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/completable/CompletableMergeIterable.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/Function3.java
 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableZip.java
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/MaybeEmitter.java
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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 * /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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jar/io/reactivex/internal/operators/flowable/FlowableSubscribeOn.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/CompletableSource.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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*
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/SingleObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleFlatMapMaybe.java

```

*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleEquals.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/subscriptions/BooleanSubscription.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/disposables/EmptyDisposable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/completable/CompletableAmb.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableDebounceTimed.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/CompletableConverter.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/schedulers/NewThreadWorker.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableToListSingle.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/fuseable/HasUpstreamCompletableSource.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/observers/BlockingObserver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/completable/CompletableMergeArray.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/annotations/BackpressureKind.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/maybe/MaybeTimer.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableFromArray.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/observers/QueueDrainObserver.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleError.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/subjects/BehaviorSubject.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableIntervalRange.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableDematerialize.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableError.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableMapPublisher.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/subscribers/BasicFuseableSubscriber.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-

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jar/io/reactivex/internal/schedulers/RxThreadFactory.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/CompletableEmitter.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/subjects/MaybeSubject.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/util/BlockingIgnoringReceiver.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableWithLatestFromMany.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableGenerate.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableOnErrorNext.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleContains.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/completable/CompletableLift.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableElementAtMaybe.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableOnBackpressureBuffer.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/observable/ObservableTakeLast.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/ObservableOperator.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/completable/CompletableConcatIterable.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/single/SingleDelayWithSingle.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/subscribers/FutureSubscriber.java
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```
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/schedulers/SchedulerRunnableIntrospection.java
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```
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableJoin.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/subjects/package-info.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/functions/package-info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/exceptions/CompositeException.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowablePublishMulticast.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/SchedulerPoolFactory.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/ComputationScheduler.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/package-info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/plugins/package-info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/IOScheduler.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/exceptions/package-info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/disposables/package-info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/observers/package-info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/flowables/package-info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/processors/package-
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info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/flowable/FlowableGroupJoin.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/TrampolineScheduler.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/schedulers/NewThreadScheduler.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/schedulers/package-info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/annotations/package-info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/subscribers/package-info.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/internal/operators/observable/ObservableGroupJoin.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/BackpressureOverflowStrategy.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-jar/io/reactivex/parallel/package-info.java
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* Original location: <https://github.com/JCTools/JCTools/blob/master/jctools-core/src/main/java/org/jctools/util/Pow2.java>
*/

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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/schedulers/InstantPeriodicTask.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/schedulers/SchedulerWhen.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/schedulers/ScheduledDirectPeriodicTask.java
*
/opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/schedulers/AbstractDirectTask.java
* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/schedulers/ScheduledDirectTask.java
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* /opt/cola/permits/1118999868_1608681835.21/0/rxjava-2-1-10-sources-
jar/io/reactivex/internal/operators/flowable/FlowableOnBackpressureError.java
```

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jar/com/google/common/eventbus/SubscriberRegistry.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/eventbus/Dispatcher.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/MoreObjects.java

*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ListenerCallQueue.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/Quantiles.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/eventbus/Subscriber.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java

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jar/com/google/common/util/concurrent/ServiceManagerBridge.java
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jar/com/google/common/base/Java8Usage.java
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jar/com/google/common/io/AppendableWriter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/TypeToken.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/FluentFuture.java
*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/AggregateFuture.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/TimeLimiter.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/AbstractCatchingFuture.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/AbstractTransformFuture.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/UncheckedTimeoutException.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/FakeTimeLimiter.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/FuturesGetChecked.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java

*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Futures.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaper.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/PatternFilenameFilter.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java

*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ImmediateFuture.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/annotations/VisibleForTesting.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/HashingInputStream.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/AbstractTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/Runnables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Verify.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/CharSequenceReader.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Utf8.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
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```

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Found in path(s):

```
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/JdkBackedImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/BaseImmutableMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/JdkBackedImmutableBiMap.java
```

*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/IndexedImmutableSet.java
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jar/com/google/common/hash/package-info.java
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*/
/*
* This following method is a modified version of one found in
* <http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30>
* which contained the following notice:
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*
*/

* Other contributors include Andrew Wright, Jeffrey Hayes, Pat Fisher, Mike Judd.

*/

Found in path(s):

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/MoreExecutors.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredKeySetMultimap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredKeyListMultimap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AllEqualOrdering.java

*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/TransformedListIterator.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashSet.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashMap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredSetMultimap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactHashMap.java

```

*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableEnumMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingImmutableList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingBlockingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingDeque.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/TransformedIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/TreeTraverser.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/CompactHashSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/DescendingMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/FilteredEntryMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/RangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingNavigableSet.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/TreeRangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/AbstractMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/RegularImmutableAsList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/EvictingQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingNavigableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

```

jar/com/google/common/collect/AbstractNavigableMap.java

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*/

/**

* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular

* version.

*/

Found in path(s):

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

jar/com/google/common/base/ExtraObjectsMethodsForWeb.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

jar/com/google/common/collect/ImmutableMapEntry.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

jar/com/google/common/collect/MultimapBuilder.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/MoreFiles.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Tables.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java

*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Serialization.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/StandardTable.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableListMultimap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/PeekingIterator.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultiset.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableBiMap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java

*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

jar/com/google/common/collect/ImmutableSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableMapValues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/Collections2.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableMapEntrySet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/Table.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/EmptyImmutableListMultimap.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/CollectPreconditions.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/HashBasedTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/Platform.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/TreeBasedTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/StandardRowSortedTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/Range.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/UnmodifiableIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableMapKeySet.java
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/**
* Holder for web specializations of methods of { @code Shorts }. Intended to be empty for regular
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*/

Found in path(s):

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jar/com/google/common/primitives/ShortsMethodsForWeb.java

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/*

* This method was rewritten in Java from an intermediate step of the Murmur hash function in
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jar/com/google/common/base/SmallCharMatcher.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharSink.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredKeyMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ByteSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/Closer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/Stats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/html/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/Element.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

```

jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/SipHashFunction.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/TypeCapture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/ByteSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/ChecksumHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/Invokable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/RateLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/StandardSystemProperty.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/AbstractByteHasher.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/AbstractInvocationHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/BaseEncoding.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/TypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/PairedStats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LongAddables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/LongAddables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/CartesianList.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/FileWriteMode.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/ClassPath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/xml/package-
info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableRangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ServiceManager.java

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```
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/AbstractBaseGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/BaseGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/Traverser.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ClosingFuture.java
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 */
```

```
*/
```

```
/*
```

```
* This method was rewritten in Java from an intermediate step of the Murmur hash function in
* http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
```

```
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```

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jar/com/google/common/collect/Hashing.java
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```

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```

```
*/
```

```
/**
```

```
* Outer class that exists solely to let us write { @code Partially.GwtIncompatible } instead of plain
* { @code GwtIncompatible }. This is more accurate for { @link Futures#catching }, which is available
* under GWT but with a slightly different signature.
```

```
*
```

```
* <p>We can't use { @code PartiallyGwtIncompatible } because then the GWT compiler
wouldn't recognize
```

```
* it as a { @code GwtIncompatible } annotation. And for { @code Futures.catching }, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/Partially.java
```

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- */

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 - * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableGraph.java
 - * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/SuccessorsFunction.java
 - *
 - /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableNetwork.java
 - * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
 - * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Graphs.java
 - * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/InsecureRecursiveDeleteException.java
 - * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Graph.java
 - * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/RecursiveDeleteOption.java
 - * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/PredecessorsFunction.java
 - * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableGraph.java
 - *
 - /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Network.java
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jar/com/google/common/reflect/Reflection.java
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jar/com/google/common/util/concurrent/AtomicDoubleArray.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Striped64.java
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jar/com/google/common/io/FileBackedOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Shorts.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Doubles.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/SequentialExecutor.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/CharMatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/FluentIterable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Booleans.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Chars.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/net/PercentEscaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Joiner.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Floats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ListenableFutureTask.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/escape/UnicodeEscaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Bytes.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/MultiReader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Stopwatch.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Converter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Longs.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/Ints.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/internal/Finalizer.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/escape/Escaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/thirdparty/publicsuffix/TrieParser.java

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jar/com/google/common/collect/ForwardingSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/AbstractSequentialIterator.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/RowSortedTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingImmutableCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/UnmodifiableListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/SortedMapDifference.java
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jar/com/google/common/collect/SortedMultisets.java

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jar/com/google/common/collect/DenseImmutableTable.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingFuture.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/UnsignedBytes.java

*

/*
*/
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/net/HostSpecifier.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/JdkFutureAdapters.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/SignedBytes.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/annotations/GwtIncompatible.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/collect/SparseImmutableTable.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/net/UrlEscapers.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/cache/ReferenceEntry.java
 *
 /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/collect/MapMakerInternalMap.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/reflect/TypeResolver.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/escape/Platform.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/collect/MapMaker.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/cache/CacheBuilder.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/collect/Cut.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/io/ByteArrayDataInput.java
 *
 /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/util/concurrent/SettableFuture.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/util/concurrent/Callables.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/util/concurrent/Service.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/util/concurrent/AbstractIdleService.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/base/Platform.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/io/ByteArrayDataOutput.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/html/HtmlEscapers.java
 *
 /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/escape/ArrayBasedEscaperMap.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/io/LineProcessor.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
 jar/com/google/common/xml/XmlEscapers.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-


```
jar/com/google/common/collect/RegularImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/annotations/GwtCompatible.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/ByteProcessor.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/escape/ArrayBasedCharEscaper.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/net/InternetDomainName.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/AbstractService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Splitter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LocalCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/escape/Escapers.java
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*/
/**
* Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
* key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
* version.
*
* @throws UnsupportedOperationException always
* @deprecated <b>Pass a key of type {@code Comparable}
to use {@link
* ImmutableSortedMap#of\(Comparable, Object\).</b>
*/
```

Found in path(s):

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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*/

/**

* Holder for web specializations of methods of { @code Floats }. Intended to be empty for regular
* version.

*/

Found in path(s):

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/FloatsMethodsForWeb.java
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Found in path(s):

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ComputationException.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/DiscreteDomain.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableAsList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ArrayTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/TableCollectors.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedSet.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ComparisonChain.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ContiguousSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/Monitor.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/package-
info.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/SortedLists.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Ascii.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Strings.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/annotations/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/Atomics.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Equivalence.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/annotations/Beta.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/UncaughtExceptionHandler.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/GwtTransient.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AtomicLongMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/PatternCompiler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/CommonMatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/CommonPattern.java
*
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/JdkPattern.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/MoreCollectors.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ElementOrder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Comparators.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

```

jar/com/google/common/graph/EndpointPairIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/ForwardingValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/AbstractValueGraph.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/EndpointPair.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/DirectedNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/StandardMutableNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/UndirectedNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/ValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/StandardMutableValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/UndirectedGraphConnections.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/ForwardingNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/MultiEdgesConnecting.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/LinkedHashMapMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/StandardValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/DirectedGraphConnections.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/StandardNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/CollectCollectors.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/MapRetrievalCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/GraphConnections.java

```

```
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/AbstractGraphBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/NetworkBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/MapIteratorCache.java
*
```

```
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/StandardMutableGraph.java
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```

```
*/
```

```
/**
```

```
* Holder for web specializations of methods of { @code Doubles}. Intended to be empty for regular
* version.
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/DoublesMethodsForWeb.java
```

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*/
/**
* Holder for web specializations of methods of { @code Ints}. Intended to be empty for regular
* version.
*/

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/IntsMethodsForWeb.java

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jar/com/google/common/collect/ImmutableSortedAsList.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CollectSpliterators.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMapFauxverideShim.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/package-info.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Predicates.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Function.java

*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Throwables.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Primitives.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableWeakReference.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/DeadEvent.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/Files.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/package-info.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/package-info.java
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/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/LineReader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Predicate.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Preconditions.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableSoftReference.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Objects.java
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/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Charsets.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscribe.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/MultiInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/Flushables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Supplier.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableReference.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Interners.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/Closeables.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/EventBus.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/LineBuffer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Suppliers.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

jar/com/google/common/util/concurrent/DirectExecutor.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/EnumMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/HashBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/eventbus/AllowConcurrentEvents.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/LittleEndianDataInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Defaults.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/CountingOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ListenableFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/AbstractIterator.java
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jar/com/google/common/base/Functions.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/CountingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/LittleEndianDataOutputStream.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/CharStreams.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/ByteStreams.java
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- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractMultiset.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingMapEntry.java
- *
- /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractIterator.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Sets.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingMultiset.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Multimaps.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/BiMap.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Multisets.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingQueue.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingConcurrentMap.java
- *
- /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ReverseNaturalOrdering.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedSetMultimap.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/NullsFirstOrdering.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableSet.java
- * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/EnumHashBiMap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Multiset.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Ordering.java
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/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/TreeMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/LinkedListMultimap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSetMultimap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Multimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Iterators.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Interner.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Synchronized.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ComparatorOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CompoundOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSet.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

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jar/com/google/common/collect/ForwardingSortedMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/MutableClassToInstanceMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ArrayListMultimap.java
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/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ByFunctionOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ForwardingMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ReverseOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/AbstractMapEntry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/LexicographicalOrdering.java
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jar/com/google/common/collect/LinkedHashMultimap.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ClassToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Maps.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/MapDifference.java
*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/EnumBiMap.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/ImmutableDoubleArray.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/ImmutableIntArray.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingLock.java

*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHashFunction.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/ImmutableLongArray.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingCondition.java

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jar/com/google/common/primitives/Platform.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/Internal.java

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jar/com/google/common/collect/Streams.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/Java8Compatibility.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/ToDoubleRounder.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/BigDecimalMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Java8Compatibility.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/IgnoreJRERequirement.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/JdkBackedImmutableMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/JdkBackedImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/ImmutableSupplier.java
```

```
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ExecutionSequencer.java
```

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```

```
*/
/*
* This method was written by Doug Lea with assistance from members of JCP JSR-166 Expert Group
* and released to the public domain, as explained at
* http://creativecommons.org/licenses/publicdomain
*
* As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
* java.util.HashMap
class.
*/
```

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Striped.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedMultiset.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/GeneralRange.java

*

/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMultiset.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedIterable.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RangeSet.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractRangeSet.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Count.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedIterables.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultiset.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/UnsignedInts.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/AbstractScheduledService.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/Weigher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/CacheStats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Hashing.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/ForwardingLoadingCache.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/CacheBuilderSpec.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Optional.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Ticker.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Present.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

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jar/com/google/common/primitives/UnsignedInteger.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Murmur3_32HashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/PrimitiveSink.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/BoundType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/AbstractHasher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/RemovalListeners.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/Types.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/TypeParameter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/RegularImmutableMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingExecutorService.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/PairwiseEquivalence.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/TreeRangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/RegularContiguousSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Absent.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/RemovalNotification.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Hasher.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/HashCode.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/net/MediaType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/AbstractStreamingHasher.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Crc32cHashFunction.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Uninterruptibles.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/HostAndPort.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java
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 /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Enums.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/MathPreconditions.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLongs.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalListener.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
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 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalCause.java
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 /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/package-info.java
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 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/BigIntegerMath.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractCache.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java
 *
 /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/IntMath.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingOutputStream.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-

jar/com/google/common/collect/EmptyContiguousSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/DoubleMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Funnels.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/ForwardingCache.java
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/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/Queues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/LongMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/DoubleUtils.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/AbstractSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/FutureCallback.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/BloomFilter.java
*
/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/HashFunction.java
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```

* limitations under the License.
*/
/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned
array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODO(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
*/

```

Found in path(s):

```

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ObjectArrays.java

```

1.117 aop-alliance 1.0

1.117.1 Available under license :

Public Domain

1.118 iconv 2.17

1.118.1 Available under license :

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Version 2, June 1991

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[This is the first released version of the library GPL. It is
 numbered 2 because it goes with version 2 of the ordinary GPL.]

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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This option is useful when you wish to copy part of the code of the

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END OF TERMS AND CONDITIONS

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the library's name and a brief idea of what it does.>  
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<name of author>
```

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<signature of Ty Coon>, 1 April 1990

Ty Coon, President of Vice

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Version 3, 29 June 2007

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```
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under certain conditions; type `show c' for details.
```

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1.119 zlib 1.2.8

1.119.1 Available under license :

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1.120 dc 1.3

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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-

DCPathButton-39be410/DCPathButton/Classes/DCPathItemButton.m

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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Example/main.m

*

/opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Example/AppDelegate.h

* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Pods/DCPathButton/DCPathButton/Classes/DCPathItemButton.h

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*

/opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/ExampleTests/ExampleTests.m

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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Pods/DCPathButton/DCPathButton/Classes/DCPathButton.m

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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example-Swift/Example-Swift-Bridging-Header.h

* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example-Swift/Example-SwiftTests/Example_SwiftTests.swift

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```
Pod::Spec.new do |s|
```

```
s.name = "DCPathButton"
```

```
s.version = "2.1.1"
```

```
s.summary = " A beautiful button copy from Path® "
```

```
s.description = <<-DESC
```

```
DCPathButton is a menu button, design by an famous App Path®.
```

```
Since Path® 4.0, it return to use a tab bar instead of a side bar,
```

```
and also change the menu button. So I try to implement it and then
```

```
the DCPathButton born :)
```

```
DESC
```

```
s.homepage = "https://github.com/Tangdixi/DCPathButton"
```

```
s.license = {
```

```
:type => 'MIT',
```

```
:text => 'The DCPathButton use the MIT license'
```

```
}
```

```
s.author = { "Tangdixi" => "Tangdixi@gmail.com" }
```

```
s.platform = :ios, '7.0'
```

```
s.source = {
```

```
:git => "https://github.com/Tangdixi/DCPathButton.git",
```

```
:tag => "2.1.1"
```

```
}
```

```
s.source_files = 'DCPathButton/Classes/*.{h,m}'
```

```
s.resources = ["DCPathButton/Sounds/*"]
```

```
s.frameworks = 'QuartzCore','AudioToolbox'
```

```
s.requires_arc = true
```

```
end
```

Found in path(s):

```
* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/DCPathButton.podspec
```

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```
* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/LISENCE
```

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```
<label opaque="NO" clipsSubviews="YES" userInteractionEnabled="NO" contentMode="left" horizontalHuggingPriority="251" verticalHuggingPriority="251" text=" Copyright (c) 2015 DC. All rights reserved." textAlignment="center" lineBreakMode="tailTruncation" baselineAdjustment="alignBaselines" minimumFontSize="9" translatesAutoresizingMaskIntoConstraints="NO" id="8ie-xW-0ye">
```

Found in path(s):

```
* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example-Swift/Example-Swift/Base.lproj/LaunchScreen.xib
```

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```
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```

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Found in path(s):

```
* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Pods/Target Support Files/Pods/Pods-acknowledgements.markdown
```

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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Example/BarButtonItemViewController.m

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Found in path(s):

* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Pods/DCPathButton/README.md

* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/README.md

1.121 centos-release 7-9.2009.1.el7.centos

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```

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Special Recognition

One of the key reasons we got delayed on the CentOS-6 release was lack of suitable build resources, especially when we had to repeatedly build large chunks of code. Norwood S came forward and worked with me to setup a large build machine, then tune the build process and help improve the overall build, test and validate process we were using. This build machine he donated to the project was about 5 times more capable than the entire buildsystem we had. And he did this out of his own pocket, from his

own time, and has since upgraded the machine as well. It's now a 128GB, 48 core machine, with 4 SSD's and 4 sata disks : but the key metric is that it can build from source, the entire CentOS-7 distro in under 22 hrs.

Having this capability was key in our ability to build, test and deliver CentOS-7 as rapidly as we have been able to.

We'd like to dedicate the CentOS-7 Release to Mr Norwood S, of Phoenix, AZ, USA for his continued support for the project.

Contributors:

The Red Hat developers, without whom CentOS would look very different

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1.122 vim 7.4.629-8.el7_9

1.123 httpcomponents-core 4.4.13

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1.128 commons-logging 1.2

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*

/opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk13LumberjackLogger.java

* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/SimpleLog.java

* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk14Logger.java

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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
jar/org/apache/commons/logging/LogSource.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
jar/org/apache/commons/logging/impl/NoOpLog.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
jar/org/apache/commons/logging/impl/LogKitLogger.java
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1.129 commons-codec 1.14

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1.130 hibernate-commons-annotations

5.1.2.Final

1.130.1 Available under license :

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Version 2.1, February 1999

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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

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1.131 javassist 3.27.0-GA

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No license file was found, but licenses were detected in source scan.

/*

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*/

Found in path(s):

* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/Proxy.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Visitor.java
*
/opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Member.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/CannotInvokeException.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewWrappedConstructor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/LoaderClassPath.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/AppletServer.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtConstructor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/ObjectNotFoundException.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/ArrayInit.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/Mnemonic.java
*
/opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewClass.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/SignatureAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtArray.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformNewClass.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/Parser.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/DefineClassHelper.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/SubroutineScanner.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtMember.java
*
/opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ExceptionTable.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/ConstructorCall.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/StubGenerator.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-

```

jar/javassist/bytecode/FieldInfo.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/CodeGen.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/CodeAnalyzer.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/analysis/IntQueue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/runtime/DotClass.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/URLClassPath.java
*
/opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/util/proxy/ProxyObjectInputStream.java
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jar/javassist/bytecode/InstructionPrinter.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/NestMembersAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/tools/reflect/CannotReflectException.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/scopedpool/ScopedClassPoolFactoryImpl.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/LocalVariableAttribute.java
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*
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jar/javassist/compiler/KeywordTable.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/LineNumberAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/scopedpool/ScopedClassPoolFactory.java
*
/opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/Modifier.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/AnnotationsWriter.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/CannotCompileException.java

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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/Expr.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformFieldAccess.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtPrimitiveType.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/stackmap/BasicBlock.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/Callback.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/MethodInfo.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/JvstCodeGen.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/NewExpr.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/stackmap/TypeData.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ClassFile.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtMethod.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/CondExpr.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/scopedpool/ScopedClassPool.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/NewExpr.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/CannotCreateException.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/EnclosingMethodAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/BinExpr.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/SourceFileAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/SecurityActions.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ClassMap.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/TypeChecker.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/FieldDecl.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CodeConverter.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/ClassMetaobject.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/NestHostAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/AccessFlag.java

* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/ASTree.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/StackMap.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/NotFoundException.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/Metalevel.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Variable.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/Sample.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/Instanceof.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ClassFilePrinter.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Stmnt.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/framedump.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/AnnotationImpl.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/AssignExpr.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/Bytecode.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ConstantAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/runtime/Desc.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/ProxyFactory.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/FactoryHelper.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewMethod.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/RemoteException.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/InstanceOfExpr.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Declarator.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtClassType.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/NoSuchClassError.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtBehavior.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Expr.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-

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jar/javassist/bytecode/ByteArray.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/tools/rmi/RemoteRef.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/stackmap/TypedBlock.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/ast/Keyword.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/MemberCodeGen.java
*
/opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/Descriptor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/tools/reflect/Reflection.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/ClassFileWriter.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/analysis/Frame.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/tools/reflect/Compiler.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/analysis/FramePrinter.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/ast/DoubleConst.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/stackmap/TypeTag.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/scopedpool/ScopedClassPoolRepositoryImpl.java
*
/opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/convert/TransformAfter.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/analysis/Analyzer.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/util/proxy/SerializedProxy.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/MemberResolver.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/ast/StringL.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/analysis/Util.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/ParameterAnnotationsAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/tools/web/BadHttpRequest.java
*
/opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/BadBytecode.java

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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ClassPool.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/Proxy.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewWrappedMethod.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/Type.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/SyntheticAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/ObjectImporter.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/ExprEditor.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ProceedHandler.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ExceptionsAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformAccessArrayField.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/AnnotationDefaultAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/scopedpool/SoftValueHashMap.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/Loader.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtField.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/Dump.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/MethodDecl.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/CompileError.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/Handler.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ByteStream.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/stackmap/Tracer.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/HotSwapAgent.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/FieldAccess.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/InnerClassesAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/web/Viewer.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/ProxyObject.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformCall.java

* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Symbol.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ByteArrayClassPath.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/AccessorMaker.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/Lex.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/ASTList.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/MethodCall.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/SerialVersionUID.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformBefore.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/runtime/Cflow.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/Transformer.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/AnnotationsAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/LocalVariableTypeAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/DuplicateMemberException.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/MethodFilter.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/MultiArrayType.java
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 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/Metaobject.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/stackmap/MapMaker.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/JvstTypeChecker.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformReadField.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/Loader.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/StackMapTable.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ClassPoolTail.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ClassPath.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/HotSwapper.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/Javac.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/ControlFlow.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/Opcodes.java

* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/Executor.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/web/Webserver.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/LongVector.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/ProxyObjectOutputStream.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/CastExpr.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/DeprecatedAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtClass.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/Translator.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/Sample.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/CodeAttribute.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/NewArray.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ClassClassPath.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/IntConst.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/MethodHandler.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformNew.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/scopedpool/ScopedClassPoolRepository.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/Cast.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/NoFieldException.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/SyntaxError.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/TokenId.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/RuntimeSupport.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Pair.java
 *
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformWriteField.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewConstructor.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ConstPool.java
 * /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/MultiType.java

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```
/*
 * Javassist, a Java-bytecode translator toolkit.
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```

Found in path(s):

```
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/EnumMemberValue.java
*
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/BooleanMemberValue.java
*
 /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
```

jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/DoubleMemberValue.java

1.132 classmate 1.5.1

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

1.133 httpcomponents-mime 4.5.12

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1.134 jakarta-validation-api 2.0.2

1.134.1 Available under license :

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```
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* Jakarta Bean Validation API  
*  
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*/
```

Found in path(s):

```
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/Validator.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/metadata/CascadableDescriptor.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/ConstraintTarget.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/constraints/FutureOrPresent.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/constraints/Null.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/ConstraintValidatorContext.java  
*  
/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/metadata/ExecutableDescriptor.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/groups/Default.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/MessageInterpolator.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/metadata/package-info.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/valueextraction/Unwrapping.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/valueextraction/ValueExtractor.java  
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/constraintvalidation/ValidationTarget.java  
*  
/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-  
jar/javax/validation/metadata/MethodDescriptor.java
```

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/package-info.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/UnexpectedTypeException.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/BeanDescriptor.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Digits.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/bootstrap/ProviderSpecificBootstrap.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/UnwrapByDefault.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NegativeOrZero.java

*

/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintViolation.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintDefinitionException.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ValidateUnwrappedValue.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraintvalidation/SupportedValidationTarget.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/groups/package-info.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/spi/ValidationProvider.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ElementKind.java

*

/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/GroupConversionDescriptor.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/ExtractedValue.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/bootstrap/GenericBootstrap.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/MethodType.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/ValueExtractorDeclarationException.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ConstructorDescriptor.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraintvalidation/package-info.java

*

/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/AssertTrue.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-

jar/javax/validation/Path.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/package-info.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/package-info.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/PositiveOrZero.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/ValueExtractorDefinitionException.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/BootstrapConfiguration.java
*
/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ElementDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ContainerElementTypeDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/GroupDefinitionException.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Min.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/groups/ConvertGroup.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/Scope.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Max.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ReportAsSingleViolation.java
*
/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ReturnValueDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ParameterNameProvider.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Pattern.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/NoProviderFoundException.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Validation.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidatorContext.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NotBlank.java
*
/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/spi/package-info.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Constraint.java

* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Valid.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/CrossParameterDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ClockProvider.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Configuration.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/ValidateOnExecution.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Size.java
*
/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/PastOrPresent.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintViolationException.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/bootstrap/package-info.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/TraversableResolver.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/ExecutableValidator.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidationProviderResolver.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidatorFactory.java
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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ConstraintDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ParameterDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NotNull.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/package-info.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/GroupSequence.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Negative.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintValidatorFactory.java
*
/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidationException.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-

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jar/javax/validation/OverridesAttribute.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/spi/BootstrapState.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/constraints/Email.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/ConstraintDeclarationException.java
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jar/javax/validation/metadata/PropertyDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/ConstraintValidator.java
*
/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/executable/ExecutableType.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/constraints/AssertFalse.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/constraints/Future.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/constraints/DecimalMax.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/constraints/Positive.java
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jar/javax/validation/constraints/NotEmpty.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/spi/ConfigurationState.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/Payload.java
*
/opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/constraints/DecimalMin.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/constraints/Past.java

```

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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/META-
INF/maven/jakarta.validation/jakarta.validation-api/pom.xml

```

1.135 jakarta-el-api 3.0.3

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1.137 hamcrest 2.2

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1.138 fluent-hc 4.5.13

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 - * Providing benchmark suite
- * Alec Wysoker
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Version 3, 29 June 2007

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Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to

use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand

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Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

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The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

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The

"System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

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Section 6 states terms for distribution of such executables.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may

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Any

executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser.

The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM.

Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.

Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dossier (dossier@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code.

Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?)) and

Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.

Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.

Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks(agg@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.) Copyright (c) 2001, Thai Open Source Software Center Ltd, Sun Microsystems. All rights reserved.

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* m4/ax_func_which_gethostbyname_r.m4

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Any executables

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Version 3, 29 June 2007

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@var{signature of Ty Coon}, 1 April 1990
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1.149 archaius-core 0.7.6

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1.153 basesystem 10.0-7.el7.centos

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Summary: The skeleton package which defines a simple CentOS Linux system

Name: basesystem

Version: 10.0

Release: 7% { ?dist }

License: Public Domain

Group: System Environment/Base

Requires(pre): setup filesystem

BuildRoot: %(mktemp -ud % { _tmppath })/% { name }-% { version }-% { release }-XXXXXX)

BuildArch: noarch

%description

Basesystem defines the components of a basic CentOS Linux system (for example, the package installation order to use during bootstrapping). Basesystem should be in every installation of a system, and it should never be removed.

%prep

%build

%install

%clean

%files

%defattr(-,root,root,-)

%changelog

* Fri Jun 27 2014 Johnny Hughes <johnny@centos.org> - 10.0-7.el7.centos
- Roll in CentOS Branding

* Fri Dec 27 2013 Daniel Mach <dmach@redhat.com> - 10.0-7
- Mass rebuild 2013-12-27

* Tue Mar 06 2012 Ondrej Vasik <ovasik@redhat.com> 10.0-6
- remove again reference to Fedora after RHEL-7 import(#800464)

* Thu
Jun 23 2011 Ondrej Vasik <ovasik@redhat.com> 10.0-5
- fix FTBFS typo (#715640), add disttag

* Fri May 21 2010 Ondrej Vasik <ovasik@redhat.com> - 10.0-4
- remove reference to Fedora, add dist tag
Related: rhbz#566527

* Mon Apr 26 2010 Dennis Gregorovic <dgregor@redhat.com> - 10.0-3.2
- Rebuilt for RHEL 6
Related: rhbz#566527

* Mon Apr 26 2010 Dennis Gregorovic <dgregor@redhat.com> - 10.0-3.1
- Rebuilt for RHEL 6
Related: rhbz#566527

* Fri Jul 24 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-3
- Rebuilt for https://fedoraproject.org/wiki/Fedora_12_Mass_Rebuild

* Mon Feb 23 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-2
- Rebuilt for https://fedoraproject.org/wiki/Fedora_11_Mass_Rebuild

* Mon Oct 20 2008 Phil Knirsch <pknirsch@redhat.com> 10.0-1
- Bump version and rebuild for Fedora 10 (#451289)

* Fri Mar 02 2007 Phil Knirsch <pknirsch@redhat.com> - 8.1-1
- Cleanup per package review (#225608)

* Wed Jul 12 2006 Jesse Keating
<jkeating@redhat.com> - 8.0-5.1.1
- rebuild

- * Fri Dec 09 2005 Jesse Keating <jkeating@redhat.com>
- rebuilt
- * Wed Sep 22 2004 Bill Nottingham <notting@redhat.com>
- rebuilt
- * Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
- rebuilt
- * Wed Jan 22 2003 Tim Powers <timp@redhat.com>
- rebuilt
- * Wed Aug 21 2002 Bill Nottingham <notting@redhat.com>
- bump rev
- * Fri Jun 21 2002 Tim Powers <timp@redhat.com>
- automated rebuild
- * Thu May 23 2002 Tim Powers <timp@redhat.com>
- automated rebuild
- * Wed Jan 09 2002 Tim Powers <timp@redhat.com>
- automated rebuild
- * Wed Jul 12 2000 Prospector <bugzilla@redhat.com>
- automatic rebuild
- * Tue Jun 6 2000 Bill Nottingham <notting@redhat.com>
- rebuild. Wheee.
- * Sun Mar 21 1999 Cristian Gafton <gafton@redhat.com>
- auto rebuild in the new build environment (release 4)
- * Tue Mar 16 1999 Cristian Gafton <gafton@redhat.com>
- don't require rpm (breaks dependency chain)
- * Tue Mar 16 1999 Erik Troan <ewt@redhat.com>
- require rpm
- * Wed Dec 30
1998 Cristian Gafton <gafton@redhat.com>
- build for 6.0
- * Tue Aug 11 1998 Jeff Johnson <jbj@redhat.com>
- build root
- * Mon Apr 27 1998 Prospector System <bugs@redhat.com>

- translations modified for de, fr, tr

* Tue Sep 23 1997 Erik Troan <ewt@redhat.com>

- made a noarch package

Found in path(s):

* /opt/cola/permits/1151233448_1617817524.04/0/basesystem-10.0-7.el7.centos.src.rpm-cosi-expand-archive-tqrtl4Z0/basesystem.spec

1.154 gpg-pubkey f4a80eb5-53a7ff4b

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```
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```

* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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1993 Christopher Seiwald seiwald@vix.com
2000, 2002 Christopher Seiwald <seiwald@perforce.com>
2010 Steve Bennett <steveb@workware.net.au>
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1.156 util-linux 2.23.2-65.el7_9.1

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size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

#1: 32 7648 0x83

#2: 7680 8704 0xa5

#5: 7936 4864 0x7 (freebsd)

#6: 12544 3584 0x7 (freebsd)

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Initialize empty image

f1c9645dbc14efddc7d8a322685f26eb bsd.img

Create new DOS partition table

57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors

Units = sectors of 1 * 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk label type: dos

Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
--------	------	-------	-----	--------	----	--------

Create 1st primary partition

ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors

Units = sectors of 1 * 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk label type: dos

Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux

Create 2st primary partition

1bebf87248e05d6e4e62b749da65d023

bsd.img

Set 2nd partition type

2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors

Units = sectors of 1 * 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk label type: dos

Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux
__ts_dev__2		4096	20479	8192	a5	FreeBSD

Create default BSD

2e1cee529cb59c9341afef0443f196a1 bsd.img

---layout-----

Changes will remain in memory only, until you decide to write them.

Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
c:	4096	20479	16384	unused	0	0	
d:	0						
	16064	16065	unused	0	0		

BSD disklabel command (m for help):

Command (m for help):

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout-----

Changes will remain in memory only, until you decide to write them.

Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
a:	4096	6144	2049	4.2BSD	0	0	0
c:	4096	20479	16384	unused	0	0	
d:	0	16064	16065	unused	0	0	

BSD disklable command (m for help):

Command (m for help):

Changes will remain in memory only, until you decide to write them.

Be careful before using the write command.

Command (m for help):

BSD disklable command (m for help):

0 unused 5 4.1BSD 9 4.4LFS d boot
1 swap
 6 Eighth Edition a unknown e ADOS
2 Version 6 7 4.2BSD b HPFS f HFS
3 Version 7 8 MS-DOS c ISO-9660 10 AdvFS
4 System V

BSD disklable command (m for help):

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1.157 java-uuid-generator 4.0.1

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Java UUID generator library has been written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Eric Bie contributed extensive unit test suite which has helped ensure high implementation quality

1.158 velocity 2.3

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1.159 velocity-engine-core 2.3

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* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/FieldResult.java

* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/EntityResult.java

*

/opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/ColumnResult.java

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* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/SharedCacheMode.java

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* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/PersistenceUnitUtil.java
*
/opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/QueryHint.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/RollbackException.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/Tuple.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/ManyToOne.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/metamodel/CollectionAttribute.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/PessimisticLockScope.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/criteria/CompoundSelection.java
*
/opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/OrderBy.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/Lob.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/criteria/MapJoin.java
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* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/NamedEntityGraph.java
*

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jar/javax/persistence/criteria/CriteriaUpdate.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/NamedEntityGraphs.java
*
/opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/NamedStoredProcedureQueries.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/Converts.java
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jar/javax/persistence/Index.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/NamedAttributeNode.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/NamedSubgraph.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/EntityGraph.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/StoredProcedureParameter.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/AttributeConverter.java
*
/opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/criteria/CriteriaDelete.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/AttributeNode.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/SynchronizationType.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-
jar/javax/persistence/Subgraph.java
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* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/Converter.java

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* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/SqlResultSetMapping.java
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* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/MapKeyJoinColumn.java
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* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/TypedQuery.java
* /opt/cola/permits/1157317056_1654022855.910856/0/javax-persistence-api-2-2-sources-2-jar/javax/persistence/spi/PersistenceProviderResolverHolder.java
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1.164 jackson-coreutils-equivalence 1.0

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*/opt/cola/permits/1166302096_1621381491.42/0/jackson-coreutils-equivalence-1-0-sources-jar/com/github/fge/jackson/JsonNumEquivalence.java
```

1.165 json-schema-core 1.2.14

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Fabio Di Fabio

* Allow to disable schema caching (except for preloaded schemas)

Randy Watler

* Support for reading schemas from non standard JSON (comments etc).

Matt Bishop

* OSGi support for Maven (now deprecated).

1.166 writemplate 0.10

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Version 3, 29 June 2007

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1.167 json-schema-validator 2.2.14

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Pablo Pinhero

* Add a "lib" target to the build: jar with all dependencies builtin.

Corey Sciuto

* Tests for date-time format attribute; date-time-millis format attribute (now superseded by date-time itself).

Matt Bishop:

* Initial OSGi support for maven (now superseded by Gradle).

Kelvin Pho

* Pointer collectors for draft v4 keywords (since then moved to -core).

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1.170 commons-lang3 3.12.0

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1.171 libgcc 4.8.5-44.el7

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@c Set file name and title for man page.

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@c man begin SEEALSO

gfdl(7), fsf-funding(7).

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@smallexample

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Any

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Source code for a work means

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```

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```
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Developed by:

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@appendixsubsec Preamble

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@page

@appendixsubsec How to Apply These Terms to Your New Libraries

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@var{signature of Ty Coon}, 1 April 1990

Ty Coon, President of Vice

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@settitle GNU Free Documentation License

@c man begin SEEALSO

gpl(7), fsf-funding(7).

@c man end

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@c hence no sectioning command or @node.

@c man end

@end ignore

@c Special handling for inclusion in the install manual.

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@ifnohtml

@comment node-name, next, previous, up
@node GNU Free Documentation License, Concept Index, Old, Top
@end ifnohtml
@html
<h1 align="center">Installing GCC: GNU Free Documentation License</h1>
@end html
@ifnohtml
@unnumbered GNU Free Documentation License
@end ifnohtml
@end ifset
@c man begin DESCRIPTION
@ifclear gfdhtml
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This is the Debian GNU/Linux prepackaged version of the GNU compiler collection, containing Ada, C, C++, Fortran 95, Java, Objective-C, Objective-C++, and Treelang compilers, documentation, and support libraries. In addition, Debian provides the gdc compiler, either in the same source package, or built from a separate same source package.

Packaging is done by the Debian GCC Maintainers <debian-gcc@lists.debian.org>, with sources obtained from:

<ftp://gcc.gnu.org/pub/gcc/releases/> (for full releases)

<svn://gcc.gnu.org/svn/gcc/> (for prereleases)

<http://bitbucket.org/goshawk/gdc> (for D)

The current gcc-4.8 source package is taken from the SVN gcc-4_8-branch.

Changes: See [changelog.Debian.gz](#)

Debian splits the GNU Compiler Collection into packages for each language, library, and documentation as follows:

Language	Compiler package	Library package	Documentation
Ada	gnat-4.8		
	libgnat-4.8	gnat-4.8-doc	
C	gcc-4.8		gcc-4.8-doc
C++	g++-4.8	libstdc++6	libstdc++6-4.8-doc
D	gdc-4.8		
Fortran 95	gfortran-4.8	libgfortran3	gfortran-4.8-doc
Go	gccgo-4.8	libgo0	
Java	gcj-4.8	libgcj10	libgcj-doc
Objective C	gobjc-4.8	libobjc2	
Objective C++	gobjc++-4.8		

For some language run-time libraries, Debian provides source files, development files, debugging symbols and libraries containing position-

independent code in separate packages:

Language	Sources	Development	Debugging	Position-Independent
C++		libstdc++6-4.8-dbg	libstdc++6-4.8-pic	
D	libphobos-4.8-dev			
Java	libgcj10-src	libgcj10-dev	libgcj10-dbg	

Additional packages include:

All languages:

libgcc1, libgcc2, libgcc4

 GCC intrinsics (platform-dependent)

gcc-4.8-base	Base files common to all compilers
gcc-4.8-soft-float	Software floating point (ARM only)
gcc-4.8-source	The sources with patches

Ada:

libgnatvsn-dev, libgnatvsn4.8 GNAT version library

libgnatprj-dev, libgnatprj4.8 GNAT Project Manager library

C:

cpp-4.8, cpp-4.8-doc	GNU C Preprocessor
libmudflap0-dev, libmudflap0	Library for instrumenting pointers
libssp0-dev, libssp0	GCC stack smashing protection library
libquadmath0	Math routines for the __float128 type
fixincludes	Fix non-ANSI header files
protoize	Create/remove ANSI prototypes from C code

Java:

gij	The Java bytecode interpreter and VM
libgcj-common	Common files for the Java run-time
libgcj10-awt	The Abstract Windowing Toolkit
libgcj10-jar	Java ARchive
for the Java run-time	

C, C++ and Fortran 95:

libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library

libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64

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- libatomic
- libdecnumber
- libgomp
- libitm
- libssp
- libstdc++-v3
- libobjc
- libmudflap
- libgfortran
- The libgnat-4.8 Ada support library and libgnatvsn library.

- Various config files in gcc/config/ used in runtime libraries.

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libquadmath/math:

atanq.c, expm1q.c, j0q.c, j1q.c, log1pq.c, logq.c:

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coshq.c, erfq.c, jnq.c, lgammaq.c, powq.c, roundq.c:

Changes for 128-bit __float128 are

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ldexpq.c:

- * Conversion to long double by Ulrich Drepper,
- * Cygnus Support, drepper@cygnus.com.

cosq_kernel.c, expq.c, sincos_table.c, sincosq.c, sincosq_kernel.c, sinq_kernel.c, truncq.c:

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isinfq.c:

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- * Change for long double by Jakub Jelinek <jj@ultra.linux.cz>
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llroundq.c, lroundq.c, tgammaq.c:

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gcc/go/gofrontend, libgo:

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D:

gdc-4.8	GNU D Compiler
libphobos-4.8-dev	D standard runtime library

The D source package is made up of the following components.

The D front-end for GCC:

- d/*

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The DMD Compiler implementation of the D programming language:
- `d/dmd/*`

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The Zlib data compression library:
- `d/phobos/etc/c/zlib/*`

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The Phobos standard runtime library:

- d/phobos/*

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined

and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was

originally contributed by Mark Weiser.

The Encore Multimax modifications were supplied by

Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM.

Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.

Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.

Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems.

Parag Patel (parag@netcom.com) supplied the A/UX code.

Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and

Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.

Thomas Funke (thf@zelator.in-berlin.de(?)) and

Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.

Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.

Bill Janssen (janssen@parc.xerox.com) supplied

the SunOS dynamic loader

specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and

Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and

Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.

Alistair G. Crooks(agg@uts.amdahl.com) supplied the NetBSD and 386BSD ports.

Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.

Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to

a Motorola 88K processor running CX/UX (Harris NightHawk).

Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to

nonIBM development environments (a nontrivial task).

Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.

David Chase, then at Olivetti Research, suggested several improvements.

Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the

code to save and print call stacks for leak detection on a SPARC.

Jesse Hull and John Ellis supplied the C++ interface code.

Zhong Shao performed much of the

experimentation that led to the

current typed allocation facility. (His dynamic type inference code hasn't

made it into the released version of the collector, yet.)

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1998-05-11

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* m4/ax_func_which_gethostbyname_r.m4

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for portions of the Combined Work that, considered in isolation, are
based on the Application, and not on the Linked Version.

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object code and/or source code for the Application, including any data
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If you modify a copy of the Library, and, in your modifications, a facility refers to a function or data to be supplied by an Application that uses the facility (other than as an argument passed when the facility is invoked), then you may convey a copy of the modified version:

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The object code form of an Application may incorporate material from a header file that is part of the Library. You may convey such object code under terms of your choice, provided that, if the incorporated material is not limited to numerical parameters, data structure layouts and accessors, or small macros, inline functions and templates (ten or fewer lines in length), you do both of the following:

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notices during execution, include the copyright notice for the Library among these notices, as well as a reference directing the user to the copies of the GNU GPL and this license document.

d) Do one of the following:

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1) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (a) uses at run time a copy of the Library already present on the user's computer system, and (b) will operate properly with a modified version of the Library that is interface-compatible with the Linked Version.

e) Provide Installation Information, but only if you would otherwise be required to provide such information under section 6 of the GNU GPL, and only to the extent that such information is necessary to install and execute a modified version of the Combined Work produced by recombining or relinking the Application with a modified version of the Linked Version. (If you use option 4d0, the Installation Information must accompany the Minimal Corresponding Source and Corresponding Application Code. If you use option 4d1, you must provide the Installation Information in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.)

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b) Give prominent notice with the combined library that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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1.172 libcurl 7.29.0-59.el7_9.1

1.172.1 Available under license :

License Mixing with apps, libcurl and Third Party Libraries

=====

libcurl can be built to use a fair amount of various third party libraries, libraries that are written and provided by other parties that are distributed using their own licenses. Even libcurl itself contains code that may cause problems to some. This document attempts to describe what licenses libcurl and the other libraries use and what possible dilemmas linking and mixing them all can lead to for end users.

I am not a lawyer and this is not legal advice!

One common dilemma is that GPL[1]-licensed code is not allowed to be linked with code licensed under the Original BSD license (with the announcement clause). You may still build your own copies that use them all, but distributing them as binaries would be to violate the GPL license - unless you

accompany your license with an exception[2]. This particular problem was addressed when the Modified BSD license was created, which does not have the announcement clause that collides with GPL.

libcurl <http://curl.haxx.se/docs/copyright.html>

Uses an MIT (or Modified BSD)-style license that is as liberal as possible. Some of the source files that deal with KRB4 have Original BSD-style announce-clause licenses. You may not distribute binaries with krb4-enabled libcurl that also link with GPL-licensed code!

OpenSSL <http://www.openssl.org/source/license.html>

(May be used for SSL/TLS support) Uses an Original BSD-style license with an announcement clause that makes it "incompatible" with GPL. You are not allowed to ship binaries that link with OpenSSL that includes GPL code (unless that specific GPL code includes an exception for OpenSSL - a habit that is growing more and more common). If OpenSSL's licensing is a problem for you, consider using GnuTLS or yassl instead.

GnuTLS <http://www.gnutls.org/>

(May be used for SSL/TLS support) Uses the LGPL[3] license. If this is a problem for you, consider using OpenSSL instead. Also note that GnuTLS itself depends on and uses other libs (libgcrypt and libgpg-error) and they too are LGPL- or GPL-licensed.

yassl <http://www.yassl.com/>

(May be used for SSL/TLS support) Uses the GPL[1] license. If this is a problem for you, consider using OpenSSL or GnuTLS instead.

NSS <http://www.mozilla.org/projects/security/pki/nss/>

(May be used for SSL/TLS support) Is covered by the MPL[4] license, the GPL[1] license and the LGPL[3] license. You may choose to license the code under MPL terms, GPL terms, or LGPL terms. These licenses grant you different permissions and impose different obligations. You should select the license that best meets your needs.

axTLS <http://axtls.sourceforge.net/>

(May be used for SSL/TLS support) Uses a Modified BSD-style license.

c-ares <http://daniel.haxx.se/projects/c-ares/license.html>

(Used for asynchronous name resolves) Uses an MIT license that is very liberal and imposes no restrictions on any other library or part you may link with.

zlib http://www.gzip.org/zlib/zlib_license.html

(Used for compressed Transfer-Encoding support) Uses an MIT-style license that shouldn't collide with any other library.

krb4

While nothing in particular says that a Kerberos4 library must use any particular license, the one I've tried and used successfully so far (kth-krb4) is partly Original BSD-licensed with the announcement clause. Some of the code in libcurl that is written to deal with Kerberos4 is Modified BSD-licensed.

MIT Kerberos <http://web.mit.edu/kerberos/www/dist/>

(May be used for GSS support) MIT licensed, that shouldn't collide with any other parts.

Heimdal <http://www.pdc.kth.se/heimdal/>

(May be used for GSS support) Heimdal is Original BSD licensed with the announcement clause.

GNU GSS <http://www.gnu.org/software/gss/>

(May be used for GSS support) GNU GSS is GPL licensed. Note that you may not distribute binary curl packages that uses this if you build curl to also link and use any Original BSD licensed libraries!

fbopenssl

(Used for SPNEGO support) Unclear license. Based on its name, I assume that it uses the OpenSSL license and thus shares the same issues as described for OpenSSL above.

libidn <http://josefsson.org/libidn/>

(Used for IDNA support) Uses the GNU Lesser General Public License [3]. LGPL is a variation of GPL with slightly less aggressive "copyleft". This license requires more requirements to be met when distributing binaries, see the license for details. Also note that if you distribute a binary that includes this library, you must also

include the full LGPL license text. Please properly point out what parts of the distributed package that the license addresses.

OpenLDAP <http://www.openldap.org/software/release/license.html>

(Used for LDAP support) Uses a Modified BSD-style license. Since libcurl uses OpenLDAP as a shared library only, I have not heard of anyone that ships OpenLDAP linked with libcurl in an app.

libssh2 <http://www.libssh2.org/>

(Used for scp and sftp support) libssh2 uses a Modified BSD-style license.

[1] = GPL - GNU General Public License: <http://www.gnu.org/licenses/gpl.html>

[2] = <http://www.fsf.org/licenses/gpl-faq.html#GPLIncompatibleLibs> details on how to write such an exception to the GPL

[3] = LGPL - GNU Lesser General Public License:

<http://www.gnu.org/licenses/lgpl.html>

[4] = MPL - Mozilla Public License:

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1.173 libstdc++ 4.8.5-44.el7

1.173.1 Available under license :

Jan 21, 2002

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Version 2.1, February 1999

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[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public

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Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot

effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run

that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

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- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of

this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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3. You may opt to apply the terms of the ordinary

GNU General Public

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a

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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever

changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the

Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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If the work has interactive user interfaces, each must display
Appropriate

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@item

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@item

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@item

Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

@item

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@item

Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

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Version 2.1, February 1999

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Any

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If you develop a new program, and you want it to be of the greatest possible use to humanity, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the program's name and a brief idea of what it does.>  
Copyright (C) 19yy <name of author>
```

```
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the Free Software Foundation; either version 1, or (at your option)  
any later version.
```

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GNU General Public License for more details.
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```

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This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the
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c'; they could even be mouse-clicks
or menu items--whatever suits your
program.

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school, if any, to sign a "copyright disclaimer" for the program, if
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program `Gnomovision' (a program to direct compilers to make passes
at assemblers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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Developed by:

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University of Illinois at Urbana-Champaign

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@cindex LGPL, Lesser General Public License

@center Version 2.1, February 1999

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```
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```

The hypothetical commands

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```
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```

```
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Version 3.1, 31 March 2009

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Packaging is done by the Debian GCC Maintainers <debian-gcc@lists.debian.org>, with sources obtained from:

<ftp://gcc.gnu.org/pub/gcc/releases/> (for full releases)
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The current gcc-4.8 source package is taken from the SVN gcc-4_8-branch.

Changes: See [changelog.Debian.gz](#)

Debian splits the GNU Compiler Collection into packages for each language, library, and documentation as follows:

Language	Compiler package	Library package	Documentation
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Ada	gnat-4.8		
	libgnat-4.8	gnat-4.8-doc	
C	gcc-4.8		gcc-4.8-doc
C++	g++-4.8	libstdc++6	libstdc++6-4.8-doc
D	gdc-4.8		
Fortran 95	gfortran-4.8	libgfortran3	gfortran-4.8-doc
Go	gccgo-4.8	libgo0	
Java	gcj-4.8	libgcj10	libgcj-doc
Objective C	gobjc-4.8	libobjc2	
Objective C++	gobjc++-4.8		

For some language run-time libraries, Debian provides source files, development files, debugging symbols and libraries containing position-independent code in separate packages:

Language	Sources	Development	Debugging	Position-Independent
----------	---------	-------------	-----------	----------------------

C++		libstdc++6-4.8-dbg	libstdc++6-4.8-pic	
D	libphobos-4.8-dev			
Java	libgcj10-src	libgcj10-dev	libgcj10-dbg	

Additional packages include:

All languages:

libgcc1, libgcc2, libgcc4

 GCC intrinsics (platform-dependent)

gcc-4.8-base	Base files common to all compilers
gcc-4.8-soft-float	Software floating point (ARM only)
gcc-4.8-source	The sources with patches

Ada:

libgnatvsn-dev, libgnatvsn4.8 GNAT version library
libgnatprj-dev, libgnatprj4.8 GNAT Project Manager library

C:

cpp-4.8, cpp-4.8-doc	GNU C Preprocessor
libmudflap0-dev, libmudflap0	Library for instrumenting pointers
libssp0-dev, libssp0	GCC stack smashing protection library
libquadmath0	Math routines for the __float128 type
fixincludes	Fix non-ANSI header files
protoize	Create/remove ANSI prototypes from C code

Java:

gij	The Java bytecode interpreter and VM
libgcj-common	Common files for the Java run-time

libgcj10-awt The Abstract Windowing Toolkit
libgcj10-jar Java ARchive
for the Java run-time

C, C++ and Fortran 95:

libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library

libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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- libatomic
- libdecnumber
- libgomp
- libitm
- libssp
- libstdc++-v3
- libobjc
- libmudflap
- libgfortran
- The libgnat-4.8 Ada support library and libgnatvsn library.
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Version 3.1, 31 March 2009

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libquadmath/*. [hc]:

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libquadmath/math:

atanq.c, expm1q.c, j0q.c, j1q.c, log1pq.c, logq.c:

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coshq.c, erfq.c, jnq.c, lgammaq.c, powq.c, roundq.c:

Changes for 128-bit __float128 are

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ldexpq.c:

- * Conversion to long double by Ulrich Drepper,
- * Cygnus Support, drepper@cygnus.com.

cosq_kernel.c, expq.c, sincos_table.c, sincosq.c, sincosq_kernel.c, sinq_kernel.c, truncq.c:

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isinfq.c:

- * Written by J.T. Conklin <jtc@netbsd.org>.
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llroundq.c, lroundq.c, tgammaq.c:

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log10q.c:

Cephes Math Library Release 2.2: January, 1991

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Adapted for glibc November, 2001

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gcc/go/gofrontend, libgo:

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D:

gdc-4.8 GNU D Compiler
libphobos-4.8-dev D standard runtime library

The D source package is made up of the following components.

The D front-end for GCC:

- d/*

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Modified by Vincenzo Ampolo, Michael Parrot, Iain Buclaw, (C) 2009, 2010

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The DMD Compiler implementation of the D programming language:

- d/dmd/*

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The Zlib data compression library:

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The Phobos standard runtime library:

- d/phobos/*

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser.

The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM.

Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.

Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code.

Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.

Thomas Funke (thf@zelator.in-berlin.de(?)) and

Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.

Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.

Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader

specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.

Alistair G. Crooks(agg@uts.amdahl.com) supplied the NetBSD and 386BSD ports.

Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.

Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk).

Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)
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For more information see the README file in the examples directory.

Directory native/fdlibm

fdlibm contains general algorithms useful for runtimes and compilers to support strict double and float mathematical operations.

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The upstream for fdlibm is libgcj (<http://gcc.gnu.org/java/>), they sync again with the 'real' upstream (<http://www.netlib.org/fdlibm/readme>).

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* m4/ax_func_which_gethostbyname_r.m4

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size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

#1: 32 7648 0x83

#2: 7680 8704 0xa5

#5: 7936 4864 0x7 (freebsd)

#6: 12544 3584 0x7 (freebsd)

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Initialize empty image

f1c9645dbc14efddc7d8a322685f26eb bsd.img

Create new DOS partition table

57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors

Units = sectors of 1 * 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk label type: dos

Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
--------	------	-------	-----	--------	----	--------

Create 1st primary partition

ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors

Units = sectors of 1 * 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk label type: dos

Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux

Create 2st primary partition

1bebf87248e05d6e4e62b749da65d023

bsd.img

Set 2nd partition type

2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux
__ts_dev__2		4096	20479	8192	a5	FreeBSD

Create default BSD
2e1cee529cb59c9341afef0443f196a1 bsd.img

---layout-----

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
c:	4096	20479	16384	unused	0	0	
d:	0						
	16064	16065	unused	0	0		

BSD disklabel command (m for help):

Command (m for help):

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout-----

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
---	-------	-----	------	--------	--------	-------	------

```
a: 4096 6144 2049 4.2BSD 0 0 0
c: 4096 20479 16384 unused 0 0
d: 0 16064 16065 unused 0 0
```

BSD disklable command (m for help):

Command (m for help):

Changes will remain in memory only, until you decide to write them.

Be careful before using the write command.

Command (m for help):

BSD disklable command (m for help):

```
0 unused      5 4.1BSD      9 4.4LFS      d boot
1 swap
   6 Eighth Edition  a unknown      e ADOS
2 Version 6      7 4.2BSD      b HPFS        f HFS
3 Version 7      8 MS-DOS      c ISO-9660    10 AdvFS
4 System V
```

BSD disklable command (m for help):

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*/

1.175 libcom-err 1.42.9-19.el7

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It is part of the main e2fsprogs distribution, which can be found at:

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were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
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1.176 libmount 2.23.2-65.el7_9.1

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This is free software, and you are welcome to redistribute
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```
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`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
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```

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size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

#1: 32 7648 0x83

#2: 7680 8704 0xa5

#5: 7936 4864 0x7 (freebsd)

#6: 12544 3584 0x7 (freebsd)

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Initialize empty image
f1c9645dbc14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
--------	------	-------	-----	--------	----	--------

Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux

Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023
bsd.img
Set 2nd partition type
2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout-----

__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device	Boot	Start	End	Blocks	Id	System
__ts_dev__1		2048	4095	1024	83	Linux
__ts_dev__2		4096	20479	8192	a5	FreeBSD

Create default BSD
2e1cee529cb59c9341afef0443f196a1 bsd.img

---layout-----

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
c:	4096	20479	16384	unused	0	0	
d:	0	16064	16065	unused	0	0	

BSD disklabel command (m for help):

Command (m for help):

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout-----

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

4 partitions:

#	start	end	size	fstype	[fsize	bsize	cpg]
a:	4096	6144	2049	4.2BSD	0	0	0
c:	4096	20479	16384	unused	0	0	
d:	0	16064	16065	unused	0	0	

BSD disklabel command (m for help):

Command (m for help):

Changes will remain in memory only, until you decide to write them.

Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

```
0 unused      5 4.1BSD      9 4.4LFS      d boot
1 swap
  6 Eighth Edition  a unknown    e ADOS
2 Version 6      7 4.2BSD      b HPFS       f HFS
3 Version 7      8 MS-DOS      c ISO-9660   10 AdvFS
4 System V
```

BSD disklabel command (m for help):

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1.177 commons-io 2.11.0

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*

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/opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceGroup.java
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* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceReportingEventHandler.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslator.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-

jar/com/lmax/disruptor/AggregateEventHandler.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-
jar/com/lmax/disruptor/dsl/EventProcessorInfo.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-
jar/com/lmax/disruptor/IgnoreExceptionHandler.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-
jar/com/lmax/disruptor/dsl/Disruptor.java
*
/opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-
jar/com/lmax/disruptor/ProcessingSequenceBarrier.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-
jar/com/lmax/disruptor/SleepingWaitStrategy.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-
jar/com/lmax/disruptor/EventFactory.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-
jar/com/lmax/disruptor/ExceptionHandler.java
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* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/Sequencer.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/DataProvider.java
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/opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceGroups.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/Sequence.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/Cursored.java
* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/FixedSequenceGroup.java
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Found in path(s):

* /opt/cola/permits/1185279897_1627734845.86/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/ExceptionHandlers.java

1.179 elfutils-default-yama-scope 0.176-5.el7

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1.181 kmod-libs 20-28.el7

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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1.183 device-mapper 1.02.170-6.el7_9.5

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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because

of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

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These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference

between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must

be optional: if the application does not supply it, the square root function must still compute square roots.)

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it.

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mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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This option is useful when you wish to copy part of the code of the

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under

Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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<one line to give the library's name and a brief idea of what it does.>

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```
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```

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```
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```

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<signature of Ty Coon>, 1 April 1989
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1.185 pycurl 7.19.0

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Version 2.1, February 1999

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1.186 lz4-java 1.7.1

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1.187 rxjava 1.3.8

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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/README.md

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*/

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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/atomic/BaseLinkedAtomicQueue.java

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* Originally from <https://code.google.com/p/guava-libraries/source/browse/guava/src/com/google/common/annotations/Beta.java>

libraries/source/browse/guava/src/com/google/common/annotations/Beta.java

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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/annotations/Beta.java

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*/

Found in path(s):

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/unsafe/MpmcArrayQueue.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/unsafe/SpmcArrayQueue.java
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*/

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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/atomic/MpscLinkedAtomicQueue.java

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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFlatMapCompletable.java

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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeReduce.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/SuppressAnimalSniffer.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTakeLastOne.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/ExceptionsUtils.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeConcatMap.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeCollect.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOnSubscribeUsing.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFromCallable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriberSafe.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOperatorOnErrorResumeNext.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeReduceSeed.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribePublishMulticast.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOperatorZip.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOperatorCast.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observables/ConnectableObservable.java
*
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMergeArray.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Func7.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaPlugins.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subscriptions/BooleanSubscription.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/exceptions/MissingBackpressureException.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSkipWhile.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorAsObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorToObservableSortedList.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorElementAt.java
*

/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/BufferUntilSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorObserveOn.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/SubscriptionList.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/ScalarSynchronousObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDoOnSubscribe.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeConcatIterable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWithLatestFromMany.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/IndexedRingBuffer.java
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/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/BackpressureDrainManager.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeUntil.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSubscribeOn.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorReplay.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/exceptions/UnsubscribeFailedException.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeLast.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFromArray.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/Subscription.java
*

/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMergeDelayErrorIterable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/schedulers/Schedulers.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Func4.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Action.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeSingle.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSkip.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/Producer.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTimeoutTimedWithFallback.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeAmb.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/Subscribers.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorMaterialize.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/SingleDoOnEvent.java
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/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/subscriptions/MultipleAssignmentSubscription.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/SingleOnSubscribeMap.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorOnBackpressureDrop.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/exceptions/OnCompletedFailedException.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/schedulers/TrampolineScheduler.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorThrottleFirst.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/schedulers/ImmediateScheduler.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/TestSubscriber.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorSkipLast.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/subjects/SubjectSubscriptionManager.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Action8.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorGroupBy.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorTakeWhile.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeMap.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/SerializedObserver.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Function.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorZip.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Action1.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorMapNotification.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/schedulers/TestScheduler.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeTimeout.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/TestObserver.java
 *
 /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSingle.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/exceptions/OnErrorNotImplementedException.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/schedulers/ImmediateScheduler.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorZipIterable.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subscriptions/RefCountSubscription.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeSwitchIfEmpty.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaObservableExecutionHook.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Func3.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/subscriptions/SequentialSubscription.java
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 /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSerialize.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorMostRecent.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDoOnEach.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/Observers.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaErrorHandler.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorAny.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/schedulers/Timestamped.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observables/BlockingObservable.java
 *
 /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Func2.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMerge.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Action7.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorCast.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/CachedThreadScheduler.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/schedulers/package-info.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/Subscriber.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDelay.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeJoin.java

*

/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeUsing.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subjects/BehaviorSubject.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Action6.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observables/GroupedObservable.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/EventLoopsScheduler.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeAutoConnect.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorToFuture.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaObservableExecutionHookDefault.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subjects/ReplaySubject.java

*

/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDoOnUnsubscribe.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Action2.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMergeIterable.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTimeInterval.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Func5.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeRedo.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFilter.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/BlockingOperatorToIterator.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/SafeSubscriber.java

*

/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMergeDelayErrorArray.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/GenericScheduledExecutorService.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeLastTimed.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CachedObservable.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/LinkedList.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeUntilPredicate.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Func1.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subscriptions/Subscriptions.java


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*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/exceptions/Exceptions.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/subscriptions/SerialSubscription.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/subscriptions/CompositeSubscription.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorSkipLastTimed.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorMerge.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/exceptions/CompositeException.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/exceptions/OnErrorThrowable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/schedulers/NewThreadScheduler.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subjects/UnicastSubject.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/exceptions/OnErrorFailedException.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/schedulers/SleepingAction.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Action0.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subjects/TestSubject.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subjects/AsyncSubject.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/BlockingOperatorNext.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/ActionN.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorOnErrorResumeNextViaFunction.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeToObservableFuture.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subjects/SerializedSubject.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/CompletableOnSubscribeConcatArray.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/FuncN.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorScan.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/schedulers/TrampolineScheduler.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorTake.java
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core/src/main/java/org/jctools/queues/atomic/SpSCUnboundedAtomicArrayQueue.java
*/
```

Found in path(s):

```
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/util/atomic/SpSCUnboundedAtomicArrayQueue.java
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core/src/main/java/org/jctools/queues/LinkedQueueNode.java
*/
```

Found in path(s):

```
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/singles/BlockingSingle.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observables/AsyncOnSubscribe.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/BlockingUtils.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/SingleSubscriber.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/CompletableSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/SingleEmitter.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableFromEmitter.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeCombineLatest.java
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This package contains code that relies on `sun.misc.Unsafe`. Before using it you MUST assert `UnsafeAccess.isUnsafeAvailable() == true`

Much of the code in this package comes from or is inspired by the JCTools project:
<https://github.com/JCTools/JCTools>

JCTools has now published artifacts (<https://github.com/JCTools/JCTools/issues/17>) so RxJava could add JCTools as a "shadow" dependency (<https://github.com/ReactiveX/RxJava/issues/1735>).

RxJava has a "zero dependency" policy for the core library, so if we do add it as a dependency, it won't be an externally visible dependency that results in a separate jar.

The license for the JCTools code is <https://github.com/JCTools/JCTools/blob/master/LICENSE>

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core/src/main/java/org/jctools/util/UnsafeAccess.java

*/

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jar/rx/internal/producers/QueuedValueProducer.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/producers/ProducerObserverArbiter.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/producers/QueuedProducer.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/BackpressureUtils.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/producers/ProducerArbiter.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/producers/SingleProducer.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/producers/SingleDelayedProducer.java
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jar/rx/internal/operators/OperatorBufferWithTime.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-

jar/rx/internal/operators/OperatorMulticast.java

*

/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-

jar/rx/internal/operators/OperatorMapPair.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-

jar/rx/internal/operators/OperatorEagerConcatMap.java

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jar/rx/internal/operators/OperatorDebounceWithTime.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorWindowWithStartEndObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/RxThreadFactory.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeDelaySubscription.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorWindowWithObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeDelaySubscriptionOther.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeSkipTimed.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorSkipUntil.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeTimerOnce.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorWindowWithObservableFactory.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorDistinctUntilChanged.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/SingleOnSubscribeDelaySubscriptionOther.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorPublish.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorBufferWithStartEndObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/PlatformDependent.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorRetryWithPredicate.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeDelaySubscriptionWithSelector.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorBufferWithSingleObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorDelayWithSelector.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorDoAfterTerminate.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorTakeTimed.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorWindowWithSize.java
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jar/rx/internal/operators/OperatorSwitch.java
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```
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/schedulers/NewThreadWorker.java
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jar/rx/internal/operators/OperatorOnBackpressureLatest.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorSampleWithTime.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorWindowWithTime.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OperatorWithLatestFrom.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeRefCount.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
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* Original location: <https://github.com/JCTools/JCTools/blob/master/jctools-core/src/main/java/org/jctools/queues/SpScLinkedList.java>
*/

Found in path(s):

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/unsafe/SpScLinkedList.java

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* Original location: <https://github.com/JCTools/JCTools/blob/master/jctools-core/src/main/java/org/jctools/queues/QueueProgressIndicators.java>
*/

Found in path(s):

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/unsafe/QueueProgressIndicators.java

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*/
/**
* This plugin class provides 2 ways to customize {@link Scheduler} functionality
* 1. You may redefine entire schedulers, if you so choose. To do so, override
* the 3 methods that return Scheduler (io(), computation(), newThread()).
* 2. You may wrap/decorate an {@link Action0}, before it is handed off to a Scheduler. The
system-
* supplied Schedulers (Schedulers.ioScheduler, Schedulers.computationScheduler,
* Scheduler.newThreadScheduler) all use this hook, so it's a convenient way to
* modify Scheduler functionality without redefining Schedulers wholesale.
*
* Also, when redefining Schedulers, you are free to use/not use the onSchedule decoration hook.
* <p>
* See {@link RxJavaPlugins} or the RxJava GitHub Wiki for information on configuring plugins:
* <a
href="https://github.com/ReactiveX/RxJava/wiki/Plugins">https://github.com/ReactiveX/RxJava/wiki/Plugins</a>.
*/

```

Found in path(s):

```

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaSchedulersHook.java
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Found in path(s):

```

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/UtilityFunctions.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/Observable.java
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core/src/main/java/org/jctools/queues/atomic/SpscAtomicArrayQueue.java
*/
```

Found in path(s):

```
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/util/atomic/SpscExactAtomicArrayQueue.java
*
```

```
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/util/atomic/SpscAtomicArrayQueue.java
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jar/rx/internal/operators/OnSubscribeToMultimap.java
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core/src/main/java/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
*/
```

Found in path(s):

```
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeDetach.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/Emitter.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/SingleTakeUntilObservable.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observables/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/observers/SafeCompletableSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/ActionObserver.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
jar/rx/internal/operators/OnSubscribeThrow.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/package-info.java
```

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleTakeUntilCompletable.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableFlatMapSingleToCompletable.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/annotations/package-info.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/InternalObservableUtils.java
 *
 /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/BackpressureOverflow.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaCompletableExecutionHook.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDoOnUnsubscribe.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/subscriptions/Unsubscribed.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeLift.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleLiftObservableOperator.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaSingleExecutionHook.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOnErrorReturn.java
 *
 /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeOnAssembly.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/package-info.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromObservable.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeOnAssemblyCompletable.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromEmitter.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeCreate.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/ActionNotificationObserver.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeOnAssemblySingle.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/subscriptions/CancellableSubscription.java
 *
 /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleObserveOn.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/GenericScheduledExecutorServiceFactory.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/AssertableSubscriber.java
 * /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subjects/package-info.java

* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaSingleExecutionHookDefault.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/observers/AssertableSubscriberObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromCallable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/ObserverSubscriber.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/exceptions/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/exceptions/AssemblyStackTraceException.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromFuture.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleTakeUntilSingle.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/functions/Cancellable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/EmptyObservableHolder.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleToObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/SchedulerWhen.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/NeverObservableHolder.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/AsyncCompletableSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/SchedulePeriodicHelper.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFlattenIterable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaHooks.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/singles/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subscriptions/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDelay.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleTimeout.java
*
/opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDoOnSubscribe.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/ActionSubscriber.java
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libraries/source/browse/guava/src/com/google/common/annotations/Beta.java
*/
```

Found in path(s):

```
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/annotations/Experimental.java
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jar/rx/internal/operators/OperatorGroupByEvicting.java
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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must

be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you

distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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a) Accompany the combined library with a copy of the same work

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END OF TERMS AND CONDITIONS

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```
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

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Version 3, 29 June 2007

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The

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```
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under certain conditions; type `show c' for details.
```

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@appendixsubsec Preamble

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The ordinary

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library, whereas the latter must
be combined with the library in order to run.

@iftex

@appendixsubsec TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

@end iftex

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work.

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Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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That's all there is to it!
(This file is under construction.) -*- text -*-

If you've contributed to gas and your name isn't listed here, it is not meant as a slight. I just don't know about it. Email me, nickc@redhat.com and I'll correct the situation.

This file will eventually be deleted: The general info will go into the documentation, and info on specific files will go into an AUTHORS file, as requested by the FSF.

+++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for gdb-specific debug information and the 68k series machines, most of the preprocessing pass, and extensive changes in messages.c,

input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various enhancements and many bug fixes, including merging support for several processors, breaking gas up to handle multiple object file format backends (including heavy rewrite, testing, an integration of the coff and b.out backends), adding configuration including heavy testing and verification of cross assemblers and file splits and renaming, converted gas to strictly ansi C including full prototypes, added support for m680[34]0 & cpu32, considerable work on i960 including a coff port (including considerable amounts of reverse engineering), a sparc opcode file rewrite, decstation, rs6000, and hp300hpux host ports, updated "know" assertions and made them work, much other reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith

Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many

bugs, including true tested cross-compilation support, and one bug in relaxation

that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you've contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost;

we aren't
intentionally leaving anyone out.

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1.196 icu4j 69.1

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Manifest-Version: 1.0

Implementation-Title: Netty/All-in-One

Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.

Automatic-Module-Name:

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0>

Bundle-SymbolicName: io.netty.all

Implementation-Version: 4.1.70.Final

Built-By: norman

Bnd-LastModified: 1635932641304

Bundle-ManifestVersion: 2

Implementation-Vendor-Id: io.netty

Bundle-DocURL: <https://netty.io/>

Bundle-Vendor: The Netty Project

Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=optional

Tool: Bnd-2.4.1.201501161923

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Bundle-Name: Netty/All-in-One

Bundle-Version: 4.1.70.Final

Created-By: Apache Maven Bundle Plugin

Build-Jdk:

1.8.0_252

Implementation-URL: <https://netty.io/netty-all/>

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to

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<signature of Ty Coon>, 1 April 1990
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That's all there is to it!

1.200 jackson 2.15.0

1.200.1 Available under license :

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers.

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1.201 rpm 4.11.3-48.el7_9

1.201.1 Available under license :

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Version 2, June 1991

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```
<one line to give the program's name and a brief idea of what it does.>  
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```

```
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```
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Ty Coon, President of Vice

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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is

the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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The former contains code derived from the library, while the latter only works together with the library.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work.

(Executables containing this object code plus portions of the Library will still fall under Section 6.)

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c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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1.202 httpasyncclient 4.1.5

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1.207 apache-log4j 2.17.1

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- *
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- *
- * by Jim Luther (Apple Macintosh Developer Technical Support Emeritus)
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The remaining code was written by many people associated with the Info-ZIP group, with large contributions from (but not limited to): Greg Roelofs (overall program logic, ZipInfo, unshrink, filename

mapping/portability, etc.), Mark Adler (inflate, explode, funzip), Kai Uwe Rommel (OS/2), John Bush and Paul Kienitz (Amiga), Antoine Verheijen (Macintosh), Hunter Goatley (more VMS), Mike White (Windows DLLs), Christian Spieler (overall logic, optimization, VMS, etc.) and others. See the file CONTRIBS in the source distribution for a much more complete list of contributors.

The decompression core code for the deflate method (inflate.[ch], explode.c) was originally written by Mark Adler who submitted it as public domain code.

1.210 hikaricp 4.0.3

1.210.1 Available under license :

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Found in path(s):

```
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/PoolBase.java
```

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- * /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/PoolEntry.java
 - * /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/dropwizard/CodahaleHealthChecker.java
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- * /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/MetricsTrackerFactory.java
 - * /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/HikariJNDIFactory.java
 - * /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/HikariPool.java
 - *
 - */opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/dropwizard/CodaHaleMetricsTracker.java
 - * /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/MetricsTracker.java
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* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/metrics/IMetricsTracker.java

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* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/metrics/prometheus/PrometheusHistogramMetricsTrackerFactory.java

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* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/IsolationLevel.java

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* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/SuspendResumeLock.java

* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyResultSet.java

* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/JavassistProxyFactory.java

*

/opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/HikariConfig.java

* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/prometheus/HikariCPCollector.java

* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/FastList.java

* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/ConcurrentBag.java

* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/DriverDataSource.java

* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyFactory.java

* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyConnection.java

* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyLeakTaskFactory.java

*
/opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/pool/ProxyLeakTask.java
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jar/com/zaxxer/hikari/metrics/prometheus/PrometheusMetricsTrackerFactory.java
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* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/pool/ProxyCallableStatement.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/metrics/prometheus/PrometheusMetricsTracker.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-

```
jar/com/zaxxer/hikari/hibernate/HikariConfigurationUtil.java
*
/opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/HikariDataSource.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/UtilityElf.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/HikariConfigMXBean.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/metrics/dropwizard/CodahaleMetricsTrackerFactory.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/pool/ProxyPreparedStatement.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/HikariPoolMXBean.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/metrics/prometheus/PrometheusHistogramMetricsTracker.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/util/PropertyElf.java
*
/opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/hibernate/HikariConnectionProvider.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/pool/ProxyStatement.java
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* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/metrics/PoolStats.java
* /opt/cola/permits/1257217757_1642790274.61/0/hikaricp-4-0-3-sources-
jar/com/zaxxer/hikari/util/ClockSource.java
```

1.211 dom 1.0

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```

Found in path(s):

```
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom3/as/ElementEditAS.java
```

```
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom3/as/ASNotationDeclaration.java
```

```
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom3/as/ASObject.java
```

*

```
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom3/as/CharacterDataEditAS.java
```

```
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom3/as/DOMImplementationAS.java
```

```
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
```



```
jar/org/apache/xerces/dom3/as/ASModel.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DocumentAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASAttributeDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASElementDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASNamedObjectMap.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASDataType.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASContentModel.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMASWriter.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DocumentEditAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASObjectList.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMASBuilder.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMASException.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/NodeEditAS.java
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*/
/**
* Checks if this content model has had its min/maxOccurs values reduced for
```

```
* purposes of speeding up UPA. If
so, this content model should not be used
* for any purpose other than checking unique particle attribution
*
* @return a boolean that says whether this content has been compacted for UPA
*/
```

Found in path(s):

```
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/models/XSCMValidator.java
```

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```

```
*/
```

```
/**
```

```
* DOM Level 3 LS CR - Experimental.
* Create a new LSParser. The newly constructed parser may
*
then be configured by means of its DOMConfiguration
* object, and used to parse documents by means of its parse
* method.
* @param mode The mode argument is either
* MODE_SYNCHRONOUS or MODE_ASYNCHRONOUS, if
* mode is MODE_SYNCHRONOUS then the
* LSParser that is created will operate in synchronous
* mode, if it's MODE_ASYNCHRONOUS then the
* LSParser that is created will operate in asynchronous
* mode.
* @param schemaType An absolute URI representing the type of the schema
* language used during the load of a Document using the
* newly created LSParser. Note that no lexical checking
* is done on the absolute URI. In order to create a
* LSParser for any kind of schema types (i.e. the
* LSParser will be free to use any schema
```

found), use the value

- * `<code>null</code>`
- * `<p >Note:` For W3C XML Schema [[XML Schema Part 1](http://www.w3.org/TR/2001/REC-xmlschema-1-20010502/)],
- * , applications must use the value
- * `<code>"http://www.w3.org/2001/XMLSchema"</code>`. For XML DTD [[XML 1.0](http://www.w3.org/TR/2000/REC-xml-20001006/)],
- * applications must use the value
- * `<code>"http://www.w3.org/TR/REC-xml"</code>`. Other Schema languages
- * are outside the scope of the W3C and therefore should recommend an
- * absolute URI in order to use this method.
- * `@return` The newly created `<code>LSParser</code>` object. This
- * `<code>LSParser</code>` is either synchronous or asynchronous
- * depending on the value of the `<code>mode</code>` argument.
- * `<p >Note:` By default, the newly created `<code>LSParser</code>`
- * does not contain a `<code>DOMErrorHandler</code>`, i.e. the value of
- * the "[parameter-error-handler](http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-handler)"
- * `error-handler` configuration parameter is `<code>null</code>`. However, implementations
- * may provide a default error handler at creation time. In that case,
- * the initial value of the `<code>"error-handler"</code>` configuration
- * parameter on the new created `<code>LSParser</code>` contains a
- * reference to the default error handler.
- * `@exception` `DOMException`
- * `NOT_SUPPORTED_ERR`: Raised if the requested mode or schema type is
- * not supported.
- */

Found in path(s):

- * `/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/CoreDOMImplementationImpl.java`
- No license file was found, but licenses were detected in source scan.

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Found in path(s):

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDocumentInfo.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDElementTraverser.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLErrorHandler.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLEntityDescriptionImpl.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/ObjectListImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLImgElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLOptgroupElement.java
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLInputSource.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLImgElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredCDATASectionImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDAbstractIDConstraintTraverser.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLFieldsetElement.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-

jar/org/apache/xerces/dom/AttrImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLAElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/opti/DefaultDocument.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/FilePathToURI.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/parsers/ObjectFactory.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLPrevElementImpl.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/util/HexBin.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/jaxp/datatype/SerializedXMLGregorianCalendar.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xni/parser/XMLDTDContentModelFilter.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xs/XSModelGroup.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLBaseFontElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dtd/XMLDTDLoader.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/DeferredElementDefinitionImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/XSElementDeclHelper.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/util/PrimeNumberSequenceGenerator.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLOneventElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/SchemaDVFactoryImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/stax/ImmutableLocation.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/jaxp/validation/XMLSchema.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xs/XSLoader.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/UnionDV.java
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xni/XNIException.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/impl/xs/XSWildcardDecl.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/XMLDocumentFragmentScannerImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/ValidationContext.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xpath/regex/Match.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/parsers/SecuritySupport.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/ExternalSubsetResolver.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/NodeListCache.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/PSVIElementNSImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xinclude/XIncludeHandler.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-

jar/org/apache/xerces/dom/DeferredCommentImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xs/LSInputList.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/parsers/AbstractSAXParser.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xni/XMLLocator.java

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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/URI.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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*/

/**

* used to check the 3 constraints against each complex type

* (should be each model group):

* Unique Particle

Attribution, Particle Derivation (Restriction),

* Element Declarations Consistent.

*/

Found in path(s):

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSConstraints.java

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Found in path(s):

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/datatypes/package.html

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*/

// Unique Particle Attribution

Found in path(s):

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSDFACM.java

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*/

Found in path(s):

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/AbstractDateTimeDV.java

*

/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/YearDV.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDKeyrefTraverser.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DateDV.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DateTimeDV.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDUniqueOrKeyTraverser.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/MonthDV.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DurationDV.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/MonthDayDV.java

*

/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/TimeDV.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSAttributeChecker.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/YearMonthDV.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSModelGroupImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/XSSimpleTypeDecl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDHandler.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DayDV.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XMLSchemaValidator.java

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/XMLSchemaMessages.properties

```

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xpath/regex/message.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/DOMMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XPointerMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/DatatypeMessages.properties
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xpath/regex/message_fr.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/SAXMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XIncludeMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XMLMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XMLSerializerMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xpath/regex/message_ja.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/JAXPValidationMessages.properties

```

1.212 hdrhistogram 2.1.8

1.212.1 Available under license :

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```

/*
* package-info.java
* Written by Gil Tene of Azul Systems, and released to the public domain,
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*/

```

Found in path(s):

```

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/package-
info.java

```

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```

/**
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```

Found in path(s):

```

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-

```

jar/org/HdrHistogram/WriterReaderPhaser.java

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Found in path(s):

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/DoublePercentileIterator.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/SynchronizedHistogram.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/SynchronizedDoubleHistogram.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/HistogramLogReader.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/DoubleLinearIterator.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/Version.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/RecordedValuesIterator.java

*

/opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/IntCountsHistogram.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/AbstractHistogramIterator.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/SingleWriterRecorder.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/Histogram.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/DoubleHistogramIterationValue.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/HistogramLogProcessor.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/HistogramIterationValue.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/ShortCountsHistogram.java

*

/opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/ZigZagEncoding.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/LogarithmicIterator.java

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/LinearIterator.java

```
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/DoubleAllValuesIterator.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/Recorder.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/DoubleHistogram.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/AtomicHistogram.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/DoubleRecorder.java
*
/opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/AbstractHistogram.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/SingleWriterDoubleRecorder.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/ConcurrentDoubleHistogram.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/PercentileIterator.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/AllValuesIterator.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/DoubleRecordedValuesIterator.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/DoubleLogarithmicIterator.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/ConcurrentHistogram.java
* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/AbstractHistogramLogReader.java
*
/opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-
jar/org/HdrHistogram/EncodableHistogram.java
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```

```
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 *
 * @author Gil Tene
 */
```

```
package org.HdrHistogram;
```

```
final class Version {
    public static final String version="$VERSION$";
    public static final String build_time="$BUILD_TIME$";
}
```

```
Found in path(s):
```

* /opt/cola/permits/1257262326_1642793354.36/0/hdrhistogram-2-1-8-sources-jar/org/HdrHistogram/Version.java.template

1.213 opentracing-noop 0.31.0

1.213.1 Available under license :

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Found in path(s):

* /opt/cola/permits/1257262334_1642793362.32/0/opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopSpanBuilder.java

* /opt/cola/permits/1257262334_1642793362.32/0/opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopSpan.java

* /opt/cola/permits/1257262334_1642793362.32/0/opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopScopeManager.java

*

/opt/cola/permits/1257262334_1642793362.32/0/opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopSpanContext.java

* /opt/cola/permits/1257262334_1642793362.32/0/opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopTracer.java

* /opt/cola/permits/1257262334_1642793362.32/0/opentracing-noop-0-31-0-sources-jar/io/opentracing/noop/NoopTracerFactory.java

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Found in path(s):

* /opt/cola/permits/1257262334_1642793362.32/0/opentracing-noop-0-31-0-sources-jar/META-INF/maven/io.opentracing/opentracing-noop/pom.xml

1.214 jetty-setuid-java 1.0.4

1.214.1 Available under license :

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```

Found in path(s):

```
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/SetUIDListener.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/SetUIDServer.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/SetUID.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/Group.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/RLimit.java
*
/opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/Passwd.java
```

1.215 profiler 1.1.1

1.215.1 Available under license :

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```
/*!
* jQuery JavaScript Library v1.6.2
* http://jquery.com/
*
```

* Copyright 2011, John Resig
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* <http://jquery.org/license>
*
* Includes Sizzle.js
* <http://sizzlejs.com/>
* Copyright 2011, The Dojo Foundation
* Released under the MIT, BSD, and GPL Licenses.
*
* Date: Thu Jun 30 14:16:56 2011 -0400
*/

Found in path(s):

* /opt/cola/permits/1257333100_1642801922.15/0/gae-mini-profiler-1-1-1-sources-jar/ca/jimr/gae/profiler/resources/jquery-1.6.2.min.js

No license file was found, but licenses were detected in source scan.

/*
* jQuery Templates Plugin 1.0.0pre
* <http://github.com/jquery/jquery-tmpl>
* Requires jQuery 1.4.2
*
* Copyright Software Freedom Conservancy, Inc.
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* <http://jquery.org/license>
*/

Found in path(s):

* /opt/cola/permits/1257333100_1642801922.15/0/gae-mini-profiler-1-1-1-sources-jar/ca/jimr/gae/profiler/resources/jquery.templ.min.js

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*/

Found in path(s):

* /opt/cola/permits/1257333100_1642801922.15/0/gae-mini-profiler-1-1-1-sources-jar/com/google/appengine/tools/appstats/MiniProfilerAppstats.java
* /opt/cola/permits/1257333100_1642801922.15/0/gae-mini-profiler-1-1-1-sources-jar/ca/jimr/gae/profiler/MiniProfiler.java
* /opt/cola/permits/1257333100_1642801922.15/0/gae-mini-profiler-1-1-1-sources-jar/ca/jimr/gae/profiler/MiniProfilerFilter.java
* /opt/cola/permits/1257333100_1642801922.15/0/gae-mini-profiler-1-1-1-sources-jar/ca/jimr/gae/profiler/resources/MiniProfilerResourceLoader.java
* /opt/cola/permits/1257333100_1642801922.15/0/gae-mini-profiler-1-1-1-sources-jar/ca/jimr/gae/profiler/MiniProfilerServlet.java

1.216 jackson-module-afterburner 2.10.5

1.216.1 Available under license :

Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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Credits

A list of contributors may be found from CREDITS file, which is included in some artifacts (usually source distributions); but is always available from the source code management (SCM) system project uses.

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Additional licensing information exists for following 3rd party library dependencies

ASM

ASM: a very small and fast Java bytecode manipulation framework

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1.217 dagger 2.4

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* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/internal/MapFactory.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/Component.java
*
/opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/internal/InstanceFactory.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/internal/SingleCheck.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/internal/Factory.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/internal/MapProviderFactory.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/internal/Collections.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/internal/SetFactory.java

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* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/package-info.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/multibindings/IntKey.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/multibindings/StringKey.java
*
/opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/multibindings/LongKey.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/internal/Beta.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/multibindings/ClassKey.java
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* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/Binds.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/internal/Preconditions.java
*
/opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/internal/DoubleCheck.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/multibindings/ElementsIntoSet.java

* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/multibindings/IntoMap.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/multibindings/package-info.java
* /opt/cola/permits/1257772315_1643010337.24/0/dagger-2-4-sources-jar/dagger/multibindings/IntoSet.java
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1.218 paranamer 2.5.1

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* /opt/cola/permits/1257772269_1643010353.74/0/paranamer-2-5-1-sources-jar/com/thoughtworks/paranamer/ParameterNamesNotFoundException.java

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* /opt/cola/permits/1257772269_1643010353.74/0/paranamer-2-5-1-sources-jar/com/thoughtworks/paranamer/DefaultParanamer.java

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1.219 jctools-core 3.3.0

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 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/IndexedQueueSizeUtil.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpSCChunkedAtomicArrayQueue.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/MpmcUnboundedXaddChunk.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpSCAtomicArrayQueue.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/util/RangeUtil.java
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 /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/util/PaddedAtomicLong.java
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 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/BaseSpScLinkedListArrayQueue.java
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 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/maps/NonBlockingHashSet.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/util/UnsafeJvmInfo.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/BaseMpscLinkedListAtomicArrayQueue.java
 *
 /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/MessagePassingQueueUtil.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscCompoundQueue.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/maps/NonBlockingIdentityHashMap.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/AtomicReferenceArrayQueue.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscUnboundedXaddChunk.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/maps/ConcurrentAutoTable.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/LinkedListAtomicNode.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpScLinkedListAtomicQueue.java
 *
 /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/MpscLinkedListAtomicQueue.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/SpScLinkedList.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscGrowArrayQueue.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/spec/ConcurrentQueueSpec.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/util/UnsafeAccess.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscUnboundedArrayQueue.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/MpmcArrayQueue.java
 * /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/queues/SupportsIterator.java
 *

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/opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/MpscArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/MpmcUnboundedXaddArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/SpSCChunkedArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/util/UnsafeLongArrayAccess.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/atomic/BaseSpSCLinkedAtomicArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/SpSCUnboundedArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/util/InternalAPI.java
*
/opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/maps/NonBlockingHashMap.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/SpSCGrowableArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/atomic/SpSCGrowableAtomicArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/util/PortableJvmInfo.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/BaseMpscLinkedArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
* /opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-
jar/org/jctools/maps/NonBlockingHashMapLong.java
*
/opt/cola/permits/1257772382_1643010290.62/0/jctools-core-3-3-0-sources-jar/org/jctools/util/Pow2.java

```

1.220 jcip-annotation 1.0-1

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* /opt/cola/permits/1257847088_1643019261.83/0/jcip-annotations-1-0-1-sources-jar/net/jcip/annotations/Immutable.java
* /opt/cola/permits/1257847088_1643019261.83/0/jcip-annotations-1-0-1-sources-jar/net/jcip/annotations/NotThreadSafe.java
* /opt/cola/permits/1257847088_1643019261.83/0/jcip-annotations-1-0-1-sources-jar/net/jcip/annotations/ThreadSafe.java
*
/opt/cola/permits/1257847088_1643019261.83/0/jcip-annotations-1-0-1-sources-jar/net/jcip/annotations/GuardedBy.java

1.221 netty-codec 4.1.70.Final

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* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
*

/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/HeadersUtils.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ProtocolDetectionState.java

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* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DatagramPacketDecoder.java

*

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* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
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* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/xml/XmlFrameDecoder.java

* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Crc32c.java

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* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZstdOptions.java

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* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/StandardCompressionOptions.java

* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/CompressionOptions.java

* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/Zstd.java

* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/BrotliDecoder.java

* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/GzipOptions.java

* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZstdConstants.java

*

/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZstdEncoder.java

* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/BrotliOptions.java

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jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/LzfEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
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* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/LzfDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/FastLz.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/MessageAggregationException.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2Rand.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
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jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Lz4Constants.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2Decoder.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2BitReader.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Crc32.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/DecoderResultProvider.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2BitWriter.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/json/package-info.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
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*/
/**
* Utility class for { @link ByteBuf } that encodes and decodes to and from
* <a href="https://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* <p>
* The encoding and decoding algorithm in this class has been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
* Base64 Encoder/Decoder</a>.
*/
```

Found in path(s):

```
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codecs/base64/Base64.java
```

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```

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```
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codecs/CorruptedFrameException.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codecs/MessageToByteEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codecs/MessageToMessageDecoder.java
*
```

/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/package-info.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/DecompressionException.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/CompressionException.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DecoderResult.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-


```

jar/io/netty/handler/codec/compression/JZlibDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/ReplayingDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/base64/Base64Encoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/Delimiters.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/xml/package-info.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/CodecException.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/string/package-info.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/package-info.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/base64/package-info.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/bytes/package-info.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/TooLongFrameException.java

```

* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/EncoderException.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DecoderException.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/compression/ZlibUtil.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-

jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/MessageAggregator.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/compression/Snappy.java
*
/opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
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* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/META-
INF/maven/io.netty.netty-codec/pom.xml

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* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/ValueConverter.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/DefaultHeadersImpl.java
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*/

/*

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* <https://creativecommons.org/licenses/publicdomain>

*/

/**

* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
* Robert
Harder's Public Domain
* Base64 Encoder/Decoder.

*/

Found in path(s):

* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-jar/io/netty/handler/codec/base64/Base64Dialect.java
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Found in path(s):

```
 * /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/DefaultHeaders.java
 * /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/EmptyHeaders.java
 * /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/Headers.java
```

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 */
```

```
/**
 * A decoder that splits the received {@link ByteBuf}s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 *
```

<p>

```
 * {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
```

* that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.

*

* **2 bytes length field at offset 0, do not strip header**

*

* The value of the length field in this example is `12 (0x0C)` which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.

*

* `lengthFieldOffset` = `0`

* `lengthFieldLength` = `2`

* `lengthAdjustment` = `0`

* `initialBytesToStrip` = `0` (= do not strip header)

*

* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)

* +-----+-----+ +-----+-----+

* | Length | Actual Content

|---->| Length | Actual Content |

* | 0x000C | "HELLO, WORLD" | | 0x000C | "HELLO, WORLD" |

* +-----+-----+ +-----+-----+

*

*

* **2 bytes length field at offset 0, strip header**

*

* Because we can get the length of the content by calling
 * `{@link ByteBuffer#readableBytes()}`, you might want to strip the length
 * field by specifying `initialBytesToStrip`. In this example, we
 * specified `2`, that is same with the length of the length field, to
 * strip the first two bytes.

*

* `lengthFieldOffset` = `0`

* `lengthFieldLength` = `2`

* `lengthAdjustment` = `0`

* `initialBytesToStrip` = `2` (= the length of the Length field)

*

* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)

* +-----+-----+ +-----+

* | Length | Actual Content |---->| Actual Content |

* | 0x000C | "HELLO, WORLD" | | "HELLO, WORLD" |

* +-----+-----+ +-----+

*

*

* **2 bytes length field at offset 0, do not strip header, the length field**

* represents the length of the whole message

*

* In most cases, the length field represents the length of the message body
 * only, as shown in the previous examples. However, in some protocols, the
 * length field represents the length of the whole message, including the
 * message header. In such a case, we specify a non-zero
 * <tt>lengthAdjustment</tt>. Because the length value in this example message
 * is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
 * as <tt>lengthAdjustment</tt> for compensation.

```
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip = 0
*
```

```
* BEFORE DECODE (14 bytes)      AFTER DECODE (14 bytes)
* +-----+-----+-----+-----+
* | Length | Actual Content |---->| Length | Actual
  Content |
* | 0x000E | "HELLO, WORLD" |   | 0x000E | "HELLO, WORLD" |
* +-----+-----+-----+-----+
```

```
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
```

* The following message is a simple variation of the first example. An extra
 * header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
 * again because the decoder always takes the length of the prepended data into
 * account during frame length calculation.

```
* <pre>
* <b>lengthFieldOffset</b> = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b> = <b>3</b>
* lengthAdjustment = 0
* initialBytesToStrip = 0
*
```

```
* BEFORE DECODE (17 bytes)      AFTER DECODE (17 bytes)
* +-----+-----+-----+-----+
* | Header 1 | Length | Actual Content |---->| Header 1 | Length | Actual Content |
* | 0xCAFE | 0x00000C | "HELLO, WORLD" |
  | 0xCAFE | 0x00000C | "HELLO, WORLD" |
* +-----+-----+-----+-----+
```

```
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
```

* This is an advanced example that shows the case where there is an extra
 * header between the length field and the message body. You have to specify a
 * positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
 * header into the frame length calculation.

```
* <pre>
```

```

* lengthFieldOffset = 0
* lengthFieldLength = 3
* <b>lengthAdjustment</b> = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)          AFTER DECODE (17 bytes)
* +-----+-----+-----+-----+ +-----+-----+-----+-----+
* | Length | Header 1 | Actual Content |----->| Length | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" | | 0x00000C | 0xCAFE | "HELLO,
WORLD" |
* +-----+-----+-----+-----+ +-----+-----+-----+-----+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 +
LEN)
*
* BEFORE DECODE (16 bytes)          AFTER DECODE (13 bytes)
* +-----+-----+-----+-----+ +-----+-----+-----+-----+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" | | 0xFE | "HELLO, WORLD" |
* +-----+-----+-----+-----+ +-----+-----+-----+-----+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>
*
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because

```


the length field already includes the whole header length.

```
* <pre>
* lengthFieldOffset = 1
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b> 3</b>
*
* BEFORE DECODE (16 bytes)          AFTER DECODE (13 bytes)
* +-----+-----+-----+-----+ +-----+-----+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" | | 0xFE | "HELLO, WORLD" |
* +-----+-----+-----+-----+ +-----+-----+
* </pre>
* @see LengthFieldPrepender
*/
```

Found in path(s):

```
* /opt/cola/permits/1257888635_1643019970.33/0/netty-codec-4-1-70-final-sources-
jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
```

1.222 netty-transport 4.1.70.Final

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Found in path(s):

```
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/ChannelFactory.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/AbstractEventLoop.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
```

jar/io/netty/channel/PendingWriteQueue.java

*

/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ReflectiveChannelFactory.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/embedded/EmbeddedChannelId.java

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* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/META-INF/native-image/io.netty.transport/native-image.properties

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Found in path(s):

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/DatagramChannelConfig.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/embedded/EmbeddedChannel.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelFutureListener.java

*

/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/DefaultChannelPromise.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/local/package-info.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/embedded/EmbeddedSocketAddress.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/DefaultChannelPipeline.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannel.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannelConfig.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/DefaultEventLoop.java
 *
 /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/oio/AbstractOioChannel.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/embedded/package-info.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/EventLoopGroup.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/local/LocalEventLoopGroup.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/embedded/EmbeddedEventLoop.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/DefaultChannelConfig.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/package-info.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/AdaptiveRecvByteBufAllocator.java
 *
 /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/NioEventLoopGroup.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/DatagramPacket.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/DefaultSocketChannelConfig.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/nio/NioServerSocketChannel.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/AbstractChannel.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelMetadata.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/VoidChannelPromise.java
 *
 /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/EventLoop.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/DefaultServerSocketChannelConfig.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ServerChannel.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-

jar/io/netty/channel/oio/AbstractOioByteChannel.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/group/ChannelGroupFuture.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/ChannelHandlerContext.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/local/LocalChannel.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
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 *
 /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/ChannelInboundHandler.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/socket/ServerSocketChannelConfig.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/CombinedChannelDuplexHandler.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/bootstrap/package-info.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/socket/SocketChannelConfig.java
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 jar/io/netty/channel/socket/nio/NioDatagramChannel.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/nio/AbstractNioChannel.java
 *
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 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
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 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
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 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
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 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/ChannelConfig.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
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 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/MultithreadEventLoopGroup.java
 *
 /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/ChannelOption.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/socket/nio/ProtocolFamilyConverter.java
 * /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
 jar/io/netty/channel/FileRegion.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/SingleThreadEventLoop.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/package-info.java
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*
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* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/local/LocalChannelRegistry.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelException.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/CompleteChannelFuture.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelPromiseAggregator.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelPromise.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/package-info.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/NioTask.java
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* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/ServerSocketChannel.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ThreadPerChannelEventLoopGroup.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelFuture.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/FailedChannelFuture.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/NioEventLoop.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/InternetProtocolFamily.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelOutboundHandler.java
*
/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/DefaultChannelGroupFuture.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/AbstractNioMessageChannel.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-

jar/io/netty/channel/DefaultEventLoopGroup.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/RecvByteBufAllocator.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/DefaultFileRegion.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/package-
info.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/bootstrap/Bootstrap.java
*
/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/oio/package-info.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/oio/OioEventLoopGroup.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/ChannelDuplexHandler.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/socket/SocketChannel.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/group/CombinedIterator.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/socket/oio/OioServerSocketChannel.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/ChannelOutboundHandlerAdapter.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/socket/nio/package-info.java
*
/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/local/LocalServerChannel.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/socket/oio/package-info.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/ChannelPipeline.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/Channel.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/bootstrap/ServerBootstrap.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/ChannelInitializer.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/nio/AbstractNioByteChannel.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/socket/nio/NioSocketChannel.java
*
/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/socket/oio/OioSocketChannel.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/oio/AbstractOioMessageChannel.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelInboundHandlerAdapter.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/SucceededChannelFuture.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/local/LocalAddress.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownEvent.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/DefaultDatagramChannelConfig.java
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* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelHandlerMask.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ExtendedClosedChannelException.java
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jar/io/netty/channel/pool/package-info.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/DefaultMaxMessagesRecvByteBufAllocator.java

*

/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/pool/SimpleChannelPool.java

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jar/io/netty/channel/pool/ChannelHealthChecker.java

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jar/io/netty/channel/MaxBytesRecvByteBufAllocator.java

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jar/io/netty/channel/pool/ChannelPoolHandler.java

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jar/io/netty/channel/pool/ChannelPool.java

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jar/io/netty/channel/pool/ChannelPoolMap.java

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jar/io/netty/channel/DefaultMaxBytesRecvByteBufAllocator.java

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jar/io/netty/channel/pool/FixedChannelPool.java

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jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
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jar/io/netty/channel/StacklessClosedChannelException.java

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/**

* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in

* its { @link ChannelPipeline }.

*

* <h3>Sub-types</h3>

* <p>

* { @link ChannelHandler } itself does not provide many methods, but you usually have to implement one of its

subtypes:

- * ``
- * `` { @link ChannelInboundHandler } to handle inbound I/O events, and
- * `` { @link ChannelOutboundHandler } to handle outbound I/O operations.
- * ``

* `</p>`

* `<p>`

* Alternatively, the following adapter classes are provided for your convenience:

- * ``
- * `` { @link ChannelInboundHandlerAdapter } to handle inbound I/O events,
- * `` { @link ChannelOutboundHandlerAdapter } to handle outbound I/O operations, and
- * `` { @link ChannelDuplexHandler } to handle both inbound and outbound events
- * ``

* `</p>`

* `<p>`

* For more information, please refer to the documentation of each subtype.

* `</p>`

*

* `<h3>`The context object`</h3>`

* `<p>`

* A { @link ChannelHandler } is provided with a { @link ChannelHandlerContext } object. A { @link ChannelHandler } is supposed to interact with the { @link ChannelPipeline } it belongs to via a context object. Using the context object, the { @link ChannelHandler } can pass events upstream or downstream, modify the pipeline dynamically, or store the information (using { @link AttributeKey }s) which is specific to the handler.

*

* `<h3>`State management`</h3>`

*

* A { @link ChannelHandler } often needs to store some stateful information.

* The simplest and recommended approach is to use member variables:

* `<pre>`

```
* public interface Message {
```

```
*     // your methods here
```

```
* }
```

*

```
* public class DataServerHandler extends { @link SimpleChannelInboundHandler } &lt;Message &gt; {
```

*

```
*     <b>private boolean loggedIn;</b>
```

*

```
*     { @code @Override }
```

```
*     public void channelRead0({ @link ChannelHandlerContext } ctx, Message message) {
```

```
*         if (message instanceof LoginMessage) {
```

```
*             authenticate((LoginMessage) message);
```

```
*             <b>loggedIn = true;</b>
```

```
*         } else (message instanceof GetDataMessage) {
```

```

*     if (<b>loggedIn</b>) {
*         ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*     } else {
*         fail();
*     }
*
* }
* }
* ...
* }
* </pre>

```

* Because the handler instance has a state variable which is dedicated to
 * one connection, you have to create a new handler instance for each new
 * channel to avoid a race condition where a unauthenticated client can get
 * the confidential information:

```

* <pre>
* // Create a new handler instance per channel.
* // See { @link ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends { @link ChannelInitializer}&lt;& { @link Channel}&gt; {
*     { @code @Override}
*     public void initChannel({ @link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
*
* </pre>

```

* <h4>Using { @link AttributeKey}s</h4>

* Although it's recommended to use member variables to store the state of a
 * handler, for some reason you might not want to create many handler instances.
 * In such a case, you can use { @link AttributeKey}s which is provided by
 * { @link ChannelHandlerContext}:

```

* <pre>
* public interface Message {
*     // your methods here
* }
*
* { @code @Sharable}
* public class DataServerHandler extends { @link SimpleChannelInboundHandler}&lt;&Message&gt; {
*     private final { @link AttributeKey}&lt;& { @link Boolean}&gt; auth =
*         { @link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
*     { @code @Override}
*     public void channelRead({ @link ChannelHandlerContext} ctx, Message message) {
*         { @link Attribute}&lt;& { @link Boolean}&gt; attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);

```

```

*     <b>attr.set(true)</b>;
*   } else (message instanceof GetDataMessage) {
*     if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*       ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*     } else {
*       fail();
*     }
*   }
* }
* }
* ...
* }
* </pre>

```

* Now that the state of the handler is attached to the {@link ChannelHandlerContext}, you can add the same handler instance to different pipelines:

```

* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}&It;{@link Channel}&gt; {
*
*   private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*   {@code @Override}
*   public void initChannel({@link Channel} channel) {
*     channel.pipeline().addLast("handler", <b>SHARED</b>);
*   }
* }
* </pre>

```

* <h4>The {@code @Sharable} annotation</h4>

* <p>In the example above which used an {@link AttributeKey}, you might have noticed the {@code @Sharable} annotation.

* <p>If a {@link ChannelHandler} is annotated with the {@code @Sharable} annotation, it means you can create an instance of the handler just once and add it to one or more {@link ChannelPipeline}s multiple times without a race condition.

* <p>If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

* <p>This annotation is provided for documentation purpose, just like [the JCIP annotations](http://www.javaconcurrencyinpractice.com/annotations/doc/).

* <h3>Additional resources worth reading</h3>

* <p>

* Please refer to the { @link ChannelHandler}, and
* { @link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
*/

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* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelOutboundInvoker.java
*
/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/SelectStrategy.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/bootstrap/BootstrapConfig.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/bootstrap/ServerBootstrapConfig.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/VoidChannelGroupFuture.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/SelectStrategyFactory.java
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*
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* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/DuplexChannel.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/DefaultSelectStrategy.java
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*

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* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/bootstrap/FailedChannel.java

* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java

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*

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*
/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/AddressedEnvelope.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/ChannelGroupException.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/DefaultChannelGroup.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelProgressivePromise.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ConnectTimeoutException.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelOutboundBuffer.java
*
/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/DefaultMessageSizeEstimator.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/group/ChannelMatchers.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelId.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/SimpleChannelInboundHandler.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/bootstrap/ChannelFactory.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-jar/io/netty/channel/ChannelProgressiveFuture.java
*

```
/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/DefaultChannelProgressivePromise.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/group/ChannelGroup.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/AbstractEventLoopGroup.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/ChannelProgressiveFutureListener.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/MessageSizeEstimator.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/group/ChannelMatcher.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/DefaultChannelId.java
* /opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
*
/opt/cola/permits/1257888664_1643019966.4/0/netty-transport-4-1-70-final-sources-
jar/io/netty/channel/ChannelHandlerAdapter.java
```

1.223 netty-resolver 4.1.70.Final

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```
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-jar/META-
INF/maven/io.netty/netty-resolver/pom.xml
```

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* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/NameResolver.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/package-info.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/NoopAddressResolver.java
*

/opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/SimpleNameResolver.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/NoopAddressResolverGroup.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-jar/io/netty/resolver/AddressResolverGroup.java

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* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-

jar/io/netty/resolver/HostsFileEntries.java

* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-

jar/io/netty/resolver/ResolvedAddressTypes.java

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* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-

jar/io/netty/resolver/HostsFileEntriesProvider.java

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* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-

jar/io/netty/resolver/RoundRobinInetAddressResolver.java

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* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-
jar/io/netty/resolver/CompositeNameResolver.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-
jar/io/netty/resolver/DefaultNameResolver.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-
jar/io/netty/resolver/AddressResolver.java
*
/opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-
jar/io/netty/resolver/DefaultHostsFileEntriesResolver.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-
jar/io/netty/resolver/HostsFileParser.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-
jar/io/netty/resolver/DefaultAddressResolverGroup.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-
jar/io/netty/resolver/InetAddressResolver.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-
jar/io/netty/resolver/AbstractAddressResolver.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-
jar/io/netty/resolver/HostsFileEntriesResolver.java
* /opt/cola/permits/1257888705_1643019972.09/0/netty-resolver-4-1-70-final-sources-
jar/io/netty/resolver/InetSocketAddressResolver.java

1.224 netty-handler 4.1.70.Final

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jar/io/netty/handler/pcap/TCPPacket.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/pcap/PcapHeaders.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/pcap/package-info.java

*
/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/pcap/EthernetPacket.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/pcap/IPPacket.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/pcap/UDPPacket.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/pcap/PcapWriteHandler.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/pcap/PcapWriter.java

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- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/ChunkedInput.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/logging/LoggingHandler.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/logging/package-info.java
- *
- /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/ChunkedFile.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/ChunkedNioFile.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/WriteTimeoutException.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/IdleStateEvent.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/package-info.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/ReadTimeoutHandler.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/logging/LogLevel.java
- *
- /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/NotSslRecordException.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/TimeoutException.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/package-info.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslHandler.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/IdleStateHandler.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/ChunkedWriteHandler.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/ChunkedStream.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/IdleState.java
- *
- /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/ReadTimeoutException.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/package-info.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/package-info.java
- * /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/timeout/WriteTimeoutHandler.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/stream/ChunkedNioStream.java

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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslEngine.java

*

/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/BouncyCastle.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslContextOption.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/Ciphers.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslProtocols.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslSessionCache.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/AsyncRunnable.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslAsyncPrivateKeyMethod.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/GroupsConverter.java

*

/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslContextOption.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslSessionId.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-

jar/io/netty/handler/ssl/BouncyCastleAlpnSslUtils.java

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jar/io/netty/handler/ssl/util/SelfSignedCertificate.java

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jar/io/netty/handler/ssl/PseudoRandomFunction.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-

jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-

jar/io/netty/handler/address/package-info.java

*
/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/util/TrustManagerFactoryWrapper.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/SslMasterKeyHandler.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/util/KeyManagerFactoryWrapper.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/address/DynamicAddressConnectHandler.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/util/SimpleKeyManagerFactory.java
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jar/io/netty/handler/ssl/ocsp/OcspClientHandler.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ocsp/package-info.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/SniCompletionEvent.java
*
/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/SslClientHelloHandler.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OptionalSslHandler.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-

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jar/io/netty/handler/ssl/SslCompletionEvent.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/Conscrypt.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/JdkAlpnSslUtils.java
*
/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/JdkAlpnSslEngine.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/AbstractSniHandler.java
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/SslClosedEngineException.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/logging/ByteBufFormat.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactoryBuilder.java
*
/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/SslHandshakeTimeoutException.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/address/ResolveAddressHandler.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ipfilter/IpSubnetFilterRuleComparator.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ipfilter/IpSubnetFilter.java
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jar/io/netty/handler/ssl/util/LazyJavaxX509Certificate.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ClientAuth.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
*
/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/SslContextBuilder.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
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jar/io/netty/handler/ssl/SslHandshakeCompletionEvent.java
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jar/io/netty/handler/ssl/OpenSslCachingX509KeyManagerFactory.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
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/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OpenSslSession.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/DefaultOpenSslKeyMaterial.java
*
/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
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jar/io/netty/handler/ssl/OpenSslServerContext.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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*
/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-

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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/OpenJdkSelfSignedCertGenerator.java
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/JdkNpnApplicationProtocolNegotiator.java
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslServerSessionContext.java
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/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/LazyX509Certificate.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactory.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/SslProvider.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/OpenSslClientContext.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/ssl/util/SimpleTrustManagerFactory.java
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-

```
jar/io/netty/handler/flush/FlushConsolidationHandler.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
*
/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ReferenceCountedOpenSslServerContext.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/flush/package-info.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/OpenSslCertificateException.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/flow/package-info.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
*
/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/PemX509Certificate.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/PemEncoded.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/DelegatingSslContext.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/PemValue.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/PemPrivateKey.java
* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-
jar/io/netty/handler/ssl/Java8SslUtils.java
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* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/traffic/TrafficCounter.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/traffic/package-info.java

* /opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java

*

/opt/cola/permits/1257888733_1643019979.68/0/netty-handler-4-1-70-final-sources-jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java

1.225 jackson-annotations 2.10.1

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1.226 metrics-httpclient 4.0.5

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1.227 protobuf-java-format 1.2

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1.228 opentracing-api 0.31.0

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```
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-jar/io/opentracing/Scope.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/References.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-jar/io/opentracing/Tracer.java
*
/opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/tag/AbstractTag.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/ScopeManager.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/propagation/TextMapInjectAdapter.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/tag/StringTag.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/propagation/TextMap.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/log/Fields.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/tag/IntOrStringTag.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-jar/io/opentracing/tag/Tags.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/tag/BooleanTag.java
*
/opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/SpanContext.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
```

```
jar/io/opentracing/propagation/TextMapExtractAdapter.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-jar/io/opentracing/Span.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/tag/IntTag.java
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-
jar/io/opentracing/propagation/Format.java
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```
* /opt/cola/permits/1258804304_1643113379.94/0/opentracing-api-0-31-0-sources-jar/META-INF/maven/io.opentracing/opentracing-api/pom.xml
```

1.229 annotations 4.1.1.4

1.229.1 Available under license :

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* /opt/cola/permits/1258811491_1643111603.33/0/annotations-4-1-1-4-sources-jar/android/annotation/SuppressLint.java
* /opt/cola/permits/1258811491_1643111603.33/0/annotations-4-1-1-4-sources-jar/android/annotation/TargetApi.java

1.230 jboss-logging 3.4.3.Final

1.230.1 Available under license :

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1.231 jandex 2.4.2.Final

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- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterV2.java
- *
- /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/VoidType.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInfoGenerator.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodParameterTypeTarget.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInfoGenerator.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/ThrowsTypeTarget.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/ArrayType.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/WildcardType.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/ParameterizedType.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeVariable.java
- *
- /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeParameterTypeTarget.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/GenericSignatureParser.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInternal.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterImpl.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeTarget.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderImpl.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassExtendsTypeTarget.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/UnresolvedTypeVariable.java
- *
- /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeParameterBoundTypeTarget.java
- * /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-

jar/org/jboss/jandex/AnnotationTargetFilterCollection.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-
jar/org/jboss/jandex/PositionBasedTypeTarget.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/Utils.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-
jar/org/jboss/jandex/EmptyTypeTarget.java
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* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInfo.java

*

/opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInternal.java

* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInfoGenerator.java

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* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/DotName.java

*

/opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/Type.java

* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInternal.java

* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/UnsupportedVersion.java

* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationTarget.java

* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/NameTable.java

* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/JarIndexer.java

* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationValue.java

* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexView.java

* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationInstance.java

*

/opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/CompositeIndex.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/Main.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/Result.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriter.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/JandexAntTask.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassInfo.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReader.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderV1.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassType.java
*
/opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/PackedDataOutputStream.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/Index.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodParameterInfo.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInfo.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterV1.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/PackedDataInputStream.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/PrimitiveType.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/StrongInternPool.java
* /opt/cola/permits/1258847893_1643112599.64/0/jandex-2-4-2-final-sources-jar/org/jboss/jandex/Indexer.java

1.232 animal-sniffer-annotation 1.19

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* /opt/cola/permits/1258876677_1643115784.16/0/animal-sniffer-annotations-1-19-sources-jar/META-INF/maven/org.codehaus.mojo/animal-sniffer-annotations/pom.xml

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* /opt/cola/permits/1258876677_1643115784.16/0/animal-sniffer-annotations-1-19-sources-jar/org/codehaus/mojo/animal_sniffer/IgnoreJRERequirement.java

1.233 stax-ex 1.8

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```
# Core team:
```

```
#
```

```
# These people were responsible for the initial implementations in Java and
# C++.
```

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Lara Rennie

David Yonge-Mallo

David Beaumont

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# Team carrying out the bulk of metadata maintenance, bug fixes & feature
# requests, and porting new features to Javascript.
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David Beaumont
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Keghani Kristelle Kouzoujian
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James Wright
-- Short number info port to Javascript.

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Philippe Liard
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Cecilia Roes
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```

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```
* /opt/cola/permits/1260754391_1643213176.75/0/swagger-integration-2-1-0-sources-
jar/com/wordnik/api/ApiInvoker.scala
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1.238 jakarta-inject-api 2.0.1

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1.239 error_prone_annotations 2.3.3

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Found in path(s):

```
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/CompatibleWith.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/FormatMethod.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/MustBeClosed.java
*
/opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/RestrictedApi.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/FormatString.java
```

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* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/DoNotCall.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
*
/opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/CheckReturnValue.java

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* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/NoAllocation.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/concurrent/LockMethod.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-

jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java

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```
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/SuppressPackageLocation.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/Immutable.java
*
/opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/RequiredModifiers.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/Var.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/ForOverride.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/concurrent/LazyInit.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /opt/cola/permits/1264660152_1643871085.34/0/error-prone-annotations-2-3-3-sources-
jar/com/google/errorprone/annotations/IncompatibleModifiers.java
```

1.240 picocontainer 2.15

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- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/ProviderAdapter.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/ComponentLifecycle.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/security/CustomPermissionsURLClassLoader.java
- *
 - /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/ComponentMonitorStrategy.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Stored.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/FactoryInjector.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/references/SimpleReference.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Guarded.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/Provider.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/CompositeInjector.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/Injector.java
- *
 - /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/InjectInto.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/references/ThreadLocalMapObjectReference.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/CompositeInjection.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/Injector.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/MultiInjector.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/ObjectReference.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Decorated.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/Reinjection.java
- *

/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/references/ThreadLocalReference.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/Reinjector.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/MultiInjection.java

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* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/classname/ClassPathElement.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/classname/ClassName.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/classname/ClassLoadingPicoContainer.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/parameters/DefaultConstructorParameter.java

*
/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/classname/DefaultClassLoadingPicoContainer.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/parameters/NullParameter.java

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* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/lifecycle/LifecycleState.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/lifecycle/StartableLifecycleStrategy.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/visitors/MethodCallingVisitor.java

*

/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/lifecycle/AbstractMonitoringLifecycleStrategy.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/visitors/TraversalCheckingVisitor.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/converters/Converter.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/lifecycle/ReflectionLifecycleStrategy.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/PicoVisitor.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/ComponentAdapter.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/lifecycle/JavaEE5LifecycleStrategy.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/Converters.java
*

/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/LifecycleStrategy.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/visitors/VerifyingVisitor.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/lifecycle/DefaultLifecycleState.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/lifecycle/CompositeLifecycleStrategy.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/lifecycle/ReflectionLifecycleException.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/visitors/AbstractPicoVisitor.java

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jar/org/picocontainer/injectors/AnnotatedFieldInjection.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/NamedFieldInjector.java
*

/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Automated.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Locked.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/NameBinding.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/AdaptingBehavior.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/PropertyApplicator.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/AnnotatedFieldInjector.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/monitors/LifecycleComponentMonitor.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/PicoContainer.java
*
/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Automating.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/ComponentFactory.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/adapters/AbstractAdapter.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/Injectors.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/Characteristics.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/PropertyApplying.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/annotations/Inject.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/containers/TransientPicoContainer.java
*
/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/DefaultPicoContainer.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/lifecycle/NullLifecycleStrategy.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/parameters/BasicComponentParameter.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Synchronizing.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/NamedMethodInjector.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/PicoVerificationException.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/PicoException.java

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/annotations/Cache.java
*
/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/containers/CommandLinePicoContainer.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/TypedFieldInjection.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/adapters/InstanceAdapter.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/TypedFieldInjector.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/NamedFieldInjection.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/parameters/CollectionComponentParameter.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Locking.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/annotations/Nullable.java
*
/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Behaviors.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/AbstractInjector.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/BehaviorFactory.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/PicoBuilder.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/InjectionFactory.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/AnnotatedMethodInjector.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/ImplementationHiding.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/HiddenImplementation.java
*
/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/parameters/ComponentParameter.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/containers/ImmutablePicoContainer.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Synchronized.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/SetterInjector.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/PicoClassNotFoundException.java

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* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/monitors/NullComponentMonitor.java

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* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/AbstractBehavior.java

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* *
* Original code by Paul Hammaant *
*****/

```

Found in path(s):

```

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/monitors/ComponentMonitorHelper.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/monitors/WriterComponentMonitor.java
*

```

```

/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/monitors/ConsoleComponentMonitor.java

```

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* *
* Original code by the committers *
*****/

```

Found in path(s):

```

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/containers/AbstractDelegatingMutablePicoContainer.java

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* *
* Original Code By: Centerline Computers, Inc. *
*****/

```

Found in path(s):

```

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-

```

jar/org/picocontainer/injectors/PrimitiveMemberChecker.java

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* Original code by Joerg Schaibe *
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Found in path(s):

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/BindKey.java

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* Original code by Paul Hammant & Obie Fernandez & Aslak *
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Found in path(s):

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/ComponentMonitor.java

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* *
* Idea by Rachel Davies, Original code by various *
*****/

```

Found in path(s):

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/containers/CompositePicoContainer.java

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/MutablePicoContainer.java

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* Original code by Mauro Talevi *
*****/

```

Found in path(s):

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/monitors/AbstractComponentMonitor.java

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Found in path(s):

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/AbstractBehaviorFactory.java

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Found in path(s):

* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/containers/PropertiesPicoContainer.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/injectors/MethodInjector.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/Intercepting.java

*


```
/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/PicoLifecycleException.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/ForgetfulConstructorInjection.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/behaviors/Intercepted.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/containers/SystemPropertiesPicoContainer.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/containers/CommandLineArgumentsPicoContainer.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/ParameterNameBinding.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/parameters/AbstractParameter.java
*
/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/SingleMemberInjector.java
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Found in path(s):
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/composers/RegexComposer.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/monitors/ComposingMonitor.java
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* Idea by Rachel Davies, Original code by Jon Tirsen                  *
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```

```
Found in path(s):
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/parameters/ConstantParameter.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/Parameter.java
```

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Found in path(s):

- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/Behavior.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/containers/EmptyPicoContainer.java

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```

Found in path(s):

- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/Disposable.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/Startable.java

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- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-jar/org/picocontainer/behaviors/ThreadCached.java
- * /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-

```

jar/org/picocontainer/behaviors/Guarding.java
*
/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/SetterInjection.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/MethodInjection.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/AnnotatedMethodInjection.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/AdaptingInjection.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/ConstructorInjection.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/behaviors/ThreadCaching.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/injectors/ConstructorInjector.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/behaviors/Storing.java
*
/opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/behaviors/Caching.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/PicoCompositionException.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/behaviors/OptInCaching.java
* /opt/cola/permits/1266565840_1644246713.67/0/picocontainer-2-15-sources-
jar/org/picocontainer/behaviors/Cached.java

```

1.241 vault-java-driver 4.1.0

1.241.1 Available under license :

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```

/**
 * <p>Intended for internal use by other classes within the Vault driver library.</p>
 *
 * <p>JSON parsing functionality. The classes in this package are adapted from Ralf Sternberg's excellent
 * <a href="https://github.com/ralfstx/minimal-json">"minimal-json"</a> library, available under the MIT License.
 * The package names have all been changed, to prevent any conflicts should you happen to be using a different
 * version of this library elsewhere in your project dependencies.</p>
 */

```

Found in path(s):

```

* /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-
jar/com/bettercloud/vault/json/package-info.java

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* /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-
jar/com/bettercloud/vault/json/Json.java

* /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-
jar/com/bettercloud/vault/json/PrettyPrint.java

* /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-
jar/com/bettercloud/vault/json/WritingBuffer.java

* /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-
jar/com/bettercloud/vault/json/WriterConfig.java

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- * /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonParser.java
- * /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonWriter.java
- * /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonLiteral.java
- * /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonArray.java
- * /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonObject.java
- *
- /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonString.java
- * /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonValue.java
- * /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/ParseException.java
- * /opt/cola/permits/1268276294_1644386808.09/0/vault-java-driver-4-1-0-sources-jar/com/bettercloud/vault/json/JsonNumber.java

1.242 json-path 2.7.0

1.242.1 Available under license :

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* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/InvalidPathException.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/JsonPath.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/JsonPathException.java

*

/opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/PropertyPathToken.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/WriteContext.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/json/GsonJsonProvider.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/function/latebinding/PathLateBindingValue.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/InvalidJsonException.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/JsonSmartMappingProvider.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/json/JettisonProvider.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/InvalidCriteriaException.java

*

/opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/Option.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/Path.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/Configuration.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/CompiledPath.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/Criteria.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/json/JsonProvider.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/ScanPathToken.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/json/JsonSmartJsonProvider.java

*

/opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/DocumentContext.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/MapFunction.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/EvaluationContextImpl.java

* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/WildcardPathToken.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/Filter.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/PredicatePathToken.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/EvaluationListener.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/InvalidModificationException.java
 *
 /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/Predicate.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/TypeRef.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/ReadContext.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/ArrayIndexToken.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/JacksonMappingProvider.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/ArraySliceToken.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/MappingProvider.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/PathToken.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/EvaluationContext.java
 *
 /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/cache/LRUCache.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/PredicateContextImpl.java
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 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/json/AbstractJsonProvider.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/GsonMappingProvider.java
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 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/ValueCompareException.java
 * /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/TapestryMappingProvider.java

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* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-
jar/com/jayway/jsonpath/spi/mapper/MappingException.java
* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-
jar/com/jayway/jsonpath/internal/path/RootPathToken.java
* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-
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* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-
jar/com/jayway/jsonpath/internal/JsonFormatter.java
* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-
jar/com/jayway/jsonpath/internal/JsonContext.java
*
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* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-
jar/com/jayway/jsonpath/PathNotFoundException.java
* /opt/cola/permits/1271842986_1644941733.33/0/json-path-2-7-0-sources-
jar/com/jayway/jsonpath/ParseContext.java
```

1.243 open-ldap 2.4.44-25.el7_9

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1.244 javax-annotation-api 1.3.2

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1.246 jul-to-slf4j 1.7.36

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Found in path(s):

* /opt/cola/permits/1281455938_1646319090.87/0/jul-to-slf4j-1-7-36-sources-
jar/org/slf4j/bridge/SLF4JBridgeHandler.java

1.247 error_prone_annotations 2.10.0

1.247.1 Available under license :

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Found in path(s):

* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/concurrent/LockMethod.java
* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
*
/opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/NoAllocation.java

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Found in path(s):

```
* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/RestrictedApi.java
* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/MustBeClosed.java
* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/CompatibleWith.java
*
/opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/DoNotMock.java
* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/FormatMethod.java
* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/FormatString.java
```

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Found in path(s):

* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/META-INF/maven/com.google.errorprone/error_prone_annotations/pom.xml

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* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/InlineMeValidationDisabled.java

* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/InlineMe.java

* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/Modifier.java

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* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/DoNotCall.java
* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CheckReturnValue.java
* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
*

/opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
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* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
*

/opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/Var.java

* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CompileTimeConstant.java

* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/Immutable.java

* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/IncompatibleModifiers.java

* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/SuppressPackageLocation.java

* /opt/cola/permits/1287386049_1647249958.14/0/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/ForOverride.java

1.248 xmlunit-core 2.9.0

1.248.1 Available under license :

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Manifest-Version: 1.0
Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.txt>
Bundle-SymbolicName: org.xmlunit.xmlunit-core
Built-By: stefan
X-Git-Hash: e8420e80ed5ff60236d09f2950f5e0c5d8fcc59d (Branch main)
Bnd-LastModified: 1643130746894
Specification-Title: org.xmlunit.xmlunit-core
Implementation-Vendor-Id: org.xmlunit
Bundle-DocURL: <https://www.xmlunit.org/>
Import-Package: javax.xml.bind,javax.xml.bind.annotation,javax.xml.bind.util,javax.xml.namespace,javax.xml.parsers,javax.xml.transform,javax.xml.transform.dom,javax.xml.transform.sax,javax.xml.transform.stream,javax.xml.validation,javax.xml.xpath,org.w3c.dom,org.xml.sax,org.xml.sax.helpers
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.7))"
Export-Package: org.xmlunit;version="2.9.0",org.xmlunit.builder;version="2.9.0",org.xmlunit.builder.javax_jaxb;version="2.9.0",org.xmlunit.diff;version="2.9.0",org.xmlunit.input;version="2.9.0",org.xmlunit.transform;version="2.9.0",org.xmlunit.util;version="2.9.0",org.xmlunit.validation;version="2.9.0",org.xmlunit.xpath;version="2.9.0"
Bundle-Name: org.xmlunit.xmlunit-core
Implementation-Title: org.xmlunit.xmlunit-core
Bundle-Description: XMLUnit for Java
Automatic-Module-Name: org.xmlunit
Implementation-Version: 2.9.0
Specification-Vendor: XMLUnit
Bundle-ManifestVersion: 2
Bundle-Vendor: XMLUnit
Tool: Bnd-3.2.0.201605172007
Implementation-Vendor: XMLUnit
Bundle-Version: 2.9.0
X-Compile-Target-JDK: 1.7
build-time: 2022-01-25T17:11:48Z
X-Compile-Source-JDK: 1.7
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_312
Specification-Version: 2.9
Implementation-URL: <https://www.xmlunit.org/>

Found in path(s):

* /opt/cola/permits/1288584608_1647358783.33/0/xmlunit-core-2-9-0-jar/META-INF/MANIFEST.MF

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Found in path(s):

* /opt/cola/permits/1288584608_1647358783.33/0/xmlunit-core-2-9-0-jar/META-INF/maven/org.xmlunit/xmlunit-core/pom.xml

1.249 jcl-over-slf4j 1.7.36

1.249.1 Available under license :

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<name>Apache License, Version 2.0</name>

Found in path(s):

* /opt/cola/permits/1288583223_1647358914.34/0/jcl-over-slf4j-1-7-36-jar/META-INF/maven/org.slf4j/jcl-over-slf4j/pom.xml

1.250 protobuf-java-util 3.19.4

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Manifest-Version: 1.0

Automatic-Module-Name: com.google.protobuf.util

Bnd-LastModified: 1643389787246

Build-Jdk: 1.8.0_181-google-v7

Built-By: acozzette

Bundle-Description: Utilities for Protocol Buffers

Bundle-DocURL: <https://developers.google.com/protocol-buffers/>

Bundle-License: <https://opensource.org/licenses/BSD-3-Clause>

Bundle-ManifestVersion: 2

Bundle-Name: Protocol Buffers [Util]

Bundle-SymbolicName: com.google.protobuf.util

Bundle-Version: 3.19.4
Created-By: Apache Maven Bundle Plugin
Export-Package: com.google.protobuf.util;version="3.19.4";uses:="com.google.protobuf,javax.annotation"
Import-Package: com.google.common.base;version="[30.1,31)",com.google.common.io;version="[30.1,31)",com.google.common.math;version="[30.1,31)",com.google.common.primitives;version="[30.1,31)",com.google.gson;version="[2.8,3)",com.google.gson.stream;version="[2.8,3)",com.google.protobuf;version="[3.19,4)",javax.annotation;version="[3.0,4)"
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.0.0.201509101326

Found in path(s):

* /opt/cola/permits/1289964033_1647508689.51/0/protobuf-java-util-3-19-4-jar/META-INF/MANIFEST.MF

1.251 logback-access 1.2.11

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1.252 logback-core 1.2.11

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1.253 zlib 1.2.12

1.253.1 Available under license :

* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.12, March 11th, 2022

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

*/

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1.254 cyrus-sasl 2.1.26-24.e17_9

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* Tim Martin

* Rob Earhart

* Rob Siemborski

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1.255 libqrencode 3.4.1-3.el7

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1.256 velocity-engine-scripting 2.3

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1.257 swagger 1.6.6

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1.258 swagger-annotations 1.6.6

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Manifest-Version: 1.0
Bnd-LastModified: 1649085198980
Build-Jdk: 1.8.0_151
Built-By: frantuma
Bundle-Description: Sonatype helps open source projects to set up Maven repositories on <https://oss.sonatype.org/>
Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.html>
Bundle-ManifestVersion: 2
Bundle-Name: swagger-annotations
Bundle-SymbolicName: io.swagger.annotations
Bundle-Version: 1.6.6
Created-By: Apache Maven Bundle Plugin
Export-Package: io.swagger.annotations;version="1.6.6"
implementation-version: 1.6.6
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.3.0.201609221906
url: <https://github.com/swagger-api/swagger-core/modules/swagger-annotations>

Found in path(s):

* /opt/cola/permits/1310549970_1650352332.15/0/swagger-annotations-1-6-6-jar/META-INF/MANIFEST.MF

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* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/signature/package.html
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/package.html

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* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-
jar/org/objectweb/asm/ClassTooLargeException.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/AnnotationWriter.java
*
/opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Attribute.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/ClassReader.java

* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Edge.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/MethodTooLargeException.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/ConstantDynamic.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/ClassWriter.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Opcodes.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/TypePath.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/MethodVisitor.java
*
/opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Handle.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/SymbolTable.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Constants.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/TypeReference.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/MethodWriter.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/CurrentFrame.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Context.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/RecordComponentVisitor.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/FieldWriter.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Label.java
*
/opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Type.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/signature/SignatureReader.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/RecordComponentWriter.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/ModuleWriter.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Symbol.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Handler.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/signature/SignatureWriter.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/Frame.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/ModuleVisitor.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/ByteVector.java
*
/opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/FieldVisitor.java
* /opt/cola/permits/1312150600_1650468744.15/0/asm-9-3-sources-jar/org/objectweb/asm/AnnotationVisitor.java
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jar/org/objectweb/asm/signature/SignatureVisitor.java

1.260 guava 31.0.1-android

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jar/com/google/common/math/Quantiles.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/eventbus/SubscriberRegistry.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/eventbus/Dispatcher.java

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/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/MoreObjects.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ListenerCallQueue.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/eventbus/Subscriber.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Tables.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMapValues.java
*
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/StandardRowSortedTable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Collections2.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Platform.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedSet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Table.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Range.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/PeekingIterator.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableCollection.java
*
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashBasedTable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Serialization.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMapKeySet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

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jar/com/google/common/collect/StandardTable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableBiMap.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableMultiset.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableEntry.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/TreeBasedTable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableMapEntrySet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableListMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/UnmodifiableIterator.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/EmptyImmutableListMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/CollectPreconditions.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/hash/ImmutableSupplier.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
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jar/com/google/common/util/concurrent/ExecutionSequencer.java
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jar/com/google/common/io/Java8Compatibility.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/Java8Compatibility.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/math/ToDoubleRounder.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/hash/Java8Compatibility.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/math/BigDecimalMath.java
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- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Present.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
- *
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- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/cache/RemovalListeners.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/Hashing.java
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- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/FutureCallback.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractCompositeHashFunction.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/math/package-info.java
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- /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/math/DoubleMath.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/Funnels.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/EmptyContiguousSet.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/Hasher.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/WrappingExecutorService.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/BloomFilter.java
- *
- /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/Murmur3_32HashFunction.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/HashCode.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/reflect/TypeParameter.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/cache/RemovalNotification.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/math/IntMath.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Enums.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/cache/ForwardingCache.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/cache/Cache.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheLoader.java
 *
 /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/net/HostAndPort.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularContiguousSet.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/math/BigIntegerMath.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/cache/LoadingCache.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
 *
 /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/cache/AbstractCache.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/PairwiseEquivalence.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableMultiset.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeRangeSet.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
 *
 /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/net/HttpHeaders.java
 * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/hash/HashingOutputStream.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/BoundType.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/hash/PrimitiveSink.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Queues.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/hash/AbstractStreamingHasher.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/Absent.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/cache/Weigher.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/hash/AbstractHasher.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/Uninterruptibles.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ForwardingLock.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/primitives/ImmutableDoubleArray.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/primitives/ImmutableIntArray.java

*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ImmutableLongArray.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingCondition.java
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*/
/**
* Holder for web specializations of methods of { @code Shorts }. Intended to be empty for regular
* version.
*/

Found in path(s):
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ShortsMethodsForWeb.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/BaseImmutableMultimap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/IndexedImmutableSet.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedMapDifference.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/RowSortedTable.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/UnmodifiableListIterator.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingListMultimap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/MinMaxPriorityQueue.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/IncidentEdgeSet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactHashing.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Runnables.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeVisitor.java
*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java


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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/Utf8.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/AbstractTable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/Verify.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/FilteredMultimapValues.java
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* limitations under the License.
*/
/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned
array.
*
* <p>This method assumes that the collection size doesn't change while the method is running.
*
* <p>TODO(kevinb): support concurrently modified collections?
*
* @param c the collection for which to return an array of elements
*/
```

Found in path(s):

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ObjectArrays.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Strings.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Atomics.java

```
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/SortedLists.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/Monitor.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/Ascii.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/annotations/package-info.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ContiguousSet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/annotations/Beta.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/primitives/package-info.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/Equivalence.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/UncaughtExceptionHandler.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/net/package-info.java
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*/
/**
* Holder for web specializations of methods of { @code Floats }. Intended to be empty for regular
* version.
*/
```

Found in path(s):

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/FloatsMethodsForWeb.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/MapRetrievalCache.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/DirectedNetworkConnections.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/ForwardingNetwork.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/UndirectedGraphConnections.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Comparators.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/EdgesConnecting.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/NetworkBuilder.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardNetwork.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/graph/ValueGraphBuilder.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/MapIteratorCache.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/StandardMutableGraph.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/GraphBuilder.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/StandardValueGraph.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/GraphConstants.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/EndpointPairIterator.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/ImmutableValueGraph.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/EndpointPair.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/GraphConnections.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/ValueGraph.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/ForwardingGraph.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/MultiEdgesConnecting.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/MutableValueGraph.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/UndirectedNetworkConnections.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/AbstractGraphBuilder.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java

```
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/StandardMutableNetwork.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/DirectedGraphConnections.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/ElementOrder.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/AbstractGraph.java
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*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
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*/
```

```
Found in path(s):
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedMultiset.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactLinkedHashSet.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/RangeMap.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingDeque.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableAsList.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredMultimap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableMap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/EvictingQueue.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredEntryMultimap.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredSetMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractNavigableMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/TransformedIterator.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeRangeMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeTraverser.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableSet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/AllEqualOrdering.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactHashSet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingNavigableMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactHashMap.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableEnumMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingNavigableSet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/collect/ForwardingImmutableList.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/DescendingMultiset.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/FilteredKeySetMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/CompactLinkedHashMap.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/TransformedListIterator.java
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jar/com/google/common/util/concurrent/AsyncCallable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/hash/LittleEndianByteArray.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/AggregateFutureState.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/hash/MacHashFunction.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/Platform.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/ReaderInputStream.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ConsumingQueueIterator.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/util/concurrent/CombinedFuture.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/hash/LongAdder.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/cache/LongAdder.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/util/concurrent/AtomicDoubleArray.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/cache/Striped64.java

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jar/com/google/common/reflect/Reflection.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/MultiInputStream.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Objects.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableSoftReference.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/LineReader.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Charsets.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableWeakReference.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/LineBuffer.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Predicate.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteStreams.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Function.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/Files.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/AbstractIterator.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/DeadEvent.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/package-info.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Interners.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Predicates.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/CountingInputStream.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/CharStreams.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Suppliers.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Supplier.java
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*
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/EventBus.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/Closeables.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Defaults.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/Flushables.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Throwables.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashBiMap.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/LittleEndianDataInputStream.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Functions.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/Resources.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/base/package-info.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/EnumMultiset.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/package-info.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/package-info.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/Preconditions.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/LittleEndianDataOutputStream.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/DirectExecutor.java
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jar/com/google/common/graph/Graph.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/SuccessorsFunction.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/MutableGraph.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/Network.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/PredecessorsFunction.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/Graphs.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/TopKSelector.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/MutableNetwork.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/ImmutableGraph.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
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 */
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 *
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap
 * class.
 */
```

Found in path(s):

```
*/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/Striped.java
```

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 */
/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
```

```
* key.<b> Proper calls will resolve to the version in { @code ImmutableSortedMap}, not this dummy
* version.
*
* @throws UnsupportedOperationException always
* @deprecated <b>Pass a key of type { @code Comparable}
to use { @link
*   ImmutableSortedMap#of(Comparable, Object)}.</b>
*/
```

Found in path(s):

```
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
```

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jar/com/google/common/primitives/Platform.java
```

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- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/BaseEncoding.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteSink.java
- *
- /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/StandardSystemProperty.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/CartesianList.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ServiceManager.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableRangeMap.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractByteHasher.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/Closer.java
- *
- /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/math/PairedStats.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/SipHashFunction.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/LongAddable.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/xml/package-info.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ClassPath.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/CharSink.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/reflect/package-info.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/ChecksumHashFunction.java
- *
- /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeCapture.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/escape/package-info.java
- * /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/collect/FilteredKeyMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/FileWriteMode.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/reflect/Invokable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableRangeSet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/cache/LongAddable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/CharSource.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/reflect/TypeToInstanceMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/RateLimiter.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/hash/LongAddables.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/ByteSource.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/math/Stats.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/cache/LongAddables.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/reflect/AbstractInvocationHandler.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractBaseGraph.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/Traverser.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/graph/BaseGraph.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ObjectCountHashMap.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Shorts.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Ints.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/MultiReader.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/escape/UnicodeEscaper.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Doubles.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Chars.java

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/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/net/PercentEscaper.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/CharMatcher.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Joiner.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/escape/Escaper.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Converter.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/FluentIterable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Bytes.java
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Found in path(s):

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ArrayTable.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ComputationException.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ComparisonChain.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableAsList.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/DiscreteDomain.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingTable.java
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*/

```
/**
 * Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
 * {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
 * under GWT but with a slightly different signature.
 *
 * <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
 * wouldn't recognize
 * it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
 * version.
 */
```

Found in path(s):

```
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/Partially.java
```

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```

Found in path(s):

```
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ForwardingMapEntry.java
```

```
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ExplicitOrdering.java
```

```
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Multiset.java
```

```
*
 /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/LexicographicalOrdering.java
```

```
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/AbstractIterator.java
```

```
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/AbstractSortedSetMultimap.java
```

```
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
```

jar/com/google/common/collect/UsingToStringOrdering.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/RegularImmutableSet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ForwardingObject.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ForwardingQueue.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/EnumBiMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/EnumHashBiMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ConcurrentHashMultiset.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/NullsFirstOrdering.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableList.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/HashMultiset.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Multimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/CompoundOrdering.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/AbstractSetMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/AbstractMapBasedMultiset.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ByFunctionOrdering.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/SortedSetMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ForwardingList.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ForwardingMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/HashMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ForwardingSet.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/AbstractMapEntry.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/package-info.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/AbstractMultiset.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Lists.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingListIterator.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/LinkedListMultimap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/NaturalOrdering.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingMultiset.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractBiMap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/LinkedHashMultimap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingMultimap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ReverseNaturalOrdering.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractListMultimap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedMap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/SetMultimap.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Multisets.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/SingletonImmutableSet.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/MutableClassToInstanceMap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/MapDifference.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/NullsLastOrdering.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Ordering.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSet.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeMultiset.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Sets.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingCollection.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/collect/Synchronized.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ListMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ReverseOrdering.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Multimaps.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ArrayListMultimap.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ForwardingSortedSet.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ForwardingConcurrentMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/TreeMultimap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ForwardingIterator.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ClassToInstanceMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Iterators.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Maps.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ComparatorOrdering.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/LinkedHashMultiset.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Interner.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/BiMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Iterables.java

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jar/com/google/common/util/concurrent/ServiceManagerBridge.java
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jar/com/google/common/hash/package-info.java
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/*

* This method was rewritten in Java from an intermediate step of the Murmur hash function in
* <http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp>, which contained the
* following header:
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* hereby
disclaims copyright to this source code.
*/

Found in path(s):

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Hashing.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/PatternCompiler.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/CommonPattern.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/JdkPattern.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/CommonMatcher.java

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* the License.

*/

/*

* This method was rewritten in Java from an intermediate step of the Murmur hash function in
* <http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp>, which contained the
* following header:

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*/

Found in path(s):

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/SmallCharMatcher.java

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jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/MapMakerInternalMap.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/net/HostSpecifier.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/reflect/TypeResolver.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/Platform.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/annotations/GwtIncompatible.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/annotations/GwtCompatible.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/AbstractIdleService.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/cache/ReferenceEntry.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/primitives/UnsignedBytes.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ForwardingFuture.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/ByteProcessor.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/html/HtmlEscapers.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/net/UrlEscapers.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Cut.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/Callables.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/net/InternetDomainName.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/ByteArrayDataInput.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/RegularImmutableTable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/MapMaker.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/escape/Escapers.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/DenseImmutableTable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheBuilder.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/SettableFuture.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Service.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/escape/Platform.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractService.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/cache/LocalCache.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/io/LineProcessor.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/xml/XmlEscapers.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/collect/SparseImmutableTable.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/Splitter.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/SignedBytes.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

jar/com/google/common/util/concurrent/TimeoutFuture.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/FluentFuture.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/escape/CharEscaper.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/PatternFilenameFilter.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/CollectionFuture.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/reflect/TypeToken.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/annotations/VisibleForTesting.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/Futures.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/CaseFormat.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/AppendableWriter.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/TimeLimiter.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/escape/CharEscaperBuilder.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/AggregateFuture.java
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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/NullnessCasts.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/NullnessCasts.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/NullnessCasts.java

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*/
/**
* Holder for web specializations of methods of { @code Doubles }. Intended to be empty for regular
* version.
*/

Found in path(s):

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/primitives/DoublesMethodsForWeb.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/base/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/math/ParametricNullness.java
*
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/net/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/html/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/cache/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/escape/ParametricNullness.java
*
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/hash/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/escape/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/xml/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/html/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-jar/com/google/common/net/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-

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jar/com/google/common/xml/ElementTypesAreNonnullByDefault.java
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jar/com/google/common/math/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ParametricNullness.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/primitives/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/eventbus/ParametricNullness.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/graph/ParametricNullness.java
*
/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/reflect/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/io/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/base/ElementTypesAreNonnullByDefault.java
* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/cache/ElementTypesAreNonnullByDefault.java
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express
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* the License.
*/
/**
```

* Holder for web specializations of methods of { @code Ints }. Intended to be empty for regular
* version.
*/

Found in path(s):

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/primitives/IntsMethodsForWeb.java

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* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/SortedIterables.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableSortedMultiset.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/Count.java

*

/opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/RangeSet.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ForwardingSortedMultiset.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/GeneralRange.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/SortedIterable.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/RegularImmutableSortedMultiset.java

* /opt/cola/permits/1312950193_1650560245.64/0/guava-31-0-1-android-sources-1-
jar/com/google/common/collect/AbstractRangeSet.java

1.261 swagger-core 1.6.6

1.261.1 Available under license :

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Manifest-Version: 1.0

Bnd-LastModified: 1649085244161

Build-Jdk: 1.8.0_151

Built-By: frantuma

Bundle-Description: Sonatype helps open source projects to set up Maven repositories on <https://oss.sonatype.org/>

Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.html>

Bundle-ManifestVersion: 2

Bundle-Name: swagger-core

Bundle-SymbolicName: io.swagger.core

Bundle-Version: 1.6.6

Created-By: Apache Maven Bundle Plugin

Export-Package: io.swagger.converter;version="1.6.6";uses="com.fasterxml.jackson.annotation,io.swagger.models,io.swagger.models.properties,io.swagger.core.filter;version="1.6.6";uses="io.swagger.model,io.swagger.models,io.swagger.models.parameters,io.swagger.models.properties",io.swagger.config;version="1.6.6";uses="io.swagger.core.filter,io.swagger.models",io.swagger.model;version="1.6.6";uses="io.swagger.models,io.swagger.util;version="1.6.6";uses="com.fasterxml.jackson.core,com.fasterxml.jackson.databind,com.fasterxml.jackson.databind.module,io.swagger.annotations,io.swagger.models,io.swagger.models.auth,io.swagger.models.parameters,io.swagger.models.properties",io.swagger.core;version="1.6.6",io.swagger.core.util;version="1.6.6",io.swagger.reader;version="1.6.6"

implementation-version: 1.6.6

Import-Package: javax.validation.constraints;version="[1.1,3)",com.fasterxml.jackson.annotation;version="[2.13,3)",com.fasterxml.jackson.core;version="[2.13,3)",com.fasterxml.jackson.core.type;version="[2.13,3)",com.fasterxml.jackson.core.util;version="[2.13,3)",com.fasterxml.jackson.databind;version="[2.13,3)",com.fasterxml.jackson.databind.annotation;version="[2.13,3)",com.fasterxml.jackson.databind.introspect;version="[2.13,3)",com.fasterxml.jackson.databind.jsontype;version="[2.13,3)",com.fasterxml.jackson.databind.module;version="[2.13,3)",com.fasterxml.jackson.databind.node;version="[2.13,3)",com.fasterxml.jackson.databind.type;version="[2.13,3)",com.fasterxml.jackson.databind.util;version="[2.13,3)",com.fasterxml.jackson.dataformat.yaml;version="[2.13,3)",com.google.common.collect;version="[31.0,32)",io.swagger.annotations;version="[1.6,2)",io.swagger.core.filter;version="[1.6,2)",io.swagger.model;version="[1.6,2)",io.swagger.models;version="[1.6,2)",io.swagger.models.auth;version="[1.6,2)",io.swagger.models.parameters;version="[1.6,2)",io.swagger.models.properties;version="[1.6,2)",io.swagger.models.refs;version="[1.6,2)",javax.xml.bind.annotation,

org.apache.commons.lang3;version="[3.2,4)",org.apache.commons.lang3.t
ext;version="[3.2,4)",org.slf4j;version="[1.7,2)"
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.3.0.201609221906
url: <https://github.com/swagger-api/swagger-core/modules/swagger-core>

Found in path(s):

* /opt/cola/permits/1317016471_1651059595.18/0/swagger-core-1-6-6-jar/META-INF/MANIFEST.MF

1.262 byte-buddy 1.12.9

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1.265 spring-tx 5.3.20

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```

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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java

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/opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java

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jar/com/google/gson/internal/bind/TypeAdapters.java
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jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
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jar/com/google/gson/TypeAdapter.java

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jar/com/google/gson/JsonDeserializationContext.java

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jar/com/google/gson/internal/Excluder.java

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jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java

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jar/com/google/gson/JsonSerializationContext.java

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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/GsonBuilder.java
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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/reflect/PreJava9ReflectionAccessor.java

* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/reflect/ReflectionAccessor.java

* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/reflect/UnsafeReflectionAccessor.java

*

/opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/PreJava9DateFormatProvider.java

* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/JavaVersion.java

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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonSyntaxException.java
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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonStreamParser.java

* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/LongSerializationPolicy.java

* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/FieldAttributes.java

*

/opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonParser.java

1.267 glibc 2.17-326.el7_9

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@end enumerate

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@item

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@page

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```
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@var{one line to give the library's name and an idea of what it does.}
Copyright (C) @var{year} @var{name of author}
```

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```
@end
smallexample
```

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```
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```

```
@var{signature of Ty Coon}, 1 April 1990
Ty Coon, President of Vice
@end smallexample
```

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```

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```
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This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

The hypothetical commands

```
`show w' and `show c' should show the appropriate
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```

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```
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```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
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#

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#

builds/unix/pkg.m4

#

docs/FTL.TXT

docs/GPLv2.TXT

#

include/freetype/internal/fthash.h

#

src/base/fthash.c

src/base/md5.c

src/base/md5.h

#

src/bdf/bdf.c

```
src/bdf/bdf.h
src/bdf/bdfdrivr.c
src/bdf/bdfdrivr.h
src/bdf/bdferror.h
src/bdf/bdflib.c
src/bdf/module.mk
src/bdf/README
src/bdf/rules.mk
#
src/pcf/module.mk
src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c
src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftrandom/ftrandom.c
#
subprojects/dlg
#
#
EOF
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1.270 xmlunit-placeholders 2.9.0

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Manifest-Version: 1.0

Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.txt>

Bundle-SymbolicName: org.xmlunit.xmlunit-placeholders

Built-By: stefan

X-Git-Hash: e8420e80ed5ff60236d09f2950f5e0c5d8fcc59d (Branch main)

Bnd-LastModified: 1643130831687

Specification-Title: org.xmlunit.xmlunit-placeholders

Implementation-Vendor-Id: org.xmlunit

Bundle-DocURL: <https://www.xmlunit.org/xmlunit-placeholders/>

Include-Resource: META-INF/services/org.xmlunit.placeholder.PlaceholderHandler=src/main/resources/META-INF/services/org.xmlunit.placeholder.PlaceholderHandler

Import-Package: javax.xml.namespace,org.w3c.dom,org.xmlunit,org.xmlunit.builder,org.xmlunit.diff,org.xmlunit.util

Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.7))"

Export-Package: org.xmlunit.placeholder;version="2.9.0"

Bundle-Name: org.xmlunit.xmlunit-placeholders

Implementation-Title: org.xmlunit.xmlunit-placeholders

Bundle-Description:

Parent POM for all artifacts of XMLUnit

Automatic-Module-Name: org.xmlunit.placeholder

Implementation-Version: 2.9.0

Specification-Vendor: XMLUnit

Bundle-ManifestVersion: 2

Bundle-Vendor: XMLUnit

Tool: Bnd-3.2.0.201605172007

Implementation-Vendor: XMLUnit
Bundle-Version: 2.9.0
X-Compile-Target-JDK: 1.7
build-time: 2022-01-25T17:11:48Z
X-Compile-Source-JDK: 1.7
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_312
Specification-Version: 2.9
Implementation-URL: <https://www.xmlunit.org/xmlunit-placeholders/>

Found in path(s):

* /opt/cola/permits/1343688777_1655143719.7105315/0/xmlunit-placeholders-2-9-0-1-jar/META-INF/MANIFEST.MF

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* /opt/cola/permits/1343688777_1655143719.7105315/0/xmlunit-placeholders-2-9-0-1-jar/META-INF/maven/org.xmlunit/xmlunit-placeholders/pom.xml

1.271 xz 5.2.2-2.el7_9

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1.272 okhttp 4.10.0

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1.273 txw2 4.0.0

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1.274 istack-commons 4.1.1

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Manifest-Version: 1.0

Bnd-LastModified: 1648465920192

Bundle-Description: istack common utility code

Bundle-DocURL: <https://www.eclipse.org>

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Bundle-ManifestVersion: 2

Bundle-Name: istack common utility code runtime

Bundle-SymbolicName: com.sun.istack.common-runtime

Bundle-Vendor: Eclipse Foundation

Bundle-Version: 4.1.1

Created-By: Apache Maven Bundle Plugin 5.1.4

Export-Package: com.sun.istack;uses:="jakarta.activation,javax.xml.stream,org.xml.sax,org.xml.sax.helpers";version="4.1.1",com.sun.istack.localization;version="4.1.1",com.sun.istack.logging;version="4.1.1"

Implementation-Build-Id: 4.1.1 - d6e5d28

Implementation-Vendor: Eclipse Foundation

Implementation-Vendor-Id: com.sun.istack

Import-Package: jakarta.activation;version="[2.1,3)";resolution:=optional,javax.xml.namespace,javax.xml.stream,org.xml.sax,org.xml.sax.helpers

Require-Capability:

osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=11))"

Tool: Bnd-5.1.1.202006162103

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```
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```

1.275 antlr 3.5.3

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```

```

/** Templates for building ASTs during normal parsing.

```

```

*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
* no label, label, list label (label/no-label handled together)
* child, root
* token, set, rule, wildcard
*
* The situation is not too bad as rewrite (->) usage makes ^ and
!
* invalid. There is no huge explosion of combinations.
*/

```

```

@rule.setErrorReturnValue() ::= <<
retval.Tree = (<ASTLabelType>)adaptor.ErrorNode(input, retval.Start, input.LT(-1), re);
<! System.out.WriteLine("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>

```

```

// TOKEN AST STUFF

```

```

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if (state.backtracking == 0) {<endif>
<label>_tree = <createNodeFromToken(...)>;
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

```

```

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>"

```

```

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);

```

```

<if(backtracking)><endif>
>>

/**
ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
//
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ... The combinations might require complicated
// rather than just added on code. Investigate that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<super.matchSet(postmatchCode={ <if(backtracking)>if (<actions.(actionScope).synpredgate>
<endif>adaptor.AddChild(root_0, <createNodeFromToken(...)>);}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be

```

```

// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if
(<actions.(actionScope).synpredgate> <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<createNodeFromToken(...)>, root_0);}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate> <endif>adaptor.AddChild(root_0, <label>.Tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate> <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope)
::= <<
<ruleRefBang(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

```

```
// WILDCARD AST
```

```
wildcard(token,label,elementIndex,terminalOptions={ }) ::= <<  
<super.wildcard(...)>  
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>  
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);  
adaptor.AddChild(root_0, <label>_tree);  
<if(backtracking)>}<endif>  
>>
```

```
wildcardBang(label,elementIndex) ::= "<super.wildcard(token=[],...)>"
```

```
wildcardRuleRoot(token,label,elementIndex,terminalOptions={ }) ::= <<  
<super.wildcard(...)>  
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>  
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);  
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);  
<if(backtracking)>}<endif>  
>>
```

```
createNodeFromToken(label,terminalOptions={ })  
::= <%  
<if(terminalOptions.node)>  
new  
<terminalOptions.node><if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>  
<else>  
(<ASTLabelType>)adaptor.Create(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>  
<endif>  
>%
```

```
ruleCleanUp() ::= <<  
<super.ruleCleanUp()>  
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>  
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);  
adaptor.SetTokenBoundaries(retval.Tree, retval.Start, retval.Stop);  
<if(backtracking)>}<endif>  
>>
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/ASTParser.stg
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*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
*/

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr3.ST;
using Antlr3.ST.Language;
>>

@genericParser.members() ::= <<
<@super.members()>
private StringTemplateGroup _templateGroup = new StringTemplateGroup("<name>Templates",
    typeof(AngleBracketTemplateLexer) );

public StringTemplateGroup TemplateGroup
{
    get { return _templateGroup; }
    set { _templateGroup = value; }
}

```

```

}
>>

ruleReturnBaseType() ::= <%
Template<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<StringTemplate, <labelType>>
%>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Template},elemType="StringTemplate",...)>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)
{
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
((TokenRewriteStream)input.TokenStream).Replace(
input.TreeAdaptor.GetTokenStartIndex(retval.Start),
input.TreeAdaptor.GetTokenStopIndex(retval.Start),
retval.Template);
<else>
((TokenRewriteStream)input).Replace(
retval.Start.TokenIndex,
input.LT(-1).TokenIndex,
retval.Template);
<endif>
>>

rewriteTemplateAlt(it)
::= <<
// <it.description>
<if(it.pred)>
if (<it.pred>)
{

```

```

    retval.Template = <it.alt>;
  }<\n>
<else>
  {
    retval.Template = <it.alt>;
  }<\n>
<endif>
>>

```

```

rewriteEmptyTemplate(alts) ::= <<
null;
>>

```

```

/** Invoke a template with a set of attribute name/value pairs.
 * Set the value of the rule's template after having set
 * the attributes because the rule's template might be used as
 * an attribute to build a bigger template; you get a self-embedded
 * template.
 */

```

```

rewriteExternalTemplate(name,args) ::= <%
TemplateGroup.GetInstanceOf("<name>"<optionalArguments(args)>)
%>

```

```

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <%
TemplateGroup.GetInstanceOf(<expr><optionalArguments(args)>)
%>

```

```

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args,
template) ::= <%
new StringTemplate(TemplateGroup, "<template>"<optionalArguments(args)>)
%>

```

```

optionalArguments(args) ::= <<
<if(args)>,
new Dictionary<string, object>() { <args:optionalArgument(); separator=", "> }
<endif>
>>

```

```

optionalArgument(it) ::= <<
{"<it.name>", <it.value>}
>>

```

```

/** plain -> {foo} action */
rewriteAction(action) ::= <<
<action>
>>

```

```
/** An action has %st.attrName=expr; or % {st}.attrName=expr; */  
actionSetAttribute(st,attrName,expr) ::= <<  
(<st>).SetAttribute("<attrName>",<expr>);  
>>
```

```
/** Translate %{stringExpr} */  
actionStringConstructor(stringExpr) ::= <<  
new StringTemplate(TemplateGroup,<stringExpr>)  
>>
```

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* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/ST.stg
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*/

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/Python3/ASTDbg.stg
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*/

/*

New style messages. This file only contains the messages in English, but no information about which file, line, or column it occurred in.

The location and message ids are taken out of the formats directory.

Kay Roepke

*/

group en_US;

// TOOL ERRORS

// file errors

CANNOT_WRITE_FILE(arg,exception,stackTrace) ::= <<

cannot write file <arg>: <exception>

<stackTrace; separator="\n">

>>

CANNOT_CLOSE_FILE(arg,exception,stackTrace) ::= "cannot close file <arg>: <exception>"

CANNOT_FIND_TOKENS_FILE(arg)

::= "cannot find tokens file <arg>"

ERROR_READING_TOKENS_FILE(arg,exception,stackTrace) ::= <<

problem reading token vocabulary file <arg>: <exception>

<stackTrace; separator="\n">

>>

DIR_NOT_FOUND(arg,exception,stackTrace) ::= "directory not found: <arg>"

```

OUTPUT_DIR_IS_FILE(arg,exception,stackTrace) ::= "output directory is a file: <arg>"
CANNOT_OPEN_FILE(arg,exception,stackTrace) ::= "cannot find or open file: <arg><if(exception)>; reason:
<exception><endif>"
CIRCULAR_DEPENDENCY() ::= "your grammars contain a circular dependency and cannot be sorted into a valid
build order."

INTERNAL_ERROR(arg,arg2,exception,stackTrace) ::= <<
internal error: <arg> <arg2><if(exception)>: <exception><endif>
<stackTrace; separator="\n">
>>
INTERNAL_WARNING(arg) ::= "internal warning: <arg>"
ERROR_CREATING_ARTIFICIAL_RULE(arg,exception,stackTrace) ::= <<
problems creating lexer rule listing all tokens: <exception>
<stackTrace; separator="\n">
>>
TOKENS_FILE_SYNTAX_ERROR(arg,arg2)
::=
"problems parsing token vocabulary file <arg> on line <arg2>"
CANNOT_GEN_DOT_FILE(arg,exception,stackTrace) ::=
"cannot write DFA DOT file <arg>: <exception>"
BAD_ACTION_AST_STRUCTURE(exception,stackTrace) ::=
"bad internal tree structure for action '<arg>': <exception>"
BAD_AST_STRUCTURE(arg,exception,stackTrace) ::= <<
bad internal tree structure '<arg>': <exception>
<stackTrace; separator="\n">
>>
FILE_AND_GRAMMAR_NAME_DIFFER(arg,arg2) ::=
"file <arg2> contains grammar <arg>; names must be identical"
FILENAME_EXTENSION_ERROR(arg) ::=
"file <arg> must end in a file extension, normally .g"

// code gen errors
MISSING_CODE_GEN_TEMPLATES(arg) ::=
"cannot find code generation templates <arg>.stg"
MISSING_CYCLIC_DFA_CODE_GEN_TEMPLATES() ::=
"cannot find code generation cyclic DFA templates for language <arg>"
CODE_GEN_TEMPLATES_INCOMPLETE(arg) ::=
"at least one code generation template missing for language <arg>"
CANNOT_CREATE_TARGET_GENERATOR(arg,exception,stackTrace)
::=
"cannot create target <arg> code generator: <exception>"
STRING_TEMPLATE_ERROR(arg,exception,stackTrace) ::=
"template error: <arg>"
CANNOT_COMPUTE_SAMPLE_INPUT_SEQ() ::=
"cannot generate a sample input sequence from lookahead DFA"

// grammar interpretation errors
/*

```

```

NO_VIABLE_DFA_ALT(arg,arg2) ::=
    "no viable transition from state <arg> on <arg2> while interpreting DFA"
*/

// GRAMMAR ERRORS
SYNTAX_ERROR(arg) ::= "syntax error: <arg>"
RULE_REDEFINITION(arg) ::=
    "rule <arg> redefinition"
LEXER_RULES_NOT_ALLOWED(arg) ::=
    "lexer rule <arg> not allowed in parser"
PARSER_RULES_NOT_ALLOWED(arg) ::=
    "parser rule <arg> not allowed in lexer"
CANNOT_FIND_ATTRIBUTE_NAME_IN_DECL(arg) ::=
    "cannot find an attribute name in attribute declaration"
NO_TOKEN_DEFINITION(arg) ::=
    "no lexer rule corresponding to token: <arg>"
UNDEFINED_RULE_REF(arg) ::=
    "reference to undefined rule: <arg>"
LITERAL_NOT_ASSOCIATED_WITH_LEXER_RULE(arg) ::=
    "literal has no associated lexer rule: <arg>"
CANNOT_ALIAS_TOKENS_IN_LEXER(arg)
::=
    "literals are illegal in lexer tokens{ } section: <arg>"
ATTRIBUTE_REF_NOT_IN_RULE(arg,arg2) ::=
    "reference to attribute outside of a rule: <arg><if(arg2)>.<arg2><endif>"
UNKNOWN_ATTRIBUTE_IN_SCOPE(arg,arg2) ::=
    "unknown attribute for <arg>: <arg2>"
UNKNOWN_RULE_ATTRIBUTE(arg,arg2) ::=
    "unknown attribute for rule <arg>: <arg2>"
UNKNOWN_SIMPLE_ATTRIBUTE(arg,args2) ::=
    "attribute is not a token, parameter, or return value: <arg>"
ISOLATED_RULE_SCOPE(arg) ::=
    "missing attribute access on rule scope: <arg>"
INVALID_RULE_PARAMETER_REF(arg,arg2) ::=
    "cannot access rule <arg>'s parameter: <arg2>"
INVALID_RULE_SCOPE_ATTRIBUTE_REF(arg,arg2) ::=
    "cannot access rule <arg>'s dynamically-scoped attribute: <arg2>"
SYMBOL_CONFLICTS_WITH_GLOBAL_SCOPE(arg) ::=
    "symbol <arg> conflicts with global dynamic scope with same name"
WRITE_TO_READONLY_ATTR(arg,arg2,arg3) ::=
    "cannot write to read only attribute: $<arg><if(arg2)>.<arg2><endif>"
LABEL_CONFLICTS_WITH_RULE(arg)
::=
    "label <arg> conflicts with rule with same name"
LABEL_CONFLICTS_WITH_TOKEN(arg) ::=
    "label <arg> conflicts with token with same name"
LABEL_CONFLICTS_WITH_RULE_SCOPE_ATTRIBUTE(arg,arg2) ::=
    "label <arg> conflicts with rule <arg2>'s dynamically-scoped attribute with same name"

```

LABEL_CONFLICTS_WITH_RULE_ARG_RETVAL(arg,arg2) ::=
 "label <arg> conflicts with rule <arg2>'s return value or parameter with same name"
 ATTRIBUTE_CONFLICTS_WITH_RULE(arg,arg2) ::=
 "rule <arg2>'s dynamically-scoped attribute <arg> conflicts with the rule name"
 ATTRIBUTE_CONFLICTS_WITH_RULE_ARG_RETVAL(arg,arg2) ::=
 "rule <arg2>'s dynamically-scoped attribute <arg> conflicts with<arg2>'s return value or parameter with same name"
 LABEL_TYPE_CONFLICT(arg,arg2) ::=
 "label <arg> type mismatch with previous definition: <arg2>"
 ARG_RETVAL_CONFLICT(arg,arg2) ::=
 "rule <arg2>'s argument <arg> conflicts a return value with same name"
 NONUNIQUE_REF(arg) ::=
 "<arg> is a non-unique reference"
 FORWARD_ELEMENT_REF(arg)
 ::=
 "illegal forward reference: <arg>"
 MISSING_RULE_ARGS(arg) ::=
 "missing parameter(s) on rule reference: <arg>"
 RULE_HAS_NO_ARGS(arg) ::=
 "rule <arg> has no defined parameters"
 ARGS_ON_TOKEN_REF(arg) ::=
 "token reference <arg> may not have parameters"
 ILLEGAL_OPTION(arg) ::=
 "illegal option <arg>"
 LIST_LABEL_INVALID_UNLESS_RETVAL_STRUCT(arg) ::=
 "rule '+=' list labels are not allowed w/o output option: <arg>"
 UNDEFINED_TOKEN_REF_IN_REWRITE(arg) ::=
 "reference to undefined token in rewrite rule: <arg>"
 REWRITE_ELEMENT_NOT_PRESENT_ON_LHS(arg) ::=
 "reference to rewrite element <arg> without reference on left of ->"
 UNDEFINED_LABEL_REF_IN_REWRITE(arg) ::=
 "reference to undefined label in rewrite rule: \$<arg>"
 NO_GRAMMAR_START_RULE (arg) ::=
 "grammar <arg>: no start rule (no rule can obviously be followed by EOF)"
 EMPTY_COMPLEMENT(arg) ::= <<
 <if(arg)>
 set complement ~<arg> is empty
 <else>
 set complement is empty
 <endif>
 >>
 UNKNOWN_DYNAMIC_SCOPE(arg) ::=
 "unknown
 dynamic scope: <arg>"
 UNKNOWN_DYNAMIC_SCOPE_ATTRIBUTE(arg,arg2) ::=
 "unknown dynamically-scoped attribute for scope <arg>: <arg2>"
 RULE_REF_AMBIG_WITH_RULE_IN_ALT(arg) ::=
 "reference \$<arg> is ambiguous; rule <arg> is enclosing rule and referenced in the production (assuming enclosing

rule)"

ISOLATED_RULE_ATTRIBUTE(arg) ::=

"reference to locally-defined rule scope attribute without rule name: <arg>"

INVALID_ACTION_SCOPE(arg,arg2) ::=

"unknown or invalid action scope for <arg2> grammar: <arg>"

ACTION_REDEFINITION(arg) ::=

"redefinition of <arg> action"

DOUBLE_QUOTES_ILLEGAL(arg) ::=

"string literals must use single quotes (such as \begin\'): <arg>"

INVALID_TEMPLATE_ACTION(arg) ::=

"invalid StringTemplate % shorthand syntax: '<arg>'"

MISSING_ATTRIBUTE_NAME() ::=

"missing attribute name on \$ reference"

ARG_INIT_VALUES_ILLEGAL(arg) ::=

"rule parameters may not have init values: <arg>"

REWRITE_OR_OP_WITH_NO_OUTPUT_OPTION(arg) ::=

"<if(arg)>rule <arg> uses <endif>rewrite
syntax or operator with no output option; setting output=AST"

AST_OP_WITH_NON_AST_OUTPUT_OPTION(arg) ::=

"AST operator with non-AST output option: <arg>"

NO_RULES(arg) ::= "grammar file <arg> has no rules"

MISSING_AST_TYPE_IN_TREE_GRAMMAR(arg) ::=

"tree grammar <arg> has no ASTLabelType option"

REWRITE_FOR_MULTI_ELEMENT_ALT(arg) ::=

"with rewrite=true, alt <arg> not simple node or obvious tree element; text attribute for rule not guaranteed to be correct"

RULE_INVALID_SET(arg) ::=

"Cannot complement rule <arg>; not a simple set or element"

HETERO_ILLEGAL_IN_REWRITE_ALT(arg) ::=

"alts with rewrites can't use heterogeneous types left of ->"

NO_SUCH_GRAMMAR_SCOPE(arg,arg2) ::=

"reference to undefined grammar in rule reference: <arg>.<arg2>"

NO_SUCH_RULE_IN_SCOPE(arg,arg2) ::=

"rule <arg2> is not defined in grammar <arg>"

TOKEN_ALIAS_CONFLICT(arg,arg2) ::=

"cannot alias <arg>; string already assigned to <arg2>"

TOKEN_ALIAS_REASSIGNMENT(arg,arg2) ::=

"cannot alias <arg>;
token name already assigned to <arg2>"

TOKEN_VOCAB_IN_DELEGATE(arg,arg2) ::=

"tokenVocab option ignored in imported grammar <arg>"

INVALID_IMPORT(arg,arg2) ::=

"<arg.grammarTypeString> grammar <arg.name> cannot import <arg2.grammarTypeString> grammar
<arg2.name>"

IMPORTED_TOKENS_RULE_EMPTY(arg,arg2) ::=

"no lexer rules contributed to <arg> from imported grammar <arg2>"

IMPORT_NAME_CLASH(arg,arg2) ::=

"combined grammar <arg.name> and imported <arg2.grammarTypeString> grammar <arg2.name> both generate

```

<arg2.recognizerName>; import ignored"
AST_OP_IN_ALT_WITH_REWRITE(arg,arg2) ::=
"rule <arg> alt <arg2> uses rewrite syntax and also an AST operator"
WILDCARD_AS_ROOT(arg) ::= "Wildcard invalid as root; wildcard can itself be a tree"
CONFLICTING_OPTION_IN_TREE_FILTER(arg,arg2) ::= "option <arg>=<arg2> conflicts with tree grammar
filter mode"
ILLEGAL_OPTION_VALUE(arg, arg2) ::= "value '<arg2>' invalid for option <arg>"
ALL_OPS_NEED_SAME_ASSOC(arg) ::= "all operators of alt <alt> of
left-recursive rule must have same associativity"
RANGE_OP_ILLEGAL(arg) ::= "the .. range operator isn't allowed in parser rules"

```

```
// GRAMMAR WARNINGS
```

```

GRAMMAR_NONDETERMINISM(input,conflictingAlts,paths,disabled,hasPredicateBlockedByAction) ::=
<<
<if(paths)>
Decision can match input such as "<input>" using multiple alternatives:
<paths:{ it | alt <it.alt> via NFA path <it.states; separator=","><\n>}>
<else>
Decision can match input such as "<input>" using multiple alternatives: <conflictingAlts; separator=",">
<endif>
<if(disabled)><\n>As a result, alternative(s) <disabled; separator=","> were disabled for that
input<endif><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by
actions.<endif>
>>

```

```

DANGLING_STATE(danglingAlts,input) ::= <<
the decision cannot distinguish between alternative(s) <danglingAlts; separator=","> for input such as "<input>"
>>

```

```

UNREACHABLE_ALTS(alts) ::= <<
The following alternatives can never be matched: <alts; separator=","><\n>
>>

```

```

INSUFFICIENT_PREDICATES(upon,altToLocations,hasPredicateBlockedByAction)
::= <<
Input such as "<upon>" is insufficiently covered with predicates at locations: <altToLocations.keys:{ alt|alt <alt>:
<altToLocations.(alt):{loc| line <loc.line>:<loc.column> at <loc.text>} }; separator=",">; separator=","
"><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by actions.<endif>
>>

```

```

DUPLICATE_SET_ENTRY(arg) ::=
"duplicate token type <arg> when collapsing subrule into set"

```

```

ANALYSIS_ABORTED(enclosingRule) ::= <<
ANTLR could not analyze this decision in rule <enclosingRule>; often this is because of recursive rule references
visible from the left edge of alternatives. ANTLR will re-analyze the decision with a fixed lookahead of k=1.
Consider using "options {k=1;}" for that decision and possibly adding a syntactic predicate.

```

>>

RECURSION_OVERFLOW(alt,input,targetRules,callSiteStates) ::= <<

Alternative <alt>: after matching input such as <input> decision
cannot predict what comes next due to recursion overflow <targetRules,callSiteStates:{t,c|to <t> from
<c:{s|<s.enclosingRule.name>}separator=", ">} separator=" and ">

>>

LEFT_RECURSION(targetRules,alt,callSiteStates) ::= <<

Alternative <alt> discovers infinite left-recursion <targetRules,callSiteStates:{t,c|to <t> from
<c:{s|<s.enclosingRule>}separator=", ">} separator=" and ">

>>

UNREACHABLE_TOKENS(tokens) ::= <<

The following token definitions can never be matched because prior tokens match the same input: <tokens;
separator=", ">

>>

TOKEN_NONDETERMINISM(input,conflictingTokens,paths,disabled,hasPredicateBlockedByAction) ::=

<<

<if(paths)>

Decision can match input such as "<input>" using multiple alternatives:

<paths:{ it | alt <it.alt> via NFA path <it.states; separator=", "><\n>}>

<else>

Multiple token rules can match input such as "<input>": <conflictingTokens; separator=", "><\n>

<endif>

<if(disabled)><\n>As a result, token(s) <disabled; separator=", "> were disabled for

that input<endif><if(hasPredicateBlockedByAction)><\n>Semantic predicates were present but were hidden by
actions.<endif>

>>

LEFT_RECURSION_CYCLES(listOfCycles) ::= <<

The following sets of rules are mutually left-recursive <listOfCycles:{c| [<c:{r|<r.name>} separator=", ">];
separator=" and ">

>>

NONREGULAR_DECISION(ruleName,alts) ::= <<

[fatal] rule <ruleName> has non-LL(*) decision due to recursive rule invocations reachable from alts <alts;
separator=", ">. Resolve by left-factoring or using syntactic predicates or using backtrack=true option.

>>

/* 110n for message levels */

warning() ::= "warning"

error() ::= "error"

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-

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*/

/*

New style messages. This file contains the actual layout of the messages emitted by ANTLR.

The text itself is coming out of the languages/*stg files, according to the chosen locale.

This file contains the format that mimicks GCC output.

*/

group gnu;

location(file, line, column) ::= "<file>:<line>:"

message(id, text) ::= "<text> (<id>)"

report(location, message, type) ::= "<location> <type>: <message>"

wantsSingleLineMessage() ::= "true"

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-

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Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/Dbg.stg

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*/

```

```

csharpVisibilityMap ::= [
  "private":"private",
  "protected":"protected",
  "public":"public",
  "fragment":"private",
  default:"private"
]

```

```

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/

```

```

outputFile( LEXER,PARSER,TREE_PARSER, actionScope, actions,
  docComment, recognizer,
  name,
  tokens, tokenNames, rules, cyclicDFAs,
  bitsets, buildTemplate, buildAST, rewriteMode, profile,
  backtracking, synpreds, memoize, numRules,
  fileName, ANTLRVersion, generatedTimestamp, trace,
  scopes, superClass, literals) ::=

```

```

<<
//-----
//\<auto-generated>
// This code was generated by a tool.
// ANTLR Version: <ANTLRVersion>
//
// Changes to this file may cause incorrect behavior and will be lost if
// the code is regenerated.
//\</auto-generated>

```

```

//-----

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

// The variable 'variable' is assigned but its value is never used.
#pragma warning disable 219
// Unreachable code detected.
#pragma warning disable 162
// Missing XML comment for publicly visible type or member 'Type_or_Member'
#pragma warning disable 1591
// CLS compliance checking will not
be performed on 'type' because it is not visible from outside this assembly.
#pragma warning disable 3019

<actions.(actionScope).header>

<@imports>
using System.Collections.Generic;
using Antlr.Runtime;
using Antlr.Runtime.Misc;
<if(TREE_PARSER)>
using Antlr.Runtime.Tree;
using RewriteRuleITokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
<@end>
<if(actions.(actionScope).namespace)>
namespace <actions.(actionScope).namespace>
{
<endif>
<docComment>
<recognizer>
<if(actions.(actionScope).namespace)>

} // namespace <actions.(actionScope).namespace>
<endif>
>>

lexerInputStreamType() ::= <<
<actions.(actionScope).inputStreamType; null="ICharStream">
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
superClass={ <if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Lexer
<endif>},
rewriteElementType={}, ASTLabelType={}) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar,

```

```

actions=actions)> partial class <grammar.recognizerName> : <@superClassName><superClass><@end>
{
<tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">
<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<actions.lexer.members>

// delegates
<grammar.delegates:
  {g|private <g.recognizerName> <g.delegateName()>;}; separator="\n">
// delegators
<grammar.delegators:
  {g|private <g.recognizerName> <g.delegateName()>;}; separator="\n">
<last(grammar.delegators):{g|private <g.recognizerName> gParent;}>

<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<! needed by subclasses !>
{
  OnCreated();
}

<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()>
input<grammar.delegators:{g|, <g.recognizerName> <g.delegateName()>}> )
: this(input, new RecognizerSharedState()<grammar.delegators:{g|,
<g.delegateName()>}> )
{
}

<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType()> input,
RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g.delegateName()>}> )
: base(input, state)
{
<if(memoize)>
<if(grammar.grammarIsRoot)>
  state.ruleMemo = new System.Collections.Generic.Dictionary<int, int>[<numRules>+1];<n><! index from 1..n !>
<endif>
<endif>
<grammar.directDelegates:
  {g|<g.delegateName()> = new <g.recognizerName>(input, this.state<trunc(g.delegators):{p|,
<p.delegateName()>}>, this);}; separator="\n">
<grammar.delegators:
  {g|this.<g.delegateName()> = <g.delegateName()>;}; separator="\n">
<last(grammar.delegators):{g|gParent = <g.delegateName()>;}>

  OnCreated();
}
public override string GrammarFileName { get { return "<fileName>"; } }

<if(grammar.hasDelegates)>
public override <lexerInputStreamType()> CharStream

```

```

{
  get
  {
    return base.CharStream;
  }
  set
  {
    base.CharStream
= value;
    <grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
this);}; separator="\n">
    <grammar.delegators:
    {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
    <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
    }
  }
}

<if(grammar.delegates)>
public override void SetState(RecognizerSharedState state)
{
  base.SetState(state);
  <grammar.delegates:{g|<g:delegateName()>.SetState(state);}; separator="\n">
}
<endif>

<endif>
<if(filterMode)>
<filteringNextToken()>
<endif>

partial void OnCreated();
partial void EnterRule(string ruleName, int ruleIndex);
partial void LeaveRule(string ruleName, int ruleIndex);

<rules; separator="\n">

<insertLexerSynpreds(synpreds)>

#region DFA
<cyclicDFAs:{dfa | DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

protected override void InitDFAs()
{
  base.InitDFAs();
  <cyclicDFAs:{dfa | dfa<dfa.decisionNumber>

```

```

= new DFA<dfa.decisionNumber>(this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif>);}; separator="\n">
}

<cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
#endregion

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 * Make rule memoization happen only at levels above 1 as we start mTokens
 * at backtracking==1.
 */
filteringNextToken() ::= <<
public override IToken NextToken()
{
while (true)
{
if (input.LA(1) == CharStreamConstants.EndOfFile)
{
IToken eof = new CommonToken((ICharStream)input, CharStreamConstants.EndOfFile, TokenChannels.Default,
input.Index, input.Index);
eof.Line = Line;
eof.CharPositionInLine = CharPositionInLine;
return eof;
}
state.token = null;
state.channel = TokenChannels.Default;
state.tokenStartCharIndex
= input.Index;
state.tokenStartCharPositionInLine = input.CharPositionInLine;
state.tokenStartLine = input.Line;
state.text = null;
try
{
int m = input.Mark();
state.backtracking=1;<! means we won't throw slow exception !>
state.failed=false;
mTokens();
state.backtracking=0;
<! mTokens backtracks with synpred at backtracking==2
and we set the synpredgate to allow actions at level 1. !>
if (state.failed)
{
input.Rewind(m);

```

```

    input.Consume();<! advance one char and try again !>
    }
    else
    {
        Emit();
        return state.token;
    }
}
catch (RecognitionException re)
{
    // shouldn't happen in backtracking mode, but...
    ReportError(re);
    Recover(re);
}
}
}

public override void Memoize(IIntStream input, int ruleIndex, int ruleStartIndex)
{
    if (state.backtracking > 1)
        base.Memoize(input, ruleIndex, ruleStartIndex);
}

public override bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
    if (state.backtracking > 1)
        return
            base.AlreadyParsedRule(input, ruleIndex);

    return false;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking == 1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, inputStreamType, superClass,
    labelType, members, rewriteElementType,
    filterMode, ASTLabelType="object") ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar, actions=actions)> partial class <grammar.recognizerName> :
<@superClassName><superClass><@end>
{
<if(grammar.grammarIsRoot)>

```

```

internal static readonly string[] tokenNames = new string[] {
    "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
};
<endif>
<tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">

<if(grammar.delegates)>
// delegates
<grammar.delegates:
    {g|private <g.recognizerName>
<g.delegateName()>;}; separator="\n">
<endif>
<if(grammar.delegators)>
// delegators
<grammar.delegators:
    {g|private <g.recognizerName> <g.delegateName()>;}; separator="\n">
<last(grammar.delegators):{g|private <g.recognizerName> gParent;}>
<endif>

<if(grammar.delegates)>
public override void SetState(RecognizerSharedState state)
{
    base.SetState(state);
    <grammar.delegates:{g|<g.delegateName()>.SetState(state);}; separator="\n">
}

<if(TREE_PARSER)>
public override void SetTreeNodeStream(ITreeNodeStream input)
{
    base.SetTreeNodeStream(input);
    <grammar.delegates:{g|<g.delegateName()>.SetTreeNodeStream(input);}; separator="\n">
}
<endif>
<endif>

<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<@members()>

public override string[] TokenNames { get { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; } }
public override string GrammarFileName { get { return "<fileName>"; } }

<members>

partial void
OnCreated();
partial void EnterRule(string ruleName, int ruleIndex);
partial void LeaveRule(string ruleName, int ruleIndex);

```



```

#region Rules
<rules; separator="\n">
#endregion Rules

<if(grammar.delegatedRules)>
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
#region Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
  <ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <return Type(ruleDescriptor)>
  <ruleDescriptor.name; format="id"><ruleDescriptor.parameterScope:parameterScope(>><!throws
  RecognitionException !>{ <if(ruleDescriptor.hasReturnValue)>return
  <endif><ruleDescriptor.grammar.delegateName(>>.<ruleDescriptor.name;
  format="id"><ruleDescriptor.parameterScope><ruleDescriptor.parameterScope.attributes:{a|<a.name;
  format="id">}; separator=", "><endif>); \}}; separator="\n">
#endregion Delegated rules
<endif>

<insertSynpreds(synpreds)>

<if(cyclicDFAs)>
#region DFA
<cyclicDFAs:{ dfa | private
  DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">

protected override void InitDFAs()
{
  base.InitDFAs();
  <cyclicDFAs:{ dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs)>,
  SpecialStateTransition<dfa.decisionNumber><endif> );}; separator="\n">
}

<cyclicDFAs:cyclicDFA(>><! dump tables for all DFA !>
#endregion DFA
<endif>

<if(bitsets)>
#region Follow sets
private static class Follow
{
  <bitsets:{it|<bitset(name={_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>}; separator="\n">
}
#endregion Follow sets
<endif>
}
>>

```

```

@genericParser.members() ::= <<
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName><(<inputStreamType>
input<grammar.delegators:{ g|, <g.recognizerName> <g.delegateName()>}>>
: this(input, new RecognizerSharedState()<grammar.delegators:{ g|, <g.delegateName()>}>))
{
}
<actions.(actionScope).ctorModifier; null="public">
<grammar.recognizerName><(<inputStreamType> input, RecognizerSharedState state<grammar.delegators:{ g|,
<g.recognizerName> <g.delegateName()>}>))
: base(input, state)
{
<if(grammar.directDelegates)>
<grammar.directDelegates:
{ g|<g.delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{ p|, <p.delegateName()>}>,
this);}; separator="\n">
<endif>
<if(grammar.indirectDelegates)>
<grammar.indirectDelegates:{ g | <g.delegateName()> = <g.delegateName()>.<g.delegateName()>};
separator="\n">
<endif>
<if(grammar.delegators)>
<last(grammar.delegators):{ g|gParent = <g.delegateName()>};>
<endif>
<parserCtorBody()>
OnCreated();
}
>>

// imported grammars are 'public' (can't be internal because their return scope classes must be accessible)
parserModifier(grammar, actions) ::= <<
<if(grammar.grammarIsRoot)><actions.(actionScope).modifier; null="public"><else>public<endif>
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo
= new System.Collections.Generic.Dictionary<int, int>[<length(grammar.allImportedRules)>+1];<\n><! index
from 1..n !>
<endif>
<endif>
<grammar.delegators:
{ g|this.<g.delegateName()> = <g.delegateName()>}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
ASTLabelType="object",

```

```

superClass={ <if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Parser
<endif>}, labelType="IToken",
    members={ <actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="IToken", filterMode=false, ...)>
>>

```

```

/** How to generate a tree parser; same as parser except the input
 * stream is a different type.
 */
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
    numRules, bitsets, filterMode, labelType={ <ASTLabelType>}, ASTLabelType="object",
superClass={ <if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Tree.<
if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif><endif>},
    members={ <actions.treeparser.members>}) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

```

```

/** A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 * nor parameters etc..., just give simplest possible method. Don't do
 * any of the normal memoization stuff in here either; it's a waste.
 * As predicates cannot be inlined into the invoking rule, they need to
 * be in a rule by themselves.
 */
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<

```

```

partial void EnterRule_<ruleName>_fragment();
partial void LeaveRule_<ruleName>_fragment();

```

```

// $ANTLR start <ruleName>
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>)
{
    <ruleLabelDefs(...)>
    EnterRule_<ruleName>_fragment();
    EnterRule("<ruleName>_fragment",
    <ruleDescriptor.index>);
    TraceIn("<ruleName>_fragment", <ruleDescriptor.index>);
    try
    {
        <block>
    }
    finally
    {
        TraceOut("<ruleName>_fragment", <ruleDescriptor.index>);
        LeaveRule("<ruleName>_fragment", <ruleDescriptor.index>);
        LeaveRule_<ruleName>_fragment();
    }
}

```

```

}
}
// $ANTLR end <ruleName>
>>

insertLexerSynpreds(synpreds) ::= <<
<insertSynpreds(synpreds)>
>>

insertSynpreds(synpreds) ::= <<
<if(synpreds)>
#region Synpreds
private bool EvaluatePredicate(System.Action fragment)
{
    bool success = false;
    state.backtracking++;
    <@start()>
    try { DebugBeginBacktrack(state.backtracking);
    int start = input.Mark();
    try
    {
        fragment();
    }
    catch ( RecognitionException re )
    {
        System.Console.Error.WriteLine("impossible: "+re);
    }
    success = !state.failed;
    input.Rewind(start);
    } finally { DebugEndBacktrack(state.backtracking, success); }
    <@stop()>
    state.backtracking--;
    state.failed=false;
    return
    success;
}
#endregion Synpreds
<endif>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if (state.backtracking > 0 && AlreadyParsedRule(input, <ruleDescriptor.index>)) { <returnFromRule()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<

```

```

<if(backtracking)>if (state.failed) <returnFromRule()><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true; <returnFromRule()>}<endif>
>>

ruleWrapperMap ::= [
  "bottomup":{<ruleWrapperBottomup()>},
  "topdown":{<ruleWrapperTopdown()>},
  default:""
]

ruleWrapperBottomup() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Bottomup() { <if(buildAST)>return
<endif>bottomup(); }
<endif>
>>

ruleWrapperTopdown() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif>
  Topdown() { <if(buildAST)>return <endif>topdown(); }
<endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(ruleDescriptor.returnScope)>
partial void EnterRule_<ruleName>();
partial void LeaveRule_<ruleName>();
<ruleWrapperMap.(ruleName)>
// $ANTLR start "<ruleName>"
// <fileName>:<description>
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)> <ruleName;
format="id">(<ruleDescriptor.parameterScope:parameterScope()>)
{
  EnterRule_<ruleName>();
  EnterRule("<ruleName>", <ruleDescriptor.index>);
  TraceIn("<ruleName>", <ruleDescriptor.index>);
  <ruleScopeSetUp()>
  <ruleDeclarations()>

```

```

<ruleLabelDefs(...)>
<ruleDescriptor.actions.init>
try { DebugEnterRule(GrammarFileName, "<ruleName>");
DebugLocation(<ruleDescriptor.tree.line>,
<ruleDescriptor.EORNode.charPositionInLine>);
<@preamble()>
try
{
<ruleMemoization(name=ruleName)>
<block>
<ruleCleanUp()>
<(ruleDescriptor.actions.after):execAction()>
}
<if(exceptions)>
<exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
<actions.(actionScope).rulecatch>
<else>
catch (RecognitionException re)
{
ReportError(re);
Recover(input,re);
<@setErrorReturnValue()>
}
<endif>
<endif>
<endif>
finally
{
TraceOut("<ruleName>", <ruleDescriptor.index>);
LeaveRule("<ruleName>", <ruleDescriptor.index>);
LeaveRule_<ruleName>();
<memoize()>
<ruleScopeCleanUp()>
<finally>
}
DebugLocation(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);
} finally { DebugExitRule(GrammarFileName, "<ruleName>"); }
<@postamble()>
<returnFromRule()><\n>
}
// $ANTLR end "<ruleName>"
>>

// imported grammars need to have internal

```

```

rules
ruleModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>internal<endif>
>>

// imported grammars need to have public return scopes
returnScopeModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>public<endif>
>>

catch(decl,action) ::= <<
catch (<e.decl>)
{
<e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new
<returnType(ruleDescriptor)>( <if(ruleDescriptor.returnScope.attributes)>this<endif>);
retval.Start = (<labelType>)input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes: { a |
<a.type> <a.name; format="id"> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_startIndex = input.Index;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes: { it|<it>_stack.Push(new
<it>_scope(this));<it>_scopeInit(<it>_stack.Peek());}; separator="\n">
<ruleDescriptor.ruleScope: { it|<it.name>_stack.Push(new
<it.name>_scope(this));<it.name>_scopeInit(<it.name>_stack.Peek());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes: { it|<it>_scopeAfter(<it>_stack.Peek());<it>_stack.Pop();}; separator="\n">
<ruleDescriptor.ruleScope: { it|<it.name>_scopeAfter(<it.name>_stack.Peek());<it.name>_stack.Pop();};
separator="\n">
>>

ruleLabelDefs(ruleDescriptor, labelType, ASTLabelType, rewriteElementType) ::= <<

```

```

<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
: {it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<ruleDescriptor.tokenListLabels
: {it|List\<<labelType>> list_<it.label.text> = null;}; separator="\n"
>
<[ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
: {it|List\<<ASTLabelType>> list_<it.label.text>
= null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:ruleLabelDef(); separator="\n">
>>

```

```

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<[ruleDescriptor.charListLabels,
ruleDescriptor.charLabels]
: {it|int <it.label.text> = 0;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels]
: {it|List\<<labelType>> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.charListLabels: {it|List\<int> list_<it.label.text> = null;}; separator="\n"
>
>>

```

```

returnFromRule() ::= <%
return
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<! This comment is a hack to make sure the following
single space appears in the output. !> <ruleDescriptor.singleValueReturnName>
<else>
<!!>
retval
<endif>
<endif>
<endif>
<endif>
;
%>

```



```

ruleCleanup() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.Stop = (<labelType>)input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (state.backtracking > 0) { Memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_startIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<

partial void EnterRule_<ruleName>();
partial void LeaveRule_<ruleName>();

// $ANTLR start "<ruleName>"
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(>))
{
EnterRule_<ruleName>();
EnterRule("<ruleName>", <ruleDescriptor.index>);
TraceIn("<ruleName>", <ruleDescriptor.index>);
<ruleScopeSetUp(>
<ruleDeclarations(>
try
{
<if(nakedBlock)>
<ruleMemoization(name=ruleName)>
<lexerRuleLabelDefs(>
<ruleDescriptor.actions.init>
<block>
<else>
int
_type = <ruleName>;
int _channel = DefaultTokenChannel;
<ruleMemoization(name=ruleName)>
<lexerRuleLabelDefs(>

```

```

<ruleDescriptor.actions.init>
<block>
<ruleCleanUp()>
state.type = _type;
state.channel = _channel;
<(ruleDescriptor.actions.after):execAction()>
<endif>
}
finally
{
TraceOut("<ruleName>", <ruleDescriptor.index>);
LeaveRule("<ruleName>", <ruleDescriptor.index>);
LeaveRule_<ruleName>();
<ruleScopeCleanUp()>
<memoize()>
}
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<

public override void mTokens()
{
<block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
//
<fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterSubRule(<decisionNumber>);
try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred>!>);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>)
{

```

```

<alts:{a|<altSwitchCase(i,a)>}>
}
} finally { DebugExitSubRule(<decisionNumber>); }
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred!>);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description)
::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
DebugEnterAlt(1);
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>

```

```

<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
int alt<decisionNumber>=<maxAlt>;
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred!>);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
default:
if (cnt<decisionNumber> >= 1)
goto loop<decisionNumber>;

<ruleBacktrackFailure()>
EarlyExitException
eee<decisionNumber> = new EarlyExitException( <decisionNumber>, input );
DebugRecognitionException(eee<decisionNumber>);
<@earlyExitException()>
throw eee<decisionNumber>;
}
cnt<decisionNumber>++;
}
loop<decisionNumber>:
;

} finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

```

positiveClosureBlockSingleAlt ::= positiveClosureBlock

*/** A (..)* block with 1 or more alternatives */*

closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=

```

<<
// <fileName>:<description>
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
int alt<decisionNumber>=<maxAlt>;
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, false<!<decision.dfa.hasSynPred!>);
<decision>

```

```

} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch ( alt<decisionNumber> )
{
<alts:{a|<altSwitchCase(i,a)>}>
default:
goto loop<decisionNumber>;
}
}

loop<decisionNumber>:
;

}
finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
 * so we can just use the normal block template
 */
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
 * number. A DFA predicts the alternative and then a simple switch
 * does the jump to the code that actually matches that alternative.
 */
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
<@prealt()>
DebugEnterAlt(<altNum>);
<alt>
break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}

```

```

>>

/** What to emit when there is no rewrite. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel,
treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(it) ::= <%
<@prematch(>
DebugLocation(<it.line>, <it.pos>);<\n>
<it.el><\n>
%>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={ }) ::= <<
<if(label)><label>=(<labelType>)<endif>Match(input,<token>,Follow._<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure(>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={ }) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

listLabel(label,elem) ::= <<
#error The listLabel template should not be used with this target.<\n>
>>

listLabelElem(label,elem,elemType) ::= <<
if (list_<label>==null) list_<label>=new List<<elemType; null={<labelType>}>>();
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
Match(<char>); <checkRuleBacktrackFailure(>
>>

/**

```

```

match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={ }) ::= <<
<if(label)>
<matchSetLabel()>
<endif>
if (<s>)
{
input.Consume();
<postmatchCode>
<if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
}
else
{
<ruleBacktrackFailure()>
MismatchedSetException mse = new MismatchedSetException(null,input);
DebugRecognitionException(mse);
<@mismatchedSetException()>
<if(LEXER)>
Recover(mse);
throw mse;
<else>
throw mse;
<! use following code to make it recover inline; remove throw mse;
recoverFromMismatchedSet(input,mse,Follow._set_in_<ruleName><elementIndex>);
!>
<endif>
}<\n>
>>

matchSetUnchecked(s,label,elementIndex,postmatchCode=false) ::= <%
<if(label)>
<matchSetLabel()><\n>
<endif>
input.Consume();<\n>
<if(postmatchCode)>
<postmatchCode><\n>
<endif>
<if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
%>

```

```

matchSetLabel()
 ::= <%
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=(<labelType>)input.LT(1);
<endif>
%>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <%
<if(label)>
int <label>Start = CharIndex;<\n>
Match(<string>); <checkRuleBacktrackFailure()><\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start, CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
%>

wildcard(token,label,elementIndex,terminalOptions={ })
 ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={ }) ::= <<
<wildcard(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);<\n>

```



```

<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
 * and a return value or values. The 'rule' argument was the
 * target rule name, but now is type Rule, whose toString is
 * same: the rule name. Now though you can access full rule
 * descriptor stuff.
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(Follow._<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope.delegateName()>.<endif><rule.name>;
format="id"><args; separator=" ">;
PopFollow();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem=label,elemType={<ASTLabelType>},...)>
>>

/** A lexer rule reference.
 *
 * The 'rule' argument was the target rule name, but now
 * is type Rule, whose toString is same: the rule name.
 * Now though you can access full rule descriptor stuff.
 */
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<if(scope)><scope.delegateName()>.<endif>m<rule.name><args; separator=" ">;
<checkRuleBacktrackFailure()><\n>
<label> = new <labelType>(input, TokenType.Invalid, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line
= <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>

```

```

<if(scope)><scope:delegateName().<endif>m<rule.name>(<args; separator=",">);
<checkRuleBacktrackFailure()>
<endif>
%>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
Match(EOF); <checkRuleBacktrackFailure()><\n>
<labelType> <label> = new <labelType>(input, EOF, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
%>

// used for left-recursive
rules
recRuleDefArg()          ::= "int <recRuleArg()>"
recRuleArg()            ::= "_p"
recRuleAltPredicate(ruleName,opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction() ::= "root_0=$<ruleName>_primary.tree;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down)
{
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>

```

```

<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
 * also hoisted into a prediction expression).
 */
validateSemanticPredicate(pred,description)
::= <<
if (!(<evalPredicate(...)>))
{
<ruleBacktrackFailure()>
throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d D F A (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
else
{
<if(eotPredictsAlt)>
alt<decisionNumber> = <eotPredictsAlt>;
<else>
<ruleBacktrackFailure()>
NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
DebugRecognitionException(nvae);
<@noViableAltException()>
throw nvae;
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

```

```

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a'* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber> = <eotPredictsAlt>;<! if no edges, don't gen ELSE !>
<else>
else
{
alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

```

```

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

```

```

/** A simple edge with an expression. If the expression is satisfied,
 * enter
 * to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.
 */

```

```

dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>)
{
<targetState>
}
>>

```

```

// F i x e d D F A (switch case)

```

```

/** A DFA state where a SWITCH may be generated. The code generator
 * decides if this is possible: CodeGenerator.canGenerateSwitch().
 */

```

```

dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
alt<decisionNumber>=<eotPredictsAlt>;

```

```

break;<\n>
<else>
{
  <ruleBacktrackFailure()>
  NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
  DebugRecognitionException(nvae);
  <@noViableAltException()>
  throw nvae;
}
<endif>
}<\n>
>>

```

```

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges;
separator="\n">
}<\n>
>>

```

```

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
alt<decisionNumber>=<eotPredictsAlt>;
break;<\n>
<endif>
}<\n>
>>

```

```

dfaEdgeSwitch(labels, targetState) ::= <<
<labels: {it|case <it>:}; separator="\n">
{
<targetState>
}
break;
>>

```

// C y c l i c D F A

```

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */

```

```

dfaDecision(decisionNumber,description) ::= <<
try
{
alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
}
catch (NoViableAltException nvae)
{
DebugRecognitionException(nvae);
throw;
}
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated
strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach. See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
private class DFA<dfa.decisionNumber> : DFA
{
private const string DFA<dfa.decisionNumber>_eotS =
"<dfa.javaCompressedEOT; wrap=\"\\n\\t\\t\">";
private const string DFA<dfa.decisionNumber>_eofS =
"<dfa.javaCompressedEOF; wrap=\"\\n\\t\\t\">";
private const string DFA<dfa.decisionNumber>_minS =
"<dfa.javaCompressedMin; wrap=\"\\n\\t\\t\">";
private const string DFA<dfa.decisionNumber>_maxS =
"<dfa.javaCompressedMax; wrap=\"\\n\\t\\t\">";
private const string DFA<dfa.decisionNumber>_acceptS =
"<dfa.javaCompressedAccept; wrap=\"\\n\\t\\t\">";
private const string DFA<dfa.decisionNumber>_specialS =
"<dfa.javaCompressedSpecial; wrap=\"\\n\\t\\t\">>";
private static readonly string[] DFA<dfa.decisionNumber>_transitionS
=
{
<dfa.javaCompressedTransition:{s|\"<s; wrap=\"\\n\\t\\t\">}; separator=\",\\n\">
};

private static readonly short[] DFA<dfa.decisionNumber>_eot =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
private static readonly short[] DFA<dfa.decisionNumber>_eof =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
private static readonly char[] DFA<dfa.decisionNumber>_min =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);

```

```

private static readonly char[] DFA<dfa.decisionNumber>_max =
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
private static readonly short[] DFA<dfa.decisionNumber>_accept =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
private static readonly short[] DFA<dfa.decisionNumber>_special =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
private static readonly short[][] DFA<dfa.decisionNumber>_transition;

static DFA<dfa.decisionNumber>()
{
    int numStates = DFA<dfa.decisionNumber>_transitionS.Length;
    DFA<dfa.decisionNumber>_transition
= new short[numStates][];
    for ( int i=0; i < numStates; i++ )
    {
        DFA<dfa.decisionNumber>_transition[i] =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
    }
}

public DFA<dfa.decisionNumber>( BaseRecognizer recognizer<if(dfa.specialStateSTs)>,
SpecialStateTransitionHandler specialStateTransition<endif> )
<if(dfa.specialStateSTs)>
    : base(specialStateTransition)
<endif>
{
    this.recognizer = recognizer;
    this.decisionNumber = <dfa.decisionNumber>;
    this.eot = DFA<dfa.decisionNumber>_eot;
    this.eof = DFA<dfa.decisionNumber>_eof;
    this.min = DFA<dfa.decisionNumber>_min;
    this.max = DFA<dfa.decisionNumber>_max;
    this.accept = DFA<dfa.decisionNumber>_accept;
    this.special = DFA<dfa.decisionNumber>_special;
    this.transition = DFA<dfa.decisionNumber>_transition;
}

public override string Description { get { return "<dfa.description>"; } }

public override void Error(NoViableAltException nvae)
{
    DebugRecognitionException(nvae);
}
}<\n>
<if(dfa.specialStateSTs)>
private
int SpecialStateTransition<dfa.decisionNumber>(DFA dfa, int s, IIntStream _input)<! throws
NoViableAltException!>

```

```

{
<if(LEXER)>
  IIntStream input = _input;
<endif>
<if(PARSER)>
  ITokenStream input = (ITokenStream)_input;
<endif>
<if(TREE_PARSER)>
  ITreeNodeStream input = (ITreeNodeStream)_input;
<endif>
  int _s = s;
  s = -1;
  <! pull these outside the switch cases to save space on locals !>
  int LA<dfa.decisionNumber>_1 = input.LA(1);
  int index<dfa.decisionNumber>_1 = input.Index;
  switch (_s)
  {
  <dfa.specialStateSTs: {state |case <i0>:<! compressed special state numbers 0..n-1 !>
  <state>}; separator="\n">

  default:
    break;
  }

  if (s >= 0)
    return s;

  <if(backtracking)>
  if (state.backtracking > 0) {state.failed=true; return -1;}
  <endif>
  NoViableAltException nvae = new NoViableAltException(dfa.Description, <dfa.decisionNumber>, _s, input);
  dfa.Error(nvae);
  throw nvae;
  }
  <endif>
  >>

  /** A state in a cyclic
  DFA; it's a special state and part of a big switch on
  * state.
  */
  cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
  {
  <if(semPredState)>
  <! get next lookahead symbol to test edges, then rewind !>
  input.Rewind();
  <endif>
  <edges; separator="\nelse ">

```



```

<if(semPredState)>
  <! return input cursor to state before we rewound !>
  input.Seek(index<decisionNumber>_1);
<endif>
  break;
}
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ((<labelExpr><if(predicates)> && (<predicates><endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>

// D F A E X P R E S S I O N S

andPredicates(left,right) ::= "<left>&&<right>"

orPredicates(operands)
::= "<operands; separator=\"||\">"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description) ::= "EvaluatePredicate(<pred>_fragment)"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<k>===<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<k><ge()><lower> && LA<decisionNumber>_<k><le()><upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::=

```

```
"(input.LA(<k><ge()<lower> && input.LA(<k><le()<upper>)"
```

```
le() ::= "\<="
```

```
ge() ::= ">="
```

```
setTest(ranges) ::= <<  
<ranges; separator="||">  
>>
```

```
// A T T R I B U T E S
```

```
attributeScope(scope) ::= <<
```

```
<if(scope)>
```

```
<if(scope.attributes)>
```

```
protected sealed partial class
```

```
<scope.name>_scope
```

```
{
```

```
<scope.attributes: { it|public <it.decl>; }; separator="\n">
```

```
public <scope.name>_scope(<grammar.recognizerName> grammar) { OnCreated(grammar); }
```

```
partial void OnCreated(<grammar.recognizerName> grammar);
```

```
}
```

```
<if(scope.actions.scopeinit)>
```

```
protected void <scope.name>_scopeInit( <scope.name>_scope scope )
```

```
{
```

```
<scope.actions.scopeinit>
```

```
}
```

```
<else>
```

```
partial void <scope.name>_scopeInit( <scope.name>_scope scope );
```

```
<endif>
```

```
<if(scope.actions.scopeafter)>
```

```
protected void <scope.name>_scopeAfter( <scope.name>_scope scope )
```

```
{
```

```
<scope.actions.scopeafter>
```

```
}
```

```
<else>
```

```
partial void <scope.name>_scopeAfter( <scope.name>_scope scope );
```

```
<endif>
```

```
protected readonly ListStack<<scope.name>_scope> <scope.name>_stack = new
```

```
ListStack<<scope.name>_scope>();
```

```
<endif>
```

```
<endif>
```

```
>>
```

```
globalAttributeScope(scope) ::= <<
```

```
<attributeScope(...)>
```

```
>>
```

```

ruleAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

returnStructName(it) ::= "<it.name>_return"

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.returnScope.attributes
&& ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasMultipleReturnValues)>
<ruleReturnBaseType()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
%>

/** Generate the C# type associated with a single or multiple return
* values.
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<ruleReturnBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
%>

delegateName(it) ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/
initValue(typeName) ::= <<
default(<typeName>)
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(label.referencedRule)> <label.label.text>
= <initValue(ruleLabelType(label.referencedRule))>;
%>

```

```

/** Define a return struct for a rule if the code needs to access its
 * start/stop tokens, tree stuff, attributes, ... Leave a hole for
 * subgroups to stick in members.
 */
returnScope(scope) ::= <<
<if(scope.attributes && ruleDescriptor.hasMultipleReturnValues)>
<returnScopeModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> sealed partial class
<ruleDescriptor:returnStructName()> : <ruleReturnBaseType()><@ruleReturnInterfaces()>
{
  <scope.attributes:{it|public <it.decl>;}; separator="\n">
  <@ruleReturnMembers()>
}
<endif>
>>

ruleReturnBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<labelType>>
%>

@returnScope.ruleReturnMembers() ::= <<
public <ruleDescriptor:returnStructName()>(<grammar.recognizerName> grammar) { OnCreated(grammar);}
partial void OnCreated(<grammar.recognizerName> grammar);
>>

parameterScope(scope) ::= <<
<scope.attributes:{it|<it.decl>;}; separator=" ">
>>

parameterAttributeRef(attr)
::= <<
<attr.name; format="id">
>>

parameterSetAttributeRef(attr,expr) ::= <<
<attr.name; format="id"> =<expr>;
>>

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id">
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id">
<else>
<scope>_stack.Peek().<attr.name; format="id">
<endif>
<endif>
<endif>

```

```

%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id"> = <expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id"> = <expr>;
<else>
<scope>_stack.Peek().<attr.name; format="id"> = <expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like {$function.Count>0 && $function::name.Equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/**
reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?(<return Type(referencedRule)><scope>).<attr.name; format="id">:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id">
<else>
<attr.name; format="id">
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id"> =<expr>;
<else>
<attr.name; format="id"> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

```

```

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>!=null?<scope>.Text.default(string)"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>!=null?<scope>.Type:0"
tokenLabelPropertyRef_line(scope,attr)
::= "<scope>!=null?<scope>.Line:0"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>!=null?<scope>.CharPositionInLine:0"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>!=null?<scope>.Channel:0"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>!=null?<scope>.TokenIndex:0"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "<scope>!=null?int.Parse(<scope>.Text):0"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>!=null?((<labelType>)<scope>.Start):default(<labelType>)"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>!=null?((<labelType>)<scope>.Stop):default(<labelType>)"
ruleLabelPropertyRef_tree(scope,attr) ::=
"<scope>!=null?((<ASTLabelType>)<scope>.Tree):default(<ASTLabelType>)"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.TokenStream.ToString(
input.TreeAdaptor.GetTokenStartIndex(<scope>.Start),
input.TreeAdaptor.GetTokenStopIndex(<scope>.Start))):default(string))
<else>
(<scope>!=null?input.ToString(<scope>.Start,<scope>.Stop):default(string))
<endif>
%>

ruleLabelPropertyRef_st(scope,attr)
::= "<scope>!=null?<scope>.Template:null"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
"<scope>!=null?<scope>.Type:0"

lexerRuleLabelPropertyRef_line(scope,attr) ::=
"<scope>!=null?<scope>.Line:0"

lexerRuleLabelPropertyRef_pos(scope,attr) ::=
"<scope>!=null?<scope>.CharPositionInLine:-1"

lexerRuleLabelPropertyRef_channel(scope,attr) ::=
"<scope>!=null?<scope>.Channel:0"

```

```

lexerRuleLabelPropertyRef_index(scope,attr) ::=
    "<scope>!=null?<scope>.TokenIndex:0)"

lexerRuleLabelPropertyRef_text(scope,attr) ::=
    "<scope>!=null?<scope>.Text:default(string))"

lexerRuleLabelPropertyRef_int(scope,attr) ::=
    "<scope>!=null?int.Parse(<scope>.Text):0)"

// Somebody may ref
$template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.Start"
rulePropertyRef_stop(scope,attr) ::= "retval.Stop"
rulePropertyRef_tree(scope,attr) ::= "retval.Tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.TokenStream.ToString(
    input.TreeAdaptor.GetTokenStartIndex(retval.Start),
    input.TreeAdaptor.GetTokenStopIndex(retval.Start))
<else>
input.ToString(retval.Start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr) ::= "retval.Template"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr)
    ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.Tree = <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.Template =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if (<actions.(actionScope).synpredgate><\n>
{<\n>
<@indentedAction()><\n>

```

```

}
<else>
<action>
<endif>
%>

@execAction.indentedAction() ::= <<
  <action>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
public static readonly BitSet <name> = new BitSet(new ulong[] { <words64: {it|<it>UL}; separator=", "> });
>>

codeFileExtension() ::= ".cs"

true_value() ::= "true"
false_value() ::= "false"

Found in path(s):
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/CSharp3/CSharp3.stg
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```

```
*/
```

```
/** Template subgroup to add template rewrite output
```

```
* If debugging, then you'll also get STDbg.stg loaded.
```

```
*/
```

```
@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.StringTemplate;
using Antlr.StringTemplate.Language;
<if(!backtracking)>
using Hashtable = System.Collections.Hashtable;
<endif>
```

```
>>
```

```
/** Add this
```

```
to each rule's return value struct */
```

```
@returnScope.ruleReturnMembers() ::= <<
private StringTemplate _st;
public StringTemplate Template { get { return _st; } set { _st = value; } }
public override string ToString() { return (Template==null) ? string.Empty : Template.ToString(); }
>>
```

```
@genericParser.members() ::= <<
```

```
<@super.members()>
```

```
protected StringTemplateGroup templateLib = new StringTemplateGroup("<name>Templates",
typeof(AngleBracketTemplateLexer) );
```

```
public StringTemplateGroup TemplateLib
{
    get { return this.templateLib; }
    set { this.templateLib = value; }
}
```

```
/// \<summary> Allows convenient multi-value initialization:
```

```
/// "new STAttrMap().Add(...).Add(...)"
```

```
/// \</summary>
```

```

protected class STAttrMap : Hashtable
{
public STAttrMap Add(string attrName, object value)
{
    base.Add(attrName, value);
    return this;
}
public STAttrMap Add(string attrName, int value)
{
    base.Add(attrName, value);
    return this;
}
}
>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope)
::= <<
<ruleRef(...)>
<listLabel(elem=label+".Template",...)>
>>

rewriteTemplate(alts) ::= <<

// TEMPLATE REWRITE
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> )
{
    <alts:rewriteTemplateAlt(); separator="else ">
    <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
>>

replaceTextInLine() ::= <<
<if(TREE_PARSER)>
((TokenRewriteStream)input.TokenStream).Replace(
    input.TreeAdaptor.GetTokenStartIndex(retval.Start),
    input.TreeAdaptor.GetTokenStopIndex(retval.Start),
    retval.Template);
<else>
((TokenRewriteStream)input).Replace(
    ((IToken)retval.Start).TokenIndex,
    input.LT(-1).TokenIndex,
    retval.Template);

```

```

<endif>
>>

rewriteTemplateAlt() ::= <<
// <it.description>
<if(it.pred)>
if (<it.pred>) {
    retval.Template = <it.alt>;
}<\n>
<else>
{
    retval.Template = <it.alt>;
}<\n>
<endif>
>>

rewriteEmptyTemplate(alts)
::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs.
 * Set the value of the rule's template *after* having set
 * the attributes because the rule's template might be used as
 * an attribute to build a bigger template; you get a self-embedded
 * template.
 */
rewriteExternalTemplate(name,args) ::= <<
templateLib.GetInstanceOf("<name>"<if(args)>,
    new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
<endif>)
>>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <<
templateLib.GetInstanceOf(<expr><if(args)>,
    new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
<endif>)
>>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <<
new StringTemplate(templateLib, "<template>"<if(args)>,
    new STAttrMap()<args:{a | .Add("<a.name>", <a.value>)}>
<endif>)
>>

/** plain -> {foo} action */

```

```

rewriteAction(action) ::= <<
<action>
>>

/**
  An action has %st.attrName=expr; or % {st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>).SetAttribute("<attrName>",<expr>);
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
new StringTemplate(templateLib,<stringExpr>)
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/ST.stg
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```

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```

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*/

/** Templates for building ASTs during tree parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* Each combination has its own template except that label/no label

* is combined into tokenRef, ruleRef, ...

*/

/** Add a variable to track last element matched */

ruleDeclarations() ::= <<

<super.ruleDeclarations()>

<if(!ruleDescriptor.isSynPred)>

<ASTLabelType> _first_0 = default(<ASTLabelType>);

<ASTLabelType> _last = default(<ASTLabelType>);

<endif>

>>

/** What to emit when there is no rewrite rule. For auto build

* mode, does nothing.

*/

noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<

<if(!ruleDescriptor.isSynPred)>

<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>

<if(rewriteMode)>

retval.Tree = (<ASTLabelType>)_first_0;

if (adaptor.GetParent(retval.Tree)!=null && adaptor.IsNil(adaptor.GetParent(retval.Tree)))

retval.Tree = (<ASTLabelType>)adaptor.GetParent(retval.Tree);

<endif>

<if(backtracking)>}<endif>

<endif>

>>

/** match ^(root children) in tree parser; override here to

* add tree construction actions.

*/

tree(root, actionsAfterRoot, children, nullableChildList,

enclosingTreeLevel, treeLevel)

::= <<

<if(!ruleDescriptor.isSynPred)>

_last = (<ASTLabelType>)input.LT(1);

{

```

<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = default(<ASTLabelType>);
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(root.el.rule)>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>.Tree;
<else>
if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenTypes.Down) {
    Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
    <children:element()>
    Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<enclosingTreeLevel>,
    root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}
<else>
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
 * setting of _last
 */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>

```

```

<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
  _last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
format="string"><endif>);
<endif><<n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
  _last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>

```

```

<if(terminalOptions.node)>
<label>_tree
= new
<terminalOptions.node>( <if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if
(<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.DupTree(<label>);
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

```



```
// SET AST
```

```
matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node><(if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>
```

```
matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>
```

```
matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>
```

```
matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(!ruleDescriptor.isSynPred)>
```

```

<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>, <label>.Tree);
<else> <! rewrite mode !>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>.Tree;
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/** x+=rule auto construct
*/
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>

```

```

<super.ruleRefAndListLabel(...)>
<endif>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},...)>
<else>
<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last
= (<ASTLabelType>)input.LT(1);
<super.ruleRefTrack(...)>
<else>
<super.ruleRefTrack(...)>
<endif>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>
<else>
<super.ruleRefTrackAndListLabel(...)>
<endif>
>>

```

```

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrack(...)>
<else>
<super.ruleRefRuleRootTrack(...)>
<endif>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
<else>
<super.ruleRefRuleRootTrackAndListLabel(...)>
<endif>
>>

/** Streams for token refs are tree nodes now;
    override to
    * change NextToken to NextNode.
    */
createRewriteNodeFromElement(token,terminalOptions,args) ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node><if(terminalOptions.type)><terminalOptions.type><endif>stream_<token>.NextNode()
<else>
stream_<token>.NextNode()
<endif>
%>

ruleCleanup() ::= <<
<super.ruleCleanup()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/CSharp2/ASTTreeParser.stg

```

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/*

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*/

group AST;

```
@outputFile.imports() ::= <<
```

```
<@super.imports()><if(!TREE_PARSER)><! tree parser would already have imported !>
```

```
Antlr.Runtime.Tree,<n><endif>
```

```
>>
```

```
@genericParser.members() ::= <<
```

```
<@super.members()>
```

```
<parserMembers()>
```

```
>>
```

```
@genericParser.membersConstructor() ::= <<
```

```
<@super.membersConstructor()>
```

```
<parserMembersConstructor()>
```

```

>>

@genericParser.membersImplementation()
::= <<
<@super.membersImplementation()>
<parserMembersImplementation()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
strict protected
  FAdaptor: ITreeAdaptor;
  procedure SetAdaptor(const Value: ITreeAdaptor);
  property Adaptor: ITreeAdaptor read FAdaptor;
public
  property TreeAdaptor: ITreeAdaptor read FAdaptor write SetAdaptor;

>>

parserMembersConstructor() ::= <<
FAdaptor := TCommonTreeAdaptor.Create;
>>

parserMembersImplementation() ::= <<
procedure T<grammar.recognizerName>.SetAdaptor(const Value: ITreeAdaptor);
begin
  FAdaptor := Value;
  <grammar.directDelegates: {g|<g:delegateName>.TreeAdaptor := FAdaptor;}>
end;
>>

@returnScope.ruleReturnMembers() ::= <<
function T<grammar.recognizerName>.T<ruleDescriptor:returnStructName()>.GetTree: IANTLRInterface;
begin
  Result := FTree;
end;

procedure T<grammar.recognizerName>.T<ruleDescriptor:returnStructName()>.SetTree(const Value:
IANTLRInterface);
begin
  FTree := Value
  as I<ASTLabelType>;
end;
>>

@returnScopeDeclaration.ruleReturnMembers() ::= <<
strict private
  FTree: I<ASTLabelType>;

```

```

protected
{ IRuleReturnScope }
function GetTree: IANTLRInterface; override;
procedure SetTree(const Value: IANTLRInterface); override;
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
Root[0] := nil;<\n>
>>

ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
Root: array [0..63] of I<ASTLabelType>;
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels: {<it.label.text>_tree := nil;}; separator="\n">
<ruleDescriptor.tokenListLabels: {<it.label.text>_tree := nil;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites: {Locals['Stream_<it>'] :=
TRewriteRule<rewriteElementType>Stream.Create(Adaptor,'token <it>');}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites: {Locals['Stream_<it>'] :=
TRewriteRuleSubtreeStream.Create(Adaptor,'rule <it>');}; separator="\n">
>>

ruleLabelDefVars()
::= <<
<super.ruleLabelDefVars()>
<ruleDescriptor.tokenLabels: {<it.label.text>_tree: I<ASTLabelType>;}; separator="\n">
<ruleDescriptor.tokenListLabels: {<it.label.text>_tree: I<ASTLabelType>;}; separator="\n">
>>
/** When doing auto AST construction, we must define some variables;
 * These should be turned off if doing rewrites. This must be a "mode"
 * as a rule could have both rewrite and AST within the same alternative
 * block.
 */
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
Root[0] := Adaptor.GetNilNode as I<ASTLabelType>;
<endif>
<endif>
<endif>
>>

```

// Tracking Rule Elements

/** ID and track it for use in a rewrite rule */

```
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<token>'] as
IRewriteRuleElementStream).Add(<label>);<\n>
>>
```

/** ids+=ID and track

it for use in a rewrite rule; adds to ids *and*

* to the tracking list stream_ID for use in the rewrite.

*/

```
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>
```

/** ^(ID ...) track for rewrite */

```
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<token>'] as
IRewriteRuleElementStream).Add(<label>);<\n>
>>
```

/** Match ^(label+=TOKEN ...) track for rewrite */

```
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>
```

wildcardTrack(label,elementIndex) ::= <<

<super.wildcard(...)>

>>

/** rule when output=AST and tracking for rewrite */

```
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<rule.name>'] as
IRewriteRuleElementStream).Add(<label>.Tree);<\n>
>>
```

/**

x+=rule when output=AST and tracking for rewrite */

```
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
```

<ruleRefTrack(...)>

<listLabel(elem=label+".Tree",...)>

>>


```

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<rule>'] as
IRewriteRuleElementStream).Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label+".Tree",...)>
>>

// R e w r i t e

rewriteCode(
alts, description,
referencedElementsDeep, // ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,
referencedWildcardListLabels,
rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST
REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<prevRuleRootRef().Tree := Root[0];
<rewriteCodeLabels()>
Root[0] := Adaptor.GetNilNode as I<ASTLabelType>;
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef().Tree = (<ASTLabelType>)adaptor.rulePostProcessing(root[0]);
input.ReplaceChildren(adaptor.GetParent(retval.Start),

```

```

        adaptor.GetChildIndex(retval.Start),
        adaptor.GetChildIndex(_last),
        retval.Tree);
<endif>
<endif>
<! if parser or rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef(>.Tree
:= Root[0];<\n>
<endif>
<if(!rewriteMode)>
<prevRuleRootRef(>.Tree := Root[0];<\n>
<endif>
<if(backtracking)>
end;
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
: {Locals['Stream_<it>'] := TRewriteRule<rewriteElementType>Stream.Create(Adaptor, 'token <it>', <it>);};
separator="\n"
>
<referencedTokenListLabels
: {Locals['Stream_<it>'] := TRewriteRule<rewriteElementType>Stream.Create(Adaptor, 'token <it>', list_<it>);};
separator="\n"
>
<referencedRuleLabels:{
if Assigned(<it>) then
Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', <it>.Tree)
else
Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', nil);}; separator="\n">
<referencedRuleListLabels
: {Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor, 'token <it>', list_<it>);};
separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
* list rather shallow
like other blocks.
*/
rewriteOptionalBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<

```

```

(* <fileName>:<description> *)
if (<referencedElementsDeep:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator="
or ">) then
begin
  <alt>
end;
<referencedElementsDeep:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset;<\n>}>
>>

rewriteClosureBlock(
  alt,rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements,    // elements in immediately block; no nested blocks
  description) ::=
<<
(* <fileName>:<description> *)
while (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">) do
begin
  <alt>
end;
<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset();<\n>}>
>>

rewritePositiveClosureBlock(
  alt,rewriteBlockLevel,
  referencedElementsDeep,
  // all nested refs
  referencedElements,    // elements in immediately block; no nested blocks
  description) ::=
<<
if (not (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">)) then
  raise ERewriteEarlyExitException.Create("");

while (<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or
">) do
begin
  <alt>
end;
<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset();<\n>}>
>>

rewriteAlt(a) ::= <<
(* <a.description> *)
<if(a.pred)>
if (<a.pred>) then
begin

```

```

<a.alt>
end<\n>
<else>
begin
  <a.alt>
end;<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "Root[0] = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
(* <fileName>:<description> *)
begin
  Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>;
  <root:rewriteElement()>
  <children:rewriteElement()>
  Adaptor.AddChild(Root[<enclosingTreeLevel>],
  Root[<treeLevel>]);
end;<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as
IRewriteRuleElementStream).NextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<

```

```

Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as
IRewriteRuleElementStream).NextNode(), Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/**
Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(<ID ...>) or ^(<ID[args] ...>) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>, Root[<treeLevel>]) as
I<ASTLabelType>;<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>, Root[<treeLevel>]) as
I<ASTLabelType>;<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
Root[0] = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree? This
* let's us refer to $rule to mean previous value. I am reusing the
* variable 'tree' sitting in retval struct to hold the
* value of Root[0] right
* before I set it during rewrites. The assign will be to retval.Tree.
*/
prevRuleRootRef() ::= "RetVal"

rewriteRuleRef(rule) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<rule>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<rule>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

rewriteNodeAction(action) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <action>);<\n>
>>

```

```

rewriteNodeActionRoot(action) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<action>, Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
Adaptor.AddChild(Root[<treeLevel>],
(Locals['Stream_<label>'] as IRewriteRuleElementStream).NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
T<terminalOptions.node>.Create(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
Adaptor.CreateNode(<tokenType>, <args; separator=", "><if(!args)>'<tokenType>'<endif>) as I<ASTLabelType>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create((Locals['Stream_<token>']
as IRewriteRuleElementStream).NextToken<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
Adaptor.Create(<token>, <args; separator=", ">)
<else>
(Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode
<endif>
<endif>

```

>>

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Delphi/AST.stg
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*/

/** Template overrides to add debugging to normal C output;

* If ASTs are built, then you'll also get ASTDbg.stg loaded.

*/

```
@genericParser.members() ::= <<
```

```
<if(grammar.grammarIsRoot)>
```

```
const char *
```

```
ruleNames[] =
```

```
{
```

```
"invalidRule", <grammar.allImportedRules: {rST | "<rST.name>"}; wrap="\n ", separator=", ">
```

```
};<\n>
```

```
<endif>
```

```

<if(grammar.grammarIsRoot)> <! grammar imports other grammar(s) !>
static ANTLR3_UINT32
    ruleLevel = 0;
static ANTLR3_UINT32 getRuleLevel()
{
    return ruleLevel;
}
static void incRuleLevel()
{
    ruleLevel++;
}
static void decRuleLevel()
{
    ruleLevel--;
}
<else> <! imported grammar !>
static ANTLR3_UINT32
getRuleLevel()
{
    return <grammar.delegators:{g| <g:delegateName()>}>->getRuleLevel();
}
static void incRuleLevel()
{
    <grammar.delegators:{g| <g:delegateName()>}>->incRuleLevel();
}
static void
decRuleLevel()
{
    <grammar.delegators:{g| <g:delegateName()>}>.decRuleLevel();
}
<endif>
<if(profile)>
// Profiling not yet implemented for C target
//
<endif>
<if(grammar.grammarIsRoot)>
<ctorForPredefinedListener()>
<else>
<ctorForDelegateGrammar()>
<endif>

static ANTLR3_BOOLEAN
evalPredicate(p<name> ctx, ANTLR3_BOOLEAN result, const char * predicate)
{
    DBG->semanticPredicate(DBG, result, predicate);
    return result;
}<\n>
>>

```



```

@genericParser.debugStuff() ::= <<
<if(grammar.grammarIsRoot)>
<createListenerAndHandshake()>
<endif>
>>

ctorForProfilingRootGrammar() ::=
<<
>>

/** Basically we don't want to set any dbg listeners as root will have it. */
ctorForDelegateGrammar() ::= <<

>>

ctorForPredefinedListener() ::= <<

>>

createListenerAndHandshake() ::= <<
{
// DEBUG MODE code
//
pANTLR3_DEBUG_EVENT_LISTENER proxy;
proxy = antlr3DebugListenerNew();
proxy->grammarFileName = INPUT->tokenSource->strFactory->newStr8(INPUT->tokenSource->strFactory,
(pANTLR3_UINT8)ctx->getGrammarFileName());

<if(TREE_PARSER)>
proxy->adaptor = ADAPTOR;
<endif>
PARSER->setDebugListener(PARSER, proxy);

// Try to connect to the debugger (waits forever for a connection)
//
proxy->handshake(proxy);

// End DEBUG MODE code
//
}
>>

@rule.preamble() ::= <<
if ( getRuleLevel()==0 )
{
DBG->commence(DBG);

```

```

}
DBG->enterRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");
incRuleLevel();
DBG->location(DBG, <ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>);<\n>
>>

@rule.postamble() ::= <<
DBG->location(DBG, <ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.column>);<\n>
DBG->exitRule(DBG,
getGrammarFileName(), (const char *)"<ruleName>");
decRuleLevel();
if ( getRuleLevel()==0 )
{
DBG->terminate(DBG);
}
<\n>
>>

@checkRuleBacktrackFailure.debugClean() ::= <<
DBG->exitRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");
decRuleLevel();
>>

@synpred.start() ::= "DBG->beginBacktrack(DBG, BACKTRACKING);"

@synpred.stop() ::= "DBG->endBacktrack(DBG, BACKTRACKING, success);"

// Common debug event triggers used by region overrides below

enterSubRule() ::=
"DBG->enterSubRule(DBG, <decisionNumber>);<\n>"

exitSubRule() ::=
"DBG->exitSubRule(DBG, <decisionNumber>);<\n>"

enterDecision() ::=
"DBG->enterDecision(DBG, <decisionNumber>);<\n>"

exitDecision() ::=
"DBG->exitDecision(DBG, <decisionNumber>);<\n>"

enterAlt(n) ::= "DBG->enterAlt(DBG, <n>);<\n>"

// Region overrides that tell various constructs to add debugging triggers

@block.predecision() ::= "<enterSubRule()><enterDecision()>"

@block.postdecision()

```

```

::= "<exitDecision(>"

@block.postbranch() ::= "<exitSubRule(>"

@ruleBlock.predecision() ::= "<enterDecision(>"

@ruleBlock.postdecision() ::= "<exitDecision(>"

@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

@positiveClosureBlock.preloop() ::= "<enterSubRule(>"

@positiveClosureBlock.postloop() ::= "<exitSubRule(>"

@positiveClosureBlock.predecision() ::= "<enterDecision(>"

@positiveClosureBlock.postdecision() ::= "<exitDecision(>"

@positiveClosureBlock.earlyExitException() ::=
    "DBG->recognitionException(DBG, EXCEPTION);<n>"

@closureBlock.preloop() ::= "<enterSubRule(>"

@closureBlock.postloop() ::= "<exitSubRule(>"

@closureBlock.predecision() ::= "<enterDecision(>"

@closureBlock.postdecision() ::= "<exitDecision(>"

@altSwitchCase.prealt() ::= "<enterAlt(altNum)>"

@element.prematch() ::=
    "DBG->location(DBG, <e.line>, <e.pos>);" // e is arg of element

@matchSet.mismatchedSetException() ::=
    "DBG->recognitionException(DBG, EXCEPTION);"

@newNVEException.noViableAltException() ::= "DBG->recognitionException(DBG, EXCEPTION);"

dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(ctx, RECOGNIZER, ISTREAM,
&cdfa<decisionNumber>);
if (HASEXCEPTION())
{
DBG->recognitionException(DBG, EXCEPTION);
goto rule<ruleDescriptor.name>Ex;

```

```

}
<checkRuleBacktrackFailure(>
>>

@cyclicDFA.errorMethod() ::= <<
//static void
//dfaError(p<name> ctx)
//{{
//  DBG->recognitionException(DBG, EXCEPTION);
//}}
>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
evalPredicate(ctx, <pred>, (const char *)"<description>")
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/C/Dbg.stg
No license file was found, but licenses were detected in source scan.

```

```

/*
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```

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```

*/

/** The API version of the runtime that recognizers generated by this runtime
* need.
*/
apiVersion() ::= "1"

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
           docComment, recognizer,
           name, tokens, tokenNames, rules, cyclicDFAs,
           bitsets, buildTemplate, buildAST, rewriteMode, profile,
           backtracking, synpreds, memoize,
           numRules,
           fileName, ANTLRVersion, generatedTimestamp, trace,
           scopes, superClass, literals) ::=
<<
# $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>
import sys
from antlr3 import *
<if(TREE_PARSER)>
from antlr3.tree import *<\n>
<endif>
<@end>

<actions.(actionScope).header>

<! <docComment> !>

# for convenience in actions
HIDDEN = BaseRecognizer.HIDDEN

# token types
<tokens:{it | <it.name>=<it.type>}; separator="\n">

# token names
tokenNamesMap = {
    0: "\<invalid>", 1: "\<EOR>", 2: "\<DOWN>", 3: "\<UP>",
    <tokens:{it | <it.type>: "<it.name>"}; wrap, separator=", ">
}
Token.registerTokenNamesMap(tokenNamesMap)

<recognizer>

```

```

<if(actions.(actionScope).main)>
<actions.(actionScope).main>
<else>
def main(argv, stdin=sys.stdin, stdout=sys.stdout, stderr=sys.stderr):
<if(LEXER)>
    from antlr3.main import LexerMain
    main = LexerMain(<recognizer.name>)<\n>
<endif>
<if(PARSER)>
    from antlr3.main import ParserMain
    main = ParserMain("<recognizer.grammar.name>Lexer",
<recognizer.name>)<\n>
<endif>
<if(TREE_PARSER)>
    from antlr3.main import WalkerMain
    main = WalkerMain(<recognizer.name>)<\n>
<endif>
    main.stdin = stdin
    main.stdout = stdout
    main.stderr = stderr
    main.execute(argv)<\n>
<endif>

<actions.(actionScope).footer>

if __name__ == '__main__':
    main(sys.argv)

>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode,
    labelType="CommonToken", superClass="Lexer") ::= <<
<if(grammar.directDelegates)>
# path hack to allow absolute import of related grammars.
from os.path import dirname
__path__ = [dirname(__file__)]
del dirname

<grammar.directDelegates:
{g|from .<g.recognizerName> import <g.recognizerName>}; separator="\n">
<endif>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
    <scopes: {it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif> }>

    grammarFileName = "<fileName>"
    api_version = <apiVersion()>

```

```

def __init__(self<grammar.delegators:{g|,
<g:delegateName()>>, input=None, state=None):
    if state is None:
        state = RecognizerSharedState()
    super().__init__(input, state)

<if(memoize)>
<if(grammar.grammarIsRoot)>
    self._state.ruleMemo = {}
<endif>
<endif>

    <grammar.directDelegates:
        {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
    <grammar.directDelegates:
        {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
    <grammar.delegators:
        {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
    <last(grammar.delegators):
        {g|self.gParent = <g:delegateName()>}; separator="\n">
    self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

    <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n">

<actions.lexer.init>

    <actions.lexer.members>

<if(filterMode)>
    <filteringNextToken()>
<endif>
    <rules; separator="\n\n">

    <synpreds:{p | <lexerSynpred(p)>}>

    <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.

```

```

* Make rule memoization happen only at levels above 1 as we start mTokens
* at backtracking==1.
*/
filteringNextToken() ::= <<
def nextToken(self):
    while True:
        if self.input.LA(1) == EOF:
            return self.makeEOFToken()

        self._state.token = None
        self._state.channel = DEFAULT_CHANNEL
        self._state.tokenStartCharIndex = self.input.index()
        self._state.tokenStartCharPositionInLine = self.input.charPositionInLine
        self._state.tokenStartLine = self.input.line
        self._state._text

    = None
    try:
        m = self.input.mark()
        try:
            # means we won't throw slow exception
            self._state.backtracking = 1
            try:
                self.mTokens()
            finally:
                self._state.backtracking = 0

        except BacktrackingFailed:
            # mTokens backtracks with synpred at backtracking==2
            # and we set the synpredgate to allow actions at level 1.
            self.input.rewind(m)
            self.input.consume() # advance one char and try again

    else:
        self.emit()
        return self._state.token

    except RecognitionException as re:
        # shouldn't happen in backtracking mode, but...
        self.reportError(re)
        self.recover(re)

def memoize(self, input, ruleIndex, ruleStartIndex, success):
    if self._state.backtracking > 1:
        # is Lexer always superclass?

    super().memoize(input, ruleIndex, ruleStartIndex, success)

```



```

def alreadyParsedRule(self, input, ruleIndex):
    if self._state.backtracking > 1:
        return super().alreadyParsedRule(input, ruleIndex)
    return False

>>

actionGate() ::= "self._state.backtracking == 0"

filteringActionGate() ::= "self._state.backtracking == 1"

/** How to generate a parser */

genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
              bitsets, inputStreamType, superClass, labelType, members,
              rewriteElementType, filterMode, init, ASTLabelType="Object") ::= <<
# token names
tokenNames = [
    "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>",
    <tokenNames; wrap, separator=", ">
]

<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScopeClass(scope=it)><endif>}>

<if(grammar.directDelegates)>
# path hack to allow absolute import of related grammars.
from os.path import dirname
__path__ = [dirname(__file__)]
del dirname

<grammar.directDelegates:
{g|from
.<g.recognizerName> import <g.recognizerName>}; separator="\n">
<endif>

<rules:{it|<ruleAttributeScopeClass(scope=it.ruleDescriptor.ruleScope)>}>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
    grammarFileName = "<fileName>"
    api_version = <apiVersion()>
    tokenNames = tokenNames

def __init__(self<grammar.delegators:{g|, <g.delegateName()>}>, input, state=None, *args, **kwargs):
    if state is None:
        state = RecognizerSharedState()

```

```

<@args()>
super().__init__(input, state, *args, **kwargs)

<if(memoize)>
<if(grammar.grammarIsRoot)>
    self._state.ruleMemo = {}
<endif>
<endif>

<cyclicDFAs:{ dfa | <cyclicDFAInit(dfa)> }; separator="\n">

<scopes:{ it | <if(it.isDynamicGlobalScope)><globalAttributeScopeStack(scope=it)><endif> }>
<rules:{ it | <ruleAttributeScopeStack(scope=it.ruleDescriptor.ruleScope)> }>

<init>

<grammar.delegators:
    {g|self.<g:delegateName()> = <g:delegateName()> };
separator="\n">
<grammar.directDelegates:
    {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
<grammar.directDelegates:
    {g|<g.delegates: {h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()> };
separator="\n"> }; separator="\n">
<last(grammar.delegators):
    {g|self.gParent = self.<g:delegateName()> }; separator="\n">
self.delegates = [<grammar.delegates: {g|self.<g:delegateName()> }; separator = ", ">]

<@init><@end>

<@members><@end>

<members>

<rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they
    appear to be defined in this recognizer. !>
<grammar.delegatedRules:{ ruleDescriptor| <delegateRule(ruleDescriptor)> }; separator="\n">

<synpreds:{ p | <synpred(p)> }>

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

<bitsets:{ it | FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>

```

```
= frozenset([<it.tokenTypes:{it | <it>};separator=", ">])<\n>>
```

```
>>
```

```
delegateRule(ruleDescriptor) ::= <<  
def <ruleDescriptor.name>(self, <ruleDescriptor.parameterScope:parameterScope>):  
<\> <if(ruleDescriptor.hasReturnValue)>return  
<endif>self.<ruleDescriptor.grammar:delegateName>.<ruleDescriptor.name><(if(ruleDescriptor.parameterScope)  
><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>
```

```
>>
```

```
parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,  
    ASTLabelType="Object", superClass="Parser", labelType="Token",  
    members={<actions.parser.members>},  
    init={<actions.parser.init>}  
    ) ::= <<  
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,  
    bitsets, "TokenStream", superClass,  
    labelType, members, "Token",  
    false, init, ASTLabelType)>
```

```
>>
```

```
/** How to generate a tree parser; same as parser except the input  
 * stream  
 * is a different type.  
 */
```

```
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,  
    numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",  
    superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},  
    members={<actions.treeparser.members>},  
    init={<actions.treeparser.init>}  
    ) ::= <<  
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,  
    bitsets, "TreeNodeStream", superClass,  
    labelType, members, "Node",  
    filterMode, init, ASTLabelType)>
```

```
>>
```

```
/** A simpler version of a rule template that is specific to the imaginary  
 * rules created for syntactic predicates. As they never have return values  
 * nor parameters etc..., just give simplest possible method. Don't do  
 * any of the normal memoization stuff in here either; it's a waste.  
 * As predicates cannot be inlined into the invoking rule,  
 * they need to  
 * be in a rule by themselves.  
 */
```

```

synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start "<ruleName>"
def <ruleName>_fragment(self, <ruleDescriptor.parameterScope:parameterScope()>):
    <ruleLabelDefs()>
<if(trace)>
    self.traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
    try:
        <block>

    finally:
        self.traceOut("<ruleName>_fragment", <ruleDescriptor.index>)

<else>
    <block>
<endif>
# $ANTLR end "<ruleName>"

>>

synpred(name) ::= <<
def <name>(self):
    self._state.backtracking += 1
    <@start()>
    start = self.input.mark()
    try:
        self.<name>_fragment()
    except BacktrackingFailed:
        success = False
    else:
        success = True
    self.input.rewind(start)
    <@stop()>
    self._state.backtracking -= 1
    return success

>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if self._state.backtracking > 0 and self.alreadyParsedRule(self.input,

```

```

<ruleDescriptor.index>:
  # for cached failed rules, alreadyParsedRule will raise an exception
  success = True
  return <ruleReturnValue()>

<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if self._state.backtracking > 0:
  raise BacktrackingFailed

<endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<returnScope(scope=ruleDescriptor.returnScope)>

# $ANTLR start "<ruleName>"
# <fileName>:<description>
<ruleDescriptor.actions.decorate>
def <ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()):
<if(trace)>
  self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
  <@preamble()>

  <@body><ruleBody()><@end>
  <@postamble()>
  return <ruleReturnValue()>

# $ANTLR end "<ruleName>"
>>

ruleBody() ::= <<
<if(memoize)>
<if(backtracking)>
success = False<\n>
<endif>

```

```

<endif>
try:
  try:
    <ruleMemoization(name=ruleName)>
    <block>
    <ruleCleanUp()>
    <(ruleDescriptor.actions.after):execAction()>

<if(memoize)>
<if(backtracking)>
  success = True<\n>
<endif>
<endif>
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  except RecognitionException as re:
    self.reportError(re)
    self.recover(self.input, re)
  <@setErrorReturnValue()>

<endif>
<else>
  finally:
    pass

<endif>
<endif>
finally:
<if(trace)>
  self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <memoize()>
  <ruleScopeCleanUp()>
  <finally>
  pass
>>

catch(decl,action) ::= <<
except <e.decl>:
  <e.action>

>>

```

```

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval = self.<ruleDescriptor.name>_return()
retval.start = self.input.LT(1)<\n>
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes: { a |
<a.name> = <if(a.initValue)><a.initValue><else>None<endif>
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_startIndex = self.input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes: {it | self.<it>_stack.append(<it>_scope())}; separator="\n">
<ruleDescriptor.ruleScope: {it | self.<it.name>_stack.append(<it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes: {it | self.<it>_stack.pop()}; separator="\n">
<ruleDescriptor.ruleScope: {it | self.<it.name>_stack.pop()}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
: {it | <it.label.text> = None }; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,
ruleDescriptor.wildcardTreeListLabels]
: {it | list_<it.label.text> = None }; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels: {it | <it.label.text> = None }; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it | <it.label.text> = None }; separator="\n"
>
<ruleDescriptor.charLabels: {it | <it.label.text> = None }; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels]
: {it | list_<it.label.text> = None }; separator="\n"
>

```

```
>>
```

```
ruleReturnValue() ::= <%  
<if(!ruleDescriptor.isSynPred)>  
<if(ruleDescriptor.hasReturnValue)>  
<if(ruleDescriptor.hasSingleReturnValue)>  
<ruleDescriptor.singleValueReturnName>  
<else>  
retval  
<endif>  
<endif>  
<endif>  
<endif>  
>%>
```

```
ruleCleanUp() ::= <<  
<if(ruleDescriptor.hasMultipleReturnValues)>  
<if(!TREE_PARSER)>  
retval.stop  
= self.input.LT(-1)<\n>  
<endif>  
<endif>  
>>
```

```
memoize() ::= <<  
<if(memoize)>  
<if(backtracking)>  
if self._state.backtracking > 0:  
    self.memoize(self.input, <ruleDescriptor.index>, <ruleDescriptor.name>_startIndex, success)  
  
<endif>  
<endif>  
>>
```

```
/** How to generate a rule in the lexer; naked blocks are used for  
* fragment rules.  
*/
```

```
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<  
# $ANTLR start "<ruleName>"  
def m<ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):  
<if(trace)>  
    self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>  
<endif>  
    <ruleScopeSetUp()>  
    <ruleDeclarations()>  
<if(memoize)>  
<if(backtracking)>  
        success = False<\n>  
<endif>
```



```

<endif>
  try:
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block><\n>
<else>
  _type = <ruleName>
  _channel = DEFAULT_CHANNEL

  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
  <ruleCleanUp()>
  self._state.type = _type
  self._state.channel = _channel
  <(ruleDescriptor.actions.after):execAction()>
<endif>
<if(memoize)>
<if(backtracking)>
  success = True<\n>
<endif>
<endif>

  finally:
<if(trace)>
  self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeCleanUp()>
  <memoize()>
  pass

# $ANTLR end "<ruleName>"

>>

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
def mTokens(self):
  <block><\n>

>>

```

// S U B R U L E S

/** A (...) subrule with multiple alternatives */

```
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@body><blockBody()><@end>
>>
```

blockBody() ::= <<

```
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<@prebranch()>
<alts:{ a
| <altSwitchCase(i, a)>}; separator="\nел">
<@postbranch()>
>>
```

/** A rule block with multiple alternatives */

```
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<alts:{ a | <altSwitchCase(i, a)>}; separator="\nел">
>>
```

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<

```
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>
```

/** A special case of a (...) subrule with a single alternative */

```
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>
```

```

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
 # <fileName>:<description>
 cnt<decisionNumber> = 0
 <decls>
 <@preloop()>
 <@loopBody>
 <positiveClosureBlockLoop()>
 <@end>
 <@postloop()>
 >>

```

```

positiveClosureBlockLoop() ::= <<
 while True: #loop<decisionNumber>
   alt<decisionNumber> = <maxAlt>
   <@predecision()>
   <@decisionBody><decision><@end>
   <@postdecision()>
   <alts:{a | <altSwitchCase(i, a)>} ; separator="\n" >
   else:
     if cnt<decisionNumber> >= 1:
       break #loop<decisionNumber>

   <ruleBacktrackFailure()>
   eee = EarlyExitException(<decisionNumber>, self.input)
   <@earlyExitException()>
   raise eee

   cnt<decisionNumber> += 1
 >>

```

```

positiveClosureBlockSingleAlt ::= positiveClosureBlock

```

```

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
 <<
 # <fileName>:<description>
 <decls>
 <@preloop()>
 <@loopBody>
 <closureBlockLoop()>
 <@end>
 <@postloop()>
 >>

```

```

closureBlockLoop()
 ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i, a)>} ; separator="\nel">
  else:
    break #loop<decisionNumber>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
 * so we can just use the normal block template
 */
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
 * number. A DFA predicts the alternative and then a simple switch
 * does the jump to the code that actually matches that alternative.
 */
altSwitchCase(altNum,alt) ::= <<
if alt<decisionNumber> == <altNum>:
  <@prealt()>
  <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt, treeLevel,rew) ::= <<
#
  <fileName>:<description>
pass <! so empty alternatives are a valid block !>
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
>>

/** What to emit when there is no rewrite. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

```

```

/** Dump the elements one per line */
element(e) ::= <<
<@prematch(>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label> = <endif>self.match(self.input, <token>,
self.FOLLOW_<token>_in_<ruleName><elementIndex>)
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label, elem) ::= <<
if list_<label> is None:
    list_<label> = []
list_<label>.append(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.match(<char>)
>>

/**
    match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchRange(<a>, <b>)
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
if <s>:

```

```

    self.input.consume()
    <postmatchCode>
<if(!LEXER)>
    self._state.errorRecovery = False<\n>
<endif>

else:
    <ruleBacktrackFailure()>
    mse = MismatchedSetException(None, self.input)
    <@mismatchedSetException()>
<if(LEXER)>
    self.recover(mse)
    raise mse
<else>
    raise mse
    <! use following code to make it recover inline; remove throw mse;
    self.recoverFromMismatchedSet(
        self.input, mse, self.FOLLOW_set_in_<ruleName><elementIndex>
    )
    !>
<endif>
<\n>
>>

```

```

matchRuleBlockSet ::= matchSet

```

```

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

```

```

/**

```

```

    Match a string literal */

```

```

lexerStringRef(string,label,elementIndex="0") ::= <<

```

```

<if(label)>

```

```

<label>Start = self.getCharIndex()

```

```

self.match(<string>)

```

```

<label>StartLine<elementIndex> = self.getLine()

```

```

<label>StartCharPos<elementIndex> = self.getCharPositionInLine()

```

```

<label> = <labelType>(input=self.input, type=INVALID_TOKEN_TYPE, channel=DEFAULT_CHANNEL,

```

```

start=<label>Start, stop=self.getCharIndex()-1)

```

```

<label>.line = <label>StartLine<elementIndex>

```

```

<label>.charPositionInLine = <label>StartCharPos<elementIndex>

```

```

<else>

```

```

self.match(<string>)

```

```

<endif>

```

```

>>

```

```
wildcard(token,label,elementIndex,terminalOptions={ }) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
self.matchAny()
>>
```

```
wildcardAndListLabel(token,label,elementIndex,terminalOptions={ }) ::= <<
<wildcard(...)>
<listLabel(label,label)>
>>
```

```
/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchAny()
>>
```

```
wildcardCharListLabel(label, elementIndex) ::=
<<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>
```

```
/** Match a rule reference by invoking it possibly with arguments
 * and a return value or values. The 'rule' argument was the
 * target rule name, but now is type Rule, whose toString is
 * same: the rule name. Now though you can access full rule
 * descriptor stuff.
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
self._state.following.append(self.FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label> = <endif>self.<if(scope)><scope.delegateName()>.<endif><rule.name><args; separator="
"><\n>
self._state.following.pop()
>>
```

```
/** ids+=rule */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>
```

```
/** A lexer rule reference
 * The 'rule' argument was the target rule name, but now
 * is type Rule, whose toString is same: the rule name.
```

```

* Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope)
 ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
self.<if(scope)><scope:delegateName().<endif>m<rule.name>(<args; separator=", ">)
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(
  input=self.input,
  type=INVALID_TOKEN_TYPE,
  channel=DEFAULT_CHANNEL,
  start=<label>Start<elementIndex>,
  stop=self.getCharIndex()-1)
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.<if(scope)><scope:delegateName().<endif>m<rule.name>(<args; separator=", ">)
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
<label>StartLine<elementIndex>
= self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
self.match(EOF)
<label> = <labelType>(input=self.input, type=EOF, channel=DEFAULT_CHANNEL,
start=<label>Start<elementIndex>, stop=self.getCharIndex()-1)
<label>.line = <label>StartLine<elementIndex>
<label>.charPositionInLine = <label>StartCharPos<elementIndex>
<else>
self.match(EOF)
<endif>
>>

// used for left-recursive rules
recRuleDefArg()          ::= "<recRuleArg(>"
recRuleArg()            ::= "_p"

```



```

recRuleAltPredicate(ruleName, opPrec) ::= "<recRuleArg()> |<= <opPrec>"
recRuleSetResultAction()           ::= "root_0 = $<ruleName>_primary.tree"
recRuleSetReturnAction(src, name)  ::= "$<name> = $<src>.<name>"

```

```

/** match ^(root children) in tree parser */

```

```

tree(root, actionsAfterRoot, children, nullableChildList,

```

```

    enclosingTreeLevel, treeLevel) ::= <<

```

```

<root:element()>

```

```

<actionsAfterRoot:element()>

```

```

<if(nullableChildList)>

```

```

if self.input.LA(1) == DOWN:

```

```

    self.match(self.input,

```

```

    DOWN, None)

```

```

    <children:element()>

```

```

    self.match(self.input, UP, None)

```

```

<else>

```

```

self.match(self.input, DOWN, None)

```

```

<children:element()>

```

```

self.match(self.input, UP, None)

```

```

<endif>

```

```

>>

```

```

/** Every predicate is used as a validating predicate (even when it is

```

```

* also hoisted into a prediction expression).

```

```

*/

```

```

validateSemanticPredicate(pred,description) ::= <<

```

```

if not (<evalPredicate(pred, description)>):

```

```

    <ruleBacktrackFailure()>

```

```

    raise FailedPredicateException(self.input, "<ruleName>", "<description>")

```

```

>>

```

```

// F i x e d D F A (if-then-else)

```

```

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<

```

```

LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>

```

```

<edges; separator="\n" >

```

```

else:

```

```

<if(eotPredictsAlt)>

```

```

    alt<decisionNumber> = <eotPredictsAlt>

```

```

<else>

```

```

    <ruleBacktrackFailure()>

```

```

    nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>

```

```

    <@noViableAltException()>

```

```

    raise nvae<\n>

```

```

<endif>

```

```

>>

```

```

/**
 Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\n" >
>>

```

```

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\n" ><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>
 = <eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else:
 alt<decisionNumber> = <eotPredictsAlt>
<\n>
<endif>
<endif>
>>

```

```

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>"

```

```

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.
 */
dfaEdge(labelExpr, targetState, predicates) ::= <<
if (<labelExpr> <if(predicates)>and (<predicates>)<endif>:
 <targetState>
>>

```

```

// F i x e d D F A (switch case)

```

```

/** A DFA state where a SWITCH may be generated. The code generator

```

```

* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
<!
  FIXME: this is one of the few occasion, where I miss a switch statement
  in Python. ATM this is implemented as a list of if .. elif ..
  This
  may be replaced by faster a dictionary lookup, when I find a solution
  for the cases when an edge is not a plain dfaAcceptState.
!>
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\n">
else:
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
  <@noViableAltException()>
  raise nvae<\n>
<endif>

>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\n">
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\n">
<if(eotPredictsAlt)>
else:
  alt<decisionNumber> = <eotPredictsAlt>
<endif>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
if LA<decisionNumber> in {<labels; separator=", ">}:
  <targetState>
>>

// C y c l
i c D F A

/** The code to initiate execution of a cyclic DFA; this is used
* in the rule to predict an alt just like the fixed DFA case.

```

```

* The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = self.dfa<decisionNumber>.predict(self.input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach. See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
# lookup tables for DFA #<dfa.decisionNumber>

DFA<dfa.decisionNumber>_eot = DFA.unpack(
  "<dfa.javaCompressedEOT; wrap=\"\\n \\\">"
)

DFA<dfa.decisionNumber>_eof = DFA.unpack(
  "<dfa.javaCompressedEOF; wrap=\"\\n \\\">"
)

DFA<dfa.decisionNumber>_min = DFA.unpack(
  "<dfa.javaCompressedMin; wrap=\"\\n \\\">"
)

DFA<dfa.decisionNumber>_max = DFA.unpack(
  "<dfa.javaCompressedMax; wrap=\"\\n \\\">"
)

DFA<dfa.decisionNumber>_accept = DFA.unpack(
  "<dfa.javaCompressedAccept; wrap=\"\\n \\\">"
)

DFA<dfa.decisionNumber>_special = DFA.unpack(
  "<dfa.javaCompressedSpecial; wrap=\"\\n \\\">"
)

DFA<dfa.decisionNumber>_transition = [
  <dfa.javaCompressedTransition:{s|DFA.unpack("<s; wrap=\"\\n\\\">"); separator=",\n">
]

# class definition for DFA #<dfa.decisionNumber>

```

```

class DFA<dfa.decisionNumber>(DFA):
    pass

    <@errorMethod()>

<if(dfa.specialStateSTs)>
    def specialStateTransition(self_, s, input):
        # convince pylint that my self_ magic is ok ;)
        # pylint: disable-msg=E0213

        # pretend we are a member of the recognizer
        # thus semantic predicates can be evaluated
        self = self_.recognizer

        _s = s

        <dfa.specialStateSTs:{state
| if s == <i0>: <! compressed special state numbers 0..n-1 !>
<state>} ; separator="\n! ">

<if(backtracking)>
    if self._state.backtracking > 0:
        raise BacktrackingFailed

<endif>
    nvae = NoViableAltException(self_.getDescription(), <dfa.decisionNumber>, _s, input)
    self_.error(nvae)
    raise nvae<\n>
<endif>

>>

cyclicDFAInit(dfa) ::= <<
self.dfa<dfa.decisionNumber> = self.DFA<dfa.decisionNumber>(
    self, <dfa.decisionNumber>,
    eot = self.DFA<dfa.decisionNumber>_eot,
    eof = self.DFA<dfa.decisionNumber>_eof,
    min = self.DFA<dfa.decisionNumber>_min,
    max = self.DFA<dfa.decisionNumber>_max,
    accept = self.DFA<dfa.decisionNumber>_accept,
    special = self.DFA<dfa.decisionNumber>_special,
    transition = self.DFA<dfa.decisionNumber>_transition
)<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
 * state.
 */

```

```

cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState)
 ::= <<
LA<decisionNumber>_<stateNumber> = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
index<decisionNumber>_<stateNumber> = input.index()
input.rewind()<\n>
<endif>
s = -1
<edges; separator="\n!">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if s >= 0:
    return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if (<labelExpr><if(predicates)> and (<predicates>)<endif>:
    s = <targetStateNumber><\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
se:
    s = <targetStateNumber><\n>
>>

// D F A E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands)
 ::= "(<operands; separator=\" or \">>)"

notPredicate(pred) ::= "not (<evalPredicate(pred, {}>))"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "self.<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

```

```

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt) ::= "self.input.LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(<lower> \<= LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(<lower> \<=
self.input.LA(<k>) \<= <upper>)"

lookaheadSetTest(values,k,valuesAsInt) ::= <%
LA<decisionNumber>_<stateNumber> in {<values; separator="," ">}
%>

isolatedLookaheadSetTest(values,k,valuesAsInt) ::= <%
self.input.LA(<k>) in {<values; separator="," ">}
%>

lookaheadVarName(k)
::= "LA<decisionNumber>_<stateNumber>"
isolatedLookaheadVarName(k) ::= "self.input.LA(<k>)"

setTest(ranges) ::= "<ranges; separator=\" or \">"

// A T T R I B U T E S

globalAttributeScopeClass(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
    def __init__(self):
        <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>

globalAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

ruleAttributeScopeClass(scope) ::= <<

```

```

<if(scope)>
<if(scope.attributes)>
class <scope.name>_scope(object):
    def __init__(self):
        <scope.attributes:{it | self.<it.decl> = None}; separator="\n">

<endif>
<endif>
>>

ruleAttributeScopeStack(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
self.<scope.name>_stack = []<\n>
<endif>
<endif>
>>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Define a rule label including
    default value */
ruleLabelDef(label) ::= <<
<label.label.text> = None
>>

returnStructName(r) ::= "<r.name>_return"

/** Define a return struct for a rule if the code needs to access its
 * start/stop tokens, tree stuff, attributes, ... Leave a hole for
 * subgroups to stick in members.
 */
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
class <ruleDescriptor:returnStructName()>(<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope):
    def __init__(self):
        super().__init__()

        <if(scope)><scope.attributes:{it | self.<it.decl> = None}; separator="\n"><endif>
        <@ruleReturnInit()>

        <@ruleReturnMembers()>

<endif>
>>

```



```

parameterScope(scope) ::= <<
<if(scope)><scope.attributes:{it | <it.decl>}; separator=", "><endif>
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
self.<scope>_stack[-<negIndex>].<attr.name>
<else>
<if(index)>
self.<scope>_stack[<index>].<attr.name>
<else>
self.<scope>_stack[-1].<attr.name>
<endif>
<endif>
%>

/*
not applying patch because of bug in action parser!

<if(negIndex)>
((len(self.<scope>_stack) - <negIndex> - 1) >= 0 and [self.<scope>_stack[-<negIndex>].<attr.name>] or [None])[0]
<else>
<if(index)>
((<index> \< len(self.<scope>_stack)) and [self.<scope>_stack[<index>].<attr.name>] or [None])[0]
<else>
((len(self.<scope>_stack) > 0) and [self.<scope>_stack[-1].<attr.name>] or [None])[0]
<endif>
<endif>

*/

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<!--FIXME: this seems not to be used by ActionTranslator...!-->
self.<scope>_stack[-<negIndex>].<attr.name> = <expr>
<else>
<if(index)>
<!--FIXME: this seems not to be used by ActionTranslator...!-->
self.<scope>_stack[<index>].<attr.name> = <expr>
<else>
self.<scope>_stack[-1].<attr.name> = <expr>
<endif>
<endif>
%>

```

```

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {$function.size(>0) && $function::name.equals("foo")}?
 */
isolatedDynamicScopeRef(scope) ::= "self.<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
((<scope> is not None) and [<scope>.<attr.name>] or [None])[0]
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> = <expr>
<else>
<attr.name> = <expr>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach; and they are evaluated early;
// they cannot
// see TREE_PARSER or PARSER attributes for example. :(

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>.text"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.type"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.line"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.charPositionInLine"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.channel"

```

```

tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.index"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
((<scope> is not None) and [self.input.getTokenStream().toString(
    self.input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
    self.input.getTreeAdaptor().getTokenStopIndex(<scope>.start)
    ]) or [None])[0]
<else>
((<scope> is not None) and [self.input.toString(<scope>.start,<scope>.stop)]
or [None])[0]
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> is not None) and [<scope>.st] or [None])[0]"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> is not None) and [<scope>.type] or [0])[0]"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> is not None) and [<scope>.line] or [0])[0]"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> is not None) and [<scope>.charPositionInLine] or
[0])[0]"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope> is not None) and [<scope>.channel] or [0])[0]"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> is not None) and [<scope>.index] or [0])[0]"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "((<scope> is not None) and [<scope>.text] or [None])[0]"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope> is not None) and [int(<scope>.text)] or [0])[0]"

// Somebody may ref $template
or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop" //mmm... or input.LT(-1)??
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= "self.input.toString(retval.start, self.input.LT(-1))"
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "self._state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "self._state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "self._state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(self.getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

```

```

// setting $st and $tree is allowed
in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if <actions.(actionScope).synpredgate>:
    pass
    <action>

<else>
if <actions.(actionScope).synpredgate>:
    pass
    <action>

<endif>
<else>
#action start
<action>
#action end
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

codeFileExtension() ::= ".py"

true_value() ::= "True"
false_value() ::= "False"

Found in path(s):
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/Python3/Python3.stg
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```

```

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*/

```

```

/** Templates for building ASTs during normal parsing.

```

```

*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
* no label, label, list label (label/no-label handled together)
* child, root
* token, set, rule, wildcard
*
* The situation is not too bad as rewrite (->) usage makes ^ and !
* invalid.

```

```

There is no huge explosion of combinations.

```

```

*/

```

```

@rule.setErrorReturnValue() ::= <<
retval.Tree = (<ASTLabelType>)adaptor.ErrorNode(input, retval.Start, input.LT(-1), re);
<! System.out.WriteLine("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>
>>

```

```

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <%
<super.tokenRef(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)><\n>if (state.backtracking == 0) {<endif>
<\n><label>_tree = <createNodeFromToken(...)>;
<\n>adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)><\n>}<endif>
<endif>
%>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <%
<super.tokenRef(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)><\n>if (<actions.(actionScope).synpredgate>) {<endif>
<\n><label>_tree =
  <createNodeFromToken(...)>;
<\n>root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)><\n>}<endif>
<endif>
%>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

// SET AST

```

```

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending
// on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ... The combinations might require complicated
// rather than just added on code. Investigate that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={ }) ::= <<
<super.matchSet(postmatchCode={<if(!ruleDescriptor.isSynPred)><if(backtracking)>if
(<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <createNodeFromToken(...)>);<endif>},
...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={ }) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={ }) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts:
(A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={ }) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);
<endif>
<super.matchSet(postmatchCode={<if(!ruleDescriptor.isSynPred)><if(backtracking)>if
(<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<createNodeFromToken(...)>, root_0);<endif>}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <%
<super.ruleRef(...)>
<if(!ruleDescriptor.isSynPred)>
<\n><if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>adaptor.AddChild(root_0, <label>.Tree);
<endif>
%>

/** rule! is same as normal rule ref */

```

```

ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_0 =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
>>

/** x+=rule when
output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={ }) ::= <<
<super.wildcard(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(token=[],...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={ })
::= <<
<super.wildcard(...)>
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);

```



```

root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
<endif>
>>

createNodeFromToken(label,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
new
<terminalOptions.node><if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>
<else>
(<ASTLabelType>)adaptor.Create(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.text)>,<terminalOptions.text; format="string"><endif>
<endif>
%>

ruleCleanup() ::= <<
<super.ruleCleanup()>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
adaptor.SetTokenBoundaries(retval.Tree, retval.Start, retval.Stop);
<if(backtracking)>}<endif>
>>

```

Found

in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp3/ASTParser.stg

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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance

* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.

*/

parserMembers() ::= <<

protected DebugTreeAdaptor adaptor;

public void setTreeAdaptor(TreeAdaptor adaptor) {

<if(grammar.grammarIsRoot)>

 this.adaptor = new DebugTreeAdaptor(dbg, adaptor);

<else>

 this.adaptor = (DebugTreeAdaptor) adaptor; // delegator sends dbg adaptor

<endif>

 <grammar.directDelegates: { g | <g:delegateName()>.setTreeAdaptor(this.adaptor); }>

 }

public

TreeAdaptor getTreeAdaptor() {

 return adaptor;

 }

>>

parserCtorBody() ::= <<

<super.parserCtorBody()>

>>

createListenerAndHandshake() ::= <<

DebugEventSocketProxy proxy =

new DebugEventSocketProxy(this, port, <if(TREE_PARSER)>input.getTreeAdaptor()<else>adaptor<endif>);

setDebugListener(proxy);

set<inputStreamType>(new Debug<inputStreamType>(input, proxy));

try {

 proxy.handshake();

 }

catch (IOException ioe) {

 reportError(ioe);

 }

>>

```
@ctorForRootGrammar.finally() ::= <<
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
proxy.setTreeAdaptor(adap);
>>
```

```
@ctorForProfilingRootGrammar.finally() ::= <<
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
>>
```

```
@ctorForPredefinedListener.superClassRef() ::= "super(input, dbg);"
```

```
@ctorForPredefinedListener.finally() ::= <<
<if(grammar.grammarIsRoot)> <! don't create new adaptor for delegates !>
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
<endif>
>>
```

```
@rewriteElement.pregen()
::= "dbg.location(<e.line>,<e.pos>);"
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
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```

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```

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*/

/** Templates for building ASTs during normal parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* The situation is not too bad as rewrite (->) usage makes ^ and !

* invalid. There is no huge explosion of combinations.

*/

```
finishedBacktracking(block) ::= <<
```

```
<if(!ruleDescriptor.isSynPred)>
```

```
<if(backtracking)>
```

```
if <actions.(actionScope).synpredgate>:
```

```
    <block>
```

```
<else>
```

```
<block>
```

```
<endif>
```

```
<endif>
```

```
>>
```

```
@ruleBody.setErrorReturnValue() ::= <<
```

```
retval.tree = self._adaptor.errorNode(self.input, retval.start, self.input.LT(-1), re)
```

```
>>
```

```
// TOKEN AST STUFF
```

```
/** ID and output=AST */
```

```
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
```

```
<super.tokenRef(...)>
```

```
<finishedBacktracking({
```

```
<label>_tree = <createNodeFromToken(...)>
```

```
self._adaptor.addChild(root_0, <label>_tree)
```

```
})>
```

```
>>
```

```

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<super.tokenRef(...)>
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/**
label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ... The combinations might require complicated
// rather than just added on code. Investigate
// that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <%
<super.matchSet(postmatchCode={<finishedBacktracking({self._adaptor.addChild(root_0,
<createNodeFromToken(...)>})>}, ...)>

```

```

%>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
<super.matchSet(postmatchCode={ <finishedBacktracking({root_0 =
self._adaptor.becomeRoot(<createNodeFromToken(...)>, root_0)})>, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({self._adaptor.addChild(root_0,
<label>.tree}))>
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({root_0 = self._adaptor.becomeRoot(<label>.tree, root_0)})>
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(label, {<label>.tree})>
>>

```

```

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

```

```

// WILDCARD AST

```

```

wildcard(token,label,elementIndex,terminalOptions={ }) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
self._adaptor.addChild(root_0,
<label>_tree)
})>
>>

```

```

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

```

```

wildcardRuleRoot(token,label,elementIndex,terminalOptions={ }) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

```

```

createNodeFromToken(label,terminalOptions={ }) ::= <%
<if(terminalOptions.node)>
<terminalOptions.node>(<label>) <! new MethodNode(IDLabel) !>
<else>
self._adaptor.createWithPayload(<label>)
<endif>
%>

```

```

ruleCleanup() ::= <<
<super.ruleCleanup()>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
self._adaptor.setTokenBoundaries(retval.tree, retval.start, retval.stop)
})>
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
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*/

/** Templates for building ASTs during normal parsing.

*

- * Deal with many combinations. Dimensions are:
- * Auto build or rewrite
- * no label, label, list label (label/no-label handled together)
- * child, root
- * token, set, rule, wildcard
- *
- * The situation is not too bad as rewrite (->) usage makes ^ and !
- * invalid. There is no huge explosion of combinations.

*/

group ASTParser;


```

@rule.setErrorReturnValue() ::= <<
RetVal.Tree := Adaptor.ErrorNode(Input, RetVal.Start as IToken,
Input.LT(-1), RE) as I<ASTLabelType>;
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<label>_tree := <createNodeFromToken(...)>;
Adaptor.AddChild(Root[0], <label>_tree);
<if(backtracking)>
end;
<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
<label>_tree := <createNodeFromToken(...)>;
Root[0] := Adaptor.BecomeRoot(<label>_tree, Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions)
::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>

```

```

<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label
// plus ... The combinations might require complicated
// rather than just added on code. Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<super.matchSet(..., postmatchCode={<if(backtracking)>if (State.Backtracking = 0) then
<endif>Adaptor.AddChild(Root[0], <createNodeFromToken(...)>);}>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(label)>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
<super.matchSet(..., postmatchCode={<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[0] :=
Adaptor.BecomeRoot(<createNodeFromToken(...)>, Root[0]) as I<ASTLabelType>;}>
>>

// RULE REF
AST

```

```

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Adaptor.AddChild(Root[0], <label>.Tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[0] := Adaptor.BecomeRoot(<label>.Tree, Root[0])
as I<ASTLabelType>;
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".Tree",...)>
>>

//
WILDCARD AST

wildcard(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
<label>_tree := Adaptor.CreateNode(<label>) as I<ASTLabelType>;
Adaptor.AddChild(Root[0], <label>_tree);
<if(backtracking)>
end;
<endif>

```

>>

```
wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"
```

```
wildcardRuleRoot(label,elementIndex) ::= <<  
<super.wildcard(...)>  
<if(backtracking)>  
if (State.Backtracking = 0) then  
begin  
<endif>  
<label>_tree := Adaptor.CreateNode(<label>) as I<ASTLabelType>;  
Root[0] := Adaptor.BecomeRoot(<label>_tree, Root[0]) as I<ASTLabelType>;  
<if(backtracking)>  
end;  
<endif>  
>>
```

```
createNodeFromToken(label,terminalOptions) ::= <<  
<if(terminalOptions.node)>  
T<terminalOptions.node>.Create(<label>) <! new MethodNode(IDLabel) !>  
<else>  
Adaptor.CreateNode(<label>) as I<ASTLabelType>  
<endif>  
>>
```

```
ruleCleanUp() ::= <<  
<super.ruleCleanUp()>  
<if(backtracking)>  
if (State.Backtracking = 0)  
then  
begin<\n>  
<endif>  
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;  
<if(!TREE_PARSER)>  
Adaptor.SetTokenBoundaries(RetVal.Tree, RetVal.Start as IToken, RetVal.Stop as IToken);  
<endif>  
<if(backtracking)>  
<\n>end;  
<endif>  
>>
```

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Delphi/ASTParser.stg

No license file was found, but licenses were detected in source scan.

/*

[The "BSD license"]

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*/

group Perl5;

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.

*/

```
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,  
           docComment, recognizer,  
           name, tokens, tokenNames, rules, cyclicDFAs,  
           bitsets, buildTemplate, buildAST, rewriteMode, profile,  
           backtracking, synpreds, memoize, numRules,  
           fileName, ANTLRVersion, generatedTimestamp, trace,
```

```
scopes, superClass, literals) ::=
```

```
<<
```

```
# $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
```

```
<actions.(actionScope).header>
```

```
<@imports>
```

```
<if(TREE_PARSER)>
```

```
<endif>
```

```

<if(backtracking)>
<endif>
<@end>

<docComment>
<recognizer>
>>

lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
    filterMode, superClass="ANTLR::Runtime::Lexer") ::= <<
package <name>;

use Carp;
use English qw( -no_match_vars );
use Readonly;
use Switch;

use ANTLR::Runtime::BaseRecognizer;
use ANTLR::Runtime::DFA;
use ANTLR::Runtime::NoViableAltException;

use Moose;

extends 'ANTLR::Runtime::Lexer';

Readonly my $HIDDEN => ANTLR::Runtime::BaseRecognizer->HIDDEN;
sub HIDDEN { $HIDDEN }

use constant {
    <tokens:{ <it.name> => <it.type>, }; separator="\n">
};
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<actions.lexer.members>

sub BUILD {
    my ($self, $arg_ref) = @_ ;

    $self->init_dfas();
}

sub get_grammar_file_name {
    return "<fileName>";
}

<if(filterMode)>
<filteringNextToken()>
<endif>
<rules;

```

```

separator="\n\n">

<synpreds:{p | <lexerSynpred(p)>>

<cyclicDFAs:{dfa | has 'dfa<dfa.decisionNumber>';}; separator="\n">

sub init_dfas {
  my ($self) = @_ ;

  <cyclicDFAs:{dfa |
  $self->dfa<dfa.decisionNumber><(<name>::DFA<dfa.decisionNumber>->new({ recognizer => $self }));
  }; separator="\n">

  return;
}

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

no Moose;
__PACKAGE__->meta->make_immutable();
1;

>>

perlTypeInitMap ::= [
  "$":"undef",
  "@":"()",
  "%":"()",
  default:"undef"
]

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 * Make rule memoization happen only at levels above 1 as we start mTokens
 * at backtracking==1.
 */
filteringNextToken() ::= <<
public Token nextToken() {
  while (true) {
    if ( input.LA(1)==CharStream.EOF
) {
      return Token.EOF_TOKEN;
    }
    token = null;
channel = Token.DEFAULT_CHANNEL;
tokenStartCharIndex = input.index();
tokenStartCharPositionInLine = input.getCharPositionInLine();

```

```

    tokenStartLine = input.getLine();
text = null;
try {
    int m = input.mark();
    backtracking=1; <! means we won't throw slow exception !>
    failed=false;
    mTokens();
    backtracking=0;
    <! mTokens backtracks with synpred at backtracking==2
    and we set the synpredgate to allow actions at level 1. !>
    if ( failed ) {
        input.rewind(m);
        input.consume(); <! advance one char and try again !>
    }
    else {
        emit();
        return token;
    }
}
catch (RecognitionException re) {
    // shouldn't happen in backtracking mode, but...
    reportError(re);

    recover(re);
}
}

public void memoize(IntStream input,
    int ruleIndex,
    int ruleStartIndex)
{
    if ( backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
    if ( backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
    return false;
}
>>

actionGate() ::= "$self->state->backtracking==0"

filteringActionGate() ::= "backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, inputStreamType, superClass, filterMode,

```



```

        ASTLabelType="Object", labelType, members) ::= <<
package <name>;

use English qw( -no_match_vars );
use Readonly;
use Switch;
use Carp;
use ANTLR::Runtime::BitSet;

use Moose;

extends '<@superClassName><superClass><@end>';

Readonly my $token_names => [
    "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
];

use constant {
    <tokens:{ <it.name>
=> <it.type>, }; separator="\n">
};

<bitsets:bitset(name={ FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
    words64=it.bits)>

<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<@members>
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>

sub BUILD {
    my ($self, $arg_ref) = @_;

    <if(backtracking)>
        $self->state->rule_memo({});<\n>
    <endif>
}
<@end>

sub get_token_names {
    return $token_names;
}

sub get_grammar_file_name {
    return "<fileName>";
}

<members>

```

```

<rules; separator="\n\n">

<synpreds:{p | <synpred(p)>}>

<cyclicDFAs:{ dfa | dfa<dfa.decisionNumber> = __PACKAGE__::DFA<dfa.decisionNumber>->new($self);
separator="\n">
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

no Moose;
__PACKAGE__->meta->make_immutable();
1;
__END__
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType,
superClass="ANTLR::Runtime::Parser", labelType="ANTLR::Runtime::Token",
members={<actions.parser.members>})
::= <<
<genericParser(inputStreamType="ANTLR::Runtime::TokenStream", ...)>
>>

/** How to generate a tree parser; same as parser except the input
* stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType={<ASTLabelType>}, ASTLabelType="Object", superClass="ANTLR::Runtime::TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="TreeNodeStream", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
* rules created for syntactic predicates. As they never have return values
* nor parameters etc..., just give simplest possible method. Don't do
* any of the normal memoization stuff in here either; it's a waste.
* As predicates cannot be inlined into the invoking rule, they need to
* be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start
<ruleName>
sub <ruleName>_fragment {
# <ruleDescriptor.parameterScope:parameterScope(scope=it)>

<if(trace)>
$self->traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
eval {
<block>

```

```

};
$self->traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
if ($EVAL_ERROR) {
    croak $EVAL_ERROR;
}
<else>
    <block>
<endif>
}
# $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final boolean <name>() {
    backtracking++;
    <@start()>
    int start = input.mark();
    try {
        <name>_fragment(); // can never throw exception
    } catch (RecognitionException re) {
        System.err.println("impossible: "+re);
    }
    boolean success = !failed;
    input.rewind(start);
    <@stop()>
    backtracking--;
    failed=false;
    return success;
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>)) { return <ruleReturnValue()>;
}
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>
if ($self->state->failed) {
    return <ruleReturnValue()>;
}

```

```

<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (backtracking>0) {failed=true; return <ruleReturnValue(>};<endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

# $ANTLR start <ruleName>
# <fileName>:<description>
sub <ruleName>() {
  my ($self, <ruleDescriptor.parameterScope:parameterScope(scope=it)>) = @_ ;
  <if(trace)>$self->traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeSetUp(>
  <ruleDeclarations(>
  <ruleLabelDefs(>
  <ruleDescriptor.actions.init>
  <@preamble(>
  eval {
    <ruleMemoization(name=ruleName)>
    <block>
    <ruleCleanUp(>
    <(ruleDescriptor.actions.after):execAction(>
  };
<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  my $exception = $EVAL_ERROR;
  if (ref $exception && $exception->isa('ANTLR::Runtime::RecognitionException')) {
    $self->report_error($exception);
    $self->recover($self->input, $exception);
    $exception = undef;
  }<n>
<endif>
<endif>
<endif>
  <if(trace)>$self->traceOut("<ruleName>", <ruleDescriptor.index>);<endif>

```

```

<memoize>
<ruleScopeCleanUp>
<finally>
if ($exception) {
    croak $exception;
    # $exception->rethrow();
}
<@postamble>
return <ruleReturnValue>;
}
# $ANTLR end <ruleName>
>>

```

```

catch(decl,action) ::= <<
catch
(<e.decl>) {
    <e.action>
}
>>

```

```

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
my $retval = <returnType>->new();
$retval->set_start($self->input->LT(1));<\n>
<else>
<ruleDescriptor.returnScope.attributes: { a |
my $<a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
} >
<endif>
<if(memoize)>
my $<ruleDescriptor.name>_start_index = $self->input->index();
<endif>
>>

```

```

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes: { <it>_stack.push(new <it>_scope()); }; separator="\n">
<ruleDescriptor.ruleScope: { <it.name>_stack.push(new <it.name>_scope()); }; separator="\n">
>>

```

```

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes: { <it>_stack.pop(); }; separator="\n">
<ruleDescriptor.ruleScope: { <it.name>_stack.pop(); }; separator="\n">
>>

```

```

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
: { my $<it.label.text> = undef; }; separator="\n"
>

```

```

<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{List list_<it.label.text>=null;};
  separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|RuleReturnScope <ll.label.text> = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
  ruleDescriptor.tokenListLabels,
  ruleDescriptor.ruleLabels]
  :{<labelType> <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{my $<it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
  ruleDescriptor.ruleListLabels,
  ruleDescriptor.ruleListLabels]
  :{List list_<it.label.text>=null;}; separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
$<ruleDescriptor.singleValueReturnName>
<else>
$retval
<endif>
<endif>
<endif>
>>

ruleCleanup() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
$retval->set_stop($self->input->LT(-1));<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if
( backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>

```

```

<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start <ruleName>
sub m_<ruleName> {
# <ruleDescriptor.parameterScope:parameterScope(scope=it)>
  my ($self) = @_;
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleDeclarations()>
  eval {
<if(nakedBlock)>
    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block><\n>
<else>
    my $_type = <ruleName>;
    my $_channel = $self->DEFAULT_TOKEN_CHANNEL;
    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    $self->state->type($_type);
    $self->state->channel($_channel);
    <(ruleDescriptor.actions.after):execAction()>
<endif>
  };
  <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
  <memoize()>

  if ($EVAL_ERROR) {
    croak $EVAL_ERROR;
  }
}
# $ANTLR end <ruleName>
>>

```

```

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
sub m_tokens {
  my ($self) = @_;

```

```
<block><\n>
}
```

// S U B R U L E S

```
/** A (...) subrule with multiple alternatives */
```

```
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
my $alt<decisionNumber> = <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch ($alt<decisionNumber>) {
  <alts:altSwitchCase()>
}
<@postbranch()>
>>
```

```
/** A rule block with multiple alternatives */
```

```
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
::= <<
# <fileName>:<description>
my $alt<decisionNumber> = <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch ($alt<decisionNumber>) {
  <alts:altSwitchCase()>
}
>>
```

```
ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
```

```
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>
```

```
/** A special case of a (...) subrule with a single alternative */
```

```
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
```



```

<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
my $cnt<decisionNumber> = 0;
<decls>
<@preloop()>
LOOP<decisionNumber>:
while (1) {
  my $alt<decisionNumber> = <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>

  switch ($alt<decisionNumber>) {
    <alts:altSwitchCase()>
    else {
      if ( $cnt<decisionNumber> >= 1 ) { last LOOP<decisionNumber> }
      <ruleBacktrackFailure()>
      my $eee =
        ANTLR::Runtime::EarlyExitException->new(<decisionNumber>, $self->input);
      <@earlyExitException()>
      croak $eee;
    }
  }
  ++$cnt<decisionNumber>;
}
<@postloop()>
>>

```

positiveClosureBlockSingleAlt ::= positiveClosureBlock

```

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
<decls>
<@preloop()>
LOOP<decisionNumber>:
while (1) {
  my $alt<decisionNumber> = <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
}

```

```

switch ($alt<decisionNumber>) {
  <alts:altSwitchCase()>
  else { last LOOP<decisionNumber> }
}
}
<@postloop()>
>>

```

```
closureBlockSingleAlt ::= closureBlock
```

```

/** Optional blocks (x)?
are translated to (x|) by before code generation
* so we can just use the normal block template
*/

```

```
optionalBlock ::= block
```

```
optionalBlockSingleAlt ::= block
```

```

/** A case in a switch that jumps to an alternative given the alternative
* number. A DFA predicts the alternative and then a simple switch
* does the jump to the code that actually matches that alternative.
*/

```

```

altSwitchCase() ::= <<
case <i> {
  <@prealt()>
  <it>
}<\n>
>>

```

```

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
# <fileName>:<description>
{
  <@declarations()>
  <elements:element()>
  <rew>
  <@cleanup()>
}
>>

```

```

/** What to emit when there is no rewrite. For auto build
* mode, does nothing.
*/

```

```
noRewrite(rewriteBlockLevel, treeLevel) ::= ""
```

```
// E L E M E N T S
```

```
/** Dump the elements one per line */
```

```

element() ::= <<
<@prematch(>
<it.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions)
::= <<
<if(label)>$<label> =<endif>$self->match($self->input, <token>,
$FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure(>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new ArrayList();
list_<label>.add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
$self->match(<char>); <checkRuleBacktrackFailure(>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
$self->match_range(<a>,<b>); <checkRuleBacktrackFailure(>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= $self->input->LA(1);<\n>
<else>
<label>=(<labelType>)input.LT(1);<\n>
<endif>

```

```

<endif>
if
( <s> ) {
    $self->input->consume();
    <postmatchCode>
<if(!LEXER)>
    $self->state->error_recovery(0);
<endif>
    <if(backtracking)>failed=false;<endif>
}
else {
    <ruleBacktrackFailure()>
    my $mse =
        ANTLR::Runtime::MismatchedSetException->new(undef, $self->input);
    <@mismatchedSetException()>
<if(LEXER)>
    $self->recover($mse);
    $mse->throw();
<else>
    $mse->throw();
    <! use following code to make it recover inline; remove throw mse;
    $self->recoverFromMismatchedSet($self->input, $mse, $FOLLOW_set_in_<ruleName><elementIndex>);
    !>
<endif>
}<\n>
>>

```

```

matchRuleBlockSet ::= matchSet

```

```

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

```

```

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
int <label>Start = getCharIndex();
$self->match(<string>); <checkRuleBacktrackFailure()>
<labelType> <label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE,
Token.DEFAULT_CHANNEL, <label>Start, getCharIndex()-1);
<else>
$self->match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
>>

```

```

wildcard(label,elementIndex) ::= <<
<if(label)>

```

```

<label>=(<labelType>)input.LT(1);<\n>
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

```

```

wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

```

```

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = $self->input->LA(1);<\n>
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

```

```

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

```

```

/** Match a rule reference by invoking it possibly with arguments
 * and a return value or values.
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
$self->push_follow($FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)>
$self-><rule.name>(<args; separator="," ">);<\n>
<else>
$self-><rule.name>(<args; separator="," ">);<\n>
<endif>
$self->state->_fsp($self->state->_fsp
- 1);
<checkRuleBacktrackFailure()>
>>

```

```

/** ids+=1 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

```

```

/** A lexer rule reference.
 *
 * The 'rule' argument was the target rule name, but now
 * is type Rule, whose toString is same: the rule name.

```

```

* Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
$self->m_<rule>(<args; separator=", ">); <checkRuleBacktrackFailure()>
<label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<else>
$self->m_<rule.name>(<args; separator=", ">); <checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer
*/
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
match(EOF); <checkRuleBacktrackFailure()>
<labelType> <label> = new CommonToken(input, EOF, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>

```

```

>>

/** Every predicate is used as a validating predicate (even when it is
 * also hoisted into a prediction
 * expression).
 */
validateSemanticPredicate(pred,description) ::= <<
if ( !( <evalPredicate(...)> ) ) {
    <ruleBacktrackFailure()>
    throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d D F A (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nls">
else {
<if(eotPredictsAlt)>
    $alt<decisionNumber> = <eotPredictsAlt>;
<else>
    <ruleBacktrackFailure()>
    my $nvae =
        ANTLR::Runtime::NoViableAltException->new({
            grammar_decision_description => "<description>",
            decision_number => <decisionNumber>,
            state_number => <stateNumber>,
            input => $self->input,
        });<\n>
    <@noViableAltException()>
    croak $nvae;<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but
 * this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nls">
>>

/** A DFA state that is actually the loopback decision of a closure

```

```

* loop. If end-of-token (EOT) predicts any of the targets then it
* should act like a default clause (i.e., no error can be generated).
* This is used only in the lexer so that for ('a'* on the end of a rule
* anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<\n>
<edges; separator="\nls"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
$alt<decisionNumber> = <eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
    $alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/**
    An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "$alt<decisionNumber> = <alt>;"

/** A simple edge with an expression. If the expression is satisfied,
* enter to the target state. To handle gated productions, we may
* have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif> ) {
    <targetState>
}
>>

// F i x e d D F A (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
    <edges; separator="\n">
    else {
    <if(eotPredictsAlt)>
        $alt<decisionNumber> = <eotPredictsAlt>;
    <else>
        <ruleBacktrackFailure()>
        my $nvae =
            ANTLR::Runtime::NoViableAltException->new({

```



```

        grammar_decision_description => "<description>",
        decision_number => <decisionNumber>,
        state_number => <stateNumber>,
        input => $self->input,
    });<\n>
    <@noViableAltException()>
    croak $nvae;<\n>
<endif>
}
}<\n>
>>

```

```

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
    <edges; separator="\n">
}<\n>
>>

```

```

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
else { $alt<decisionNumber> = <eotPredictsAlt> }<\n>
<endif>
}<\n>
>>

```

```

dfaEdgeSwitch(labels, targetState) ::= <<
case [<labels:{ <it> }; separator=", ">] { <targetState> }
>>

```

```
// C y c l i c D F A
```

```

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA
 * case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */
dfaDecision(decisionNumber,description) ::= <<
$alt<decisionNumber> = $self->dfa<decisionNumber>->predict($self->input);
>>

```

```

/* Dump DFA tables as run-length-encoded Strings of octal values.
 * Can't use hex as compiler translates them before compilation.
 * These strings are split into multiple, concatenated strings.
 * Java puts them back together at compile time thankfully.
 * Java cannot handle large static arrays, so we're stuck with this
 * encode/decode approach. See analysis and runtime DFA for

```

```

* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
Readonly my $DFA<dfa.decisionNumber>_eot => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedEOT; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_eof => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedEOF; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_min => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedMin; separator=", "> ]);
Readonly
my $DFA<dfa.decisionNumber>_max => ANTLR::Runtime::DFA->unpack_rle([ <dfa.javaCompressedMax;
separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_accept => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedAccept; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_special => ANTLR::Runtime::DFA->unpack_rle([
<dfa.javaCompressedSpecial; separator=", "> ]);
Readonly my $DFA<dfa.decisionNumber>_transition => [
<dfa.javaCompressedTransition: {s|ANTLR::Runtime::DFA->unpack_rle([ <s; separator=", "> ])}; separator=", "> ];

{
package <name>::DFA<dfa.decisionNumber>;
use ANTLR::Runtime::Class;

use strict;
use warnings;

extends 'ANTLR::Runtime::DFA';

sub BUILD {
my $self = shift;
my $param_ref = __PACKAGE__->unpack_params(@_, {
spec => [
{
name => 'recognizer',
isa => 'ANTLR::Runtime::BaseRecognizer'
},
]
});

$self->recognizer($param_ref->{recognizer});
$self->decision_number(<dfa.decisionNumber>);
$self->eot($DFA<dfa.decisionNumber>_eot);
$self->eof($DFA<dfa.decisionNumber>_eof);
$self->min($DFA<dfa.decisionNumber>_min);
$self->max($DFA<dfa.decisionNumber>_max);
$self->accept($DFA<dfa.decisionNumber>_accept);
$self->special($DFA<dfa.decisionNumber>_special);
$self->transition($DFA<dfa.decisionNumber>_transition);

```

```

}

sub get_description {
    return "<dfa.description>";
}

<@errorMethod()>

<if(dfa.specialStateSTs)>
sub special_state_transition {
    my ($self, $param_ref) = unpack_params(@_, {
        spec => [
            {
                name => 's',
                type => SCALAR,
            },
            {
                name => 'input',
                isa => 'ANTLR::Runtime::IntStream',
            }
        ]
    });
    my $s = $param_ref->{s};
    my $input = $param_ref->{input};

    switch ($s) {
        <dfa.specialStateSTs:{state |
            case <i0> \{ <!-- compressed special state numbers 0..n-1 !>
                <state>;
            separator="\n">
        }
    }

<if(backtracking)>
    if ($self->state->backtracking > 0) {
        $self->state->failed = 1;
        return -1;
    }<\n>
<endif>

    my $nvae =
        ANTLR::Runtime::NoViableAltException->new({
            grammar_decision_description => $self->get_description(),
            decision_number => <dfa.decisionNumber>,
            state_number => $s,
            input => $input,
        });<\n>
        $self->error($nvae);

```

```

    $nvae->throw();
  }<\n>
<endif>
}<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
 * state.
 */
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
my $input = $self->input;
my $LA<decisionNumber>_<stateNumber> = $input->LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
my $index<decisionNumber>_<stateNumber> = $input->index();
$input->rewind();<\n>
<endif>
s = -1;
<edges; separator="\nls">
<if(semPredState)> <!
  return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr> <if(predicates)>&& (<predicates>)<endif> ) { s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>

// D F A E X P R E S S I O N S

andPredicates(left,right) ::= "<left> && <right>"

orPredicates(operands) ::= "<operands; separator=\"||\">"

notPredicate(pred) ::= "!<evalPredicate(...)>"

```

```

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "$LA<decisionNumber>_<stateNumber> eq <atom>"

/**
 * Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt) ::= "$self->input->LA(<k>) eq <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
($LA<decisionNumber>_<stateNumber> ge <lower> && $LA<decisionNumber>_<stateNumber> le <upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "($self->input->LA(<k>) ge
<lower> && $self->input->LA(<k>) le <upper>)"

setTest(ranges) ::= "<ranges; separator=\\|\\>"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
    <scope.attributes:{<it.decl>;}; separator=\\n"
}
protected Stack <scope.name>_stack = new Stack();<\\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
    <scope.attributes:{<it.decl>;}; separator=\\n"
}
protected
Stack <scope.name>_stack = new Stack();<\\n>
<endif>
>>

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.name>_return
<else>
<if(ruleDescriptor.hasSingleReturnValue)>

```

```

<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
 * values.
 */
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "undef".
 */
initValue(typeName) ::= <<
<if(typeName)>
<perlTypeInitMap.(typeName)>
<else>
undef
<endif>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
my $<label.label.text> = <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

/**
Define a return struct for a rule if the code needs to access its
 * start/stop tokens, tree stuff, attributes, ... Leave a hole for
 * subgroups to stick in members.
 */
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
{
package <returnType()>;
use ANTLR::Runtime::Class;

```

```

extends 'ANTLR::Runtime::<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope';

<scope.attributes:{public <it.decl>;}; separator="\n">
<@ruleReturnMembers()>
}
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{<$<it.name>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<$<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<$<attr.name> =<expr>";

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name>
<else>
<if(index)>
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name>
<else>
((<scope>_scope)<scope>_stack.peek()).<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex)
::= <<
<if(negIndex)>
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name> =<expr>;
<else>
<if(index)>
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name> =<expr>;
<else>
((<scope>_scope)<scope>_stack.peek()).<attr.name> =<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {$function.size()>0 && $function::name.equals("foo")}?
 */
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */

```

```

ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
$<scope>.<attr.name>
<else>
$<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
$<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr)
::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>;
<else>
$<attr.name> =<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "$<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "$<scope>->get_text()"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "((<labelType>)<scope>.start)"
ruleLabelPropertyRef_stop(scope,attr) ::= "((<labelType>)<scope>.stop)"
ruleLabelPropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)<scope>.tree)"
ruleLabelPropertyRef_text(scope,attr)
::= <<
<if(TREE_PARSER)>

```



```

input.getTokenStream().toString(
input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
input.getTreeAdaptor().getTokenStopIndex(<scope>.start))
<else>
substr($self->input, $<scope>->start, $<scope>->stop)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "$<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "<scope>.getText()"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType>)retval.start)"
rulePropertyRef_stop(scope,attr)
::= "((<labelType>)retval.stop)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.getTokenStream().toString(
input.getTreeAdaptor().getTokenStartIndex(retval.start),
input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "$_type"
lexerRulePropertyRef_line(scope,attr) ::= "tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "$_channel"
lexerRulePropertyRef_start(scope,attr) ::= "tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_self(scope,attr)
::= "$self"

// setting $st and $tree is allowed in local rule. everything else

```

```

// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>";
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>";

/** How to execute an action */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> ) {
  <action>
}
<else>
if ( backtracking==0 ) {
  <action>
}
<endif>
<else>
<action>
<endif>
>>

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
Readonly my $<name> => ANTLR::Runtime::BitSet->new({ words64 => [ <words64:{'<it>'};separator=", "> ]
});<\n>
>>

codeFileExtension() ::= ".pm"

true() ::= "1"
false() ::= "0"

Found in path(s):
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Perl5/Perl5.stg
No license file was found, but licenses were detected in source scan.

/*
[The "BSD license"]
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*/

```
asTypeInitMap ::= [
  "int": "0",
  "uint": "0",
  "Number": "0.0",
  "Boolean": "false",
  default: "null" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules
 * and cyclic DFAs plus support code.
 */
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
  docComment, recognizer,
  name, tokens, tokenNames, rules, cyclicDFAs,
  bitsets, buildTemplate, buildAST, rewriteMode, profile,
  backtracking, synpreds,
  memoize, numRules,
  fileName, ANTLRVersion, generatedTimestamp, trace,
  scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
package<if(actions.(actionScope).package)> <actions.(actionScope).package><endif> {
  <actions.(actionScope).header>
  <@imports>
import org.antlr.runtime.*;
<if(TREE_PARSER)>
  import org.antlr.runtime.tree.*;
<endif>
  <@end>
```

```

<docComment>
<recognizer>
}
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="Token",
    superClass="Lexer") ::= <<
public class <grammar.recognizerName> extends
<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else><@superClassName><superClass>
><@end><endif> {
    <tokens:{it |public static const <it.name>:int=<it.type>;}; separator="\n">
    <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>>>
    <actions.lexer.members>

    // delegates
    <grammar.delegates:
        {g|public var <g.delegateName()>:<g.recognizerName>;};
separator="\n">
    // delegators
    <grammar.delegators:
        {g|public var <g.delegateName()>:<g.recognizerName>;}; separator="\n">
    <last(grammar.delegators):{g|public var gParent:<g.recognizerName>;}>

    public function <grammar.recognizerName>(<grammar.delegators:{g|<g.delegateName()>:<g.recognizerName>,
}>input:CharStream = null, state:RecognizerSharedState = null) {
        super(input, state);
        <cyclicDFAs:cyclicDFACtor(>
<if(memoize)>
<if(grammar.grammarIsRoot)>
            this.state.ruleMemo = new Array(<numRules>+1);<\n> <! index from 1..n !>
<endif>
<endif>
        <grammar.directDelegates:
            {g|<g.delegateName()> = new <g.recognizerName>(<trunc(g.delegators):{p|<p.delegateName()>, }>this,
input, this.state);}; separator="\n">
        <grammar.delegators:
            {g|this.<g.delegateName()> = <g.delegateName()>;}; separator="\n">
        <last(grammar.delegators):{g|gParent = <g.delegateName()>;}>
    }
    public override
    function get grammarFileName():String { return "<fileName>"; }

<if(filterMode)>
    <filteringNextToken()>
<endif>
    <rules; separator="\n\n">

    <synpreds:{p | <lexerSynpred(p)>>

```

```

<cyclicDFAs:cyclicDFA(>> <! dump tables for all DFA !>

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 * Make rule memoization happen only at levels above 1 as we start mTokens
 * at backtracking==1.
 */
filteringNextToken() ::= <<
public override function nextToken():Token {
    while (true) {
        if ( input.LA(1)==CharStreamConstants.EOF ) {
            return TokenConstants.EOF_TOKEN;
        }
        this.state.token = null;
        this.state.channel = TokenConstants.DEFAULT_CHANNEL;
        this.state.tokenStartCharIndex = input.index;
        this.state.tokenStartCharPositionInLine = input.charPositionInLine;
        this.state.tokenStartLine = input.line;
        this.state.text = null;
        try {
            var m:int = input.mark();
            this.state.backtracking=1; <! means we won't throw slow exception !>
            this.state.failed=false;
            mTokens();
            this.state.backtracking=0;
            <! mTokens backtracks with synpred at backtracking==2
             and we set the synpredgate to allow actions at level 1. !>
            if ( this.state.failed ) {
                input.rewindTo(m);
                input.consume(); <! advance one char and try again !>
            }
            else {
                emit();
                return this.state.token;
            }
        }
        catch (re:RecognitionException) {
            // shouldn't happen in backtracking mode, but...
            reportError(re);
            recover(re);
        }
    }
}
// Not reached - For ActionScript compiler

```

```

    throw new Error();
}

public override function memoize(input:IntStream,
    ruleIndex:int,
    ruleStartIndex:int):void
{
if
( this.state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

public override function alreadyParsedRule(input:IntStream, ruleIndex:int):Boolean {
if ( this.state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
}
>>

actionGate() ::= "this.state.backtracking==0"

filteringActionGate() ::= "this.state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, inputStreamType, superClass,
    labelType, members, rewriteElementType,
    filterMode, ASTLabelType="Object") ::= <<
public class <grammar.recognizerName> extends
<if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else><@superClassName><superClass>
><@end><endif> {
<if(grammar.grammarIsRoot)>
    public static const tokenNames:Array = [
        "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>",
<tokenNames; separator=", ">
    ];<n>
<endif>
    <tokens:{it |public static const <it.name>:int=<it.type>;}; separator="\n">

    // delegates
    <grammar.delegates: {g|public var <g.delegateName():><g.recognizerName>;}; separator="\n">
    // delegators
    <grammar.delegators:
        {g|public var <g.delegateName():><g.recognizerName>;}; separator="\n">
    <last(grammar.delegators):{g|public var gParent:<g.recognizerName>;}>

    <scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
    <@members>
    <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
    public function <grammar.recognizerName>(<grammar.delegators:{g|<g.delegateName():><g.recognizerName>,

```

```

}>input:<inputStreamType>, state:RecognizerSharedState = null) {
    super(input, state);
    <cyclicDFAs:cyclicDFActor()>
    <parserCtorBody()>
    <grammar.directDelegates:
        {g|<g:delegateName()> = new <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>,
    }>this, input, this.state);}; separator="\n">
        <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
separator="\n">
        <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
    }
    <@end>

    public override function get tokenNames():Array { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; }
    public override function get grammarFileName():String { return "<fileName>"; }

    <members>

    <rules; separator="\n\n">

    <! generate rule/method definitions for imported rules so they
        appear to be defined in this recognizer. !>
        // Delegated rules
    <grammar.delegatedRules:{ruleDescriptor|
        public function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>):<returnType()> {
    <if(ruleDescriptor.hasReturnValue)>return
    <endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attribut
es:{a|<a.name>; separator=", ">);
    \}); separator="\n">

    <synpreds:{p | <synpred(p)>>

    <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

    <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
        words64=it.bits)>>
    }
    >>

    parserCtorBody() ::= <<
    <if(memoize)>
    <if(grammar.grammarIsRoot)>
    this.state.ruleMemo = new Array(<length(grammar.allImportedRules)>+1);<\n> <! index from 1..n !>
    <endif>
    <endif>
    <grammar.delegators:
    {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">

```

>>

```
parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType="Object",
superClass="Parser", labelType="Token", members={<actions.parser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, "TokenStream", superClass,
    labelType, members, "Token",
    false, ASTLabelType)>
```

>>

```
/** How to generate a tree parser; same as parser except the input
```

```
* stream is a different
```

```
type.
```

```
*/
```

```
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
    numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
    superClass="TreeParser", members={<actions.treeparser.members>}) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, "TreeNodeStream", superClass,
    labelType, members, "Node",
    filterMode, ASTLabelType)>
```

>>

```
/** A simpler version of a rule template that is specific to the imaginary
```

```
* rules created for syntactic predicates. As they never have return values
```

```
* nor parameters etc..., just give simplest possible method. Don't do
```

```
* any of the normal memoization stuff in here either; it's a waste.
```

```
* As predicates cannot be inlined into the invoking rule, they need to
```

```
* be in a rule by themselves.
```

```
*/
```

```
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
```

```
<<
```

```
// $ANTLR start <ruleName>
```

```
public
```

```
final function <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope>):void {
    <ruleLabelDefs(>
```

```
<if(trace)>
```

```
    traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
```

```
    try {
```

```
        <block>
```

```
    }
```

```
    finally {
```

```
        traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
```

```
    }
```

```
<else>
```

```
    <block>
```

```
<endif>
```

```
}
```



```

// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final function <name>():Boolean {
    this.state.backtracking++;
    <@start()>
    var start:int = input.mark();
    try {
        <name>_fragment(); // can never throw exception
    } catch (re:RecognitionException) {
        trace("impossible: "+re);
    }
    var success:Boolean = !this.state.failed;
    input.rewindTo(start);
    <@stop()>
    this.state.backtracking--;
    this.state.failed=false;
    return success;
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( this.state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) )
    { return <ruleReturnValue()>; }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (this.state.failed) return <ruleReturnValue()>;<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (this.state.backtracking>0) { this.state.failed=true; return <ruleReturnValue()>;}<endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>

```

```

// $ANTLR start <ruleName>
// <fileName>:<description>
public final function <ruleName>(<ruleDescriptor.parameterScope:parameterScope()>:<returnType()> {
    <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeSetUp()>
    <ruleDeclarations()>
    <ruleLabelDefs()>
    <ruleDescriptor.actions.init>
    <@preamble()>
    try {
        <ruleMemoization(name=ruleName)>
        <block>
        <ruleCleanUp()>
        <(ruleDescriptor.actions.after):execAction()>
    }
    <if(exceptions)>
        <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n}>>
    <else>
    <if(!emptyRule)>
    <if(actions.(actionScope).rulecatch)>
        <actions.(actionScope).rulecatch>
    <else>
        catch (re:RecognitionException) {
            reportError(re);
            recoverStream(input,re);
            <@setErrorReturnValue()>
        }<\n>
    <endif>
    <endif>
    <endif>
    finally {
        <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
        <memoize()>
        <ruleScopeCleanUp()>
        <finally>
    }
    <@postamble()>
    return <ruleReturnValue()>;
}
// $ANTLR end <ruleName>
>>

catch(decl,action) ::= <<
catch (<e.decl>) {
    <e.action>
}
>>

```

```

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
var retVal:<returnType()> = new <returnType()>();
retVal.start = input.LT(1);<\n>
<else>
<ruleDescriptor.returnScope.attributes:{
a |
var <a.name>:<a.type> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
var <ruleDescriptor.name>_startIndex:int = input.index;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.push(new Object());}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.push(new Object());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.pop();}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
: {it |var <it.label.text>:<labelType>=null;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
: {it |var list_<it.label.text>:Array=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef();
separator="\n">
<ruleDescriptor.ruleListLabels:{ll|var <ll.label.text>:RuleReturnScope = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it |var <it.label.text>:<labelType>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |var <it.label.text>:int;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels]
: {it |var list_<it.label.text>:Array=null;}; separator="\n"

```

```
>
>>
```

```
ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>
```

```
ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = input.LT(-1);<\n>
<endif>
<endif>
>>
```

```
memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( this.state.backtracking>0 ) { memoize(input,
<ruleDescriptor.index>, <ruleDescriptor.name>_startIndex); }
<endif>
<endif>
>>
```

```
/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules.
 */
```

```
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start <ruleName>
public final function m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()):void {
<if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
<ruleScopeSetUp()>
<ruleDeclarations()>
try {
<if(nakedBlock)>
<ruleMemoization(name=ruleName)>
<lexerRuleLabelDefs()>
<ruleDescriptor.actions.init>
<block><\n>
<else>
```

```

    var _type:int = <ruleName>;
    var _channel:int = DEFAULT_TOKEN_CHANNEL;
    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    this.state.type = _type;
    this.state.channel = _channel;
    <(ruleDescriptor.actions.after):execAction()>
<endif>
}
finally {
    <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeCleanUp()>
    <memoize()>
}
}
// $ANTLR end <ruleName>
>>

```

```

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */

```

```

tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
public override function mTokens():void {
    <block><\n>
}
>>

```

```

// S U B R U L E S

```

```

/** A (...) subrule with multiple alternatives */

```

```

block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber>:int=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>) {
    <alts:{a | <altSwitchCase(i, a)>}>
}
<@postbranch()>
>>

```

```

/** A rule block with multiple alternatives */

```

```

ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var
  alt<decisionNumber>:int=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
  <alts:{ a | <altSwitchCase(i, a)>}>
}
>>

```

```

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

```

*/** A special case of a (...) subrule with a single alternative */*

```

blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

```

*/** A (..)+ block with 1 or more alternatives */*

```

positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var cnt<decisionNumber>:int=0;
<decls>
<@preloop()>
loop<decisionNumber>:
do {
  var alt<decisionNumber>:int=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
  <alts:{ a | <altSwitchCase(i, a)>}>
  default :
    if ( cnt<decisionNumber> >= 1 ) break loop<decisionNumber>;

```

```

    <ruleBacktrackFailure()>
        throw new EarlyExitException(<decisionNumber>, input);
        <! Need to add support for earlyExitException debug hook !>
    }
    cnt<decisionNumber>++;
} while (true);
<@postloop()>
>>

```

positiveClosureBlockSingleAlt ::= positiveClosureBlock

```

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
loop<decisionNumber>:
do {
    var alt<decisionNumber>:int=<maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
    switch (alt<decisionNumber>) {
<alts:{a | <altSwitchCase(i, a)>}>
    default :
        break loop<decisionNumber>;
    }
} while (true);
<@postloop()>
>>

```

closureBlockSingleAlt ::= closureBlock

```

/** Optional blocks (x)? are translated to (x)
by before code generation
* so we can just use the normal block template
*/
optionalBlock ::= block

```

optionalBlockSingleAlt ::= block

```

/** A case in a switch that jumps to an alternative given the alternative
* number. A DFA predicts the alternative and then a simple switch
* does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum, alt) ::= <<
case <altNum> :

```

```

<@prealt()>
<alt>
break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions)
::= <<
<if(label)><label>=<labelType><endif>matchStream(input,<token>,FOLLOW_<token>_in_<ruleName><element
Index>><if(label)><endif>; <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new Array();
list_<label>.push(<elem>);<\n>
>>

/** match a character */

```



```

charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1);<\n>
<else>
<label>=<labelType>(input.LT(1));<\n>
<endif>
<endif>
if
( <s> ) {
input.consume();
<postmatchCode>
<if(!LEXER)>
this.state.errorRecovery=false;
<endif>
<if(backtracking)>this.state.failed=false;<endif>
}
else {
<ruleBacktrackFailure()>
<@mismatchedSetException()>
<if(LEXER)>
throw recover(new MismatchedSetException(null,input));<\n>
<else>
throw new MismatchedSetException(null,input);
<! use following code to make it recover inline; remove throw mse;
recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
!>
<endif>
}<\n>
>>

matchRuleBlockSet ::= matchSet

```

```

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
var <label>Start:int = charIndex;
matchString(<string>); <checkRuleBacktrackFailure()>
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int =
charPositionInLine;
<label> = CommonToken.createFromStream(input, TokenConstants.INVALID_TOKEN_TYPE,
TokenConstants.DEFAULT_CHANNEL, <label>Start, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
matchString(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=<labelType>(input.LT(1));<\n>
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(label, label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

```

```

/** Match a rule reference by invoking it possibly with arguments
 * and a return value
 * or values. The 'rule' argument was the
 * target rule name, but now is type Rule, whose toString is
 * same: the rule name. Now though you can access full rule
 * descriptor stuff.
 *
 * GMS: Note: do not use post-decrement operator! ASC produces bad code for exceptions in this case.
 * See: https://bugs.adobe.com/jira/browse/ASC-3625
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName().<endif><rule.name>(<args; separator=", ">)<n>
state._fsp = state._fsp - 1;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference.
 *
 * The 'rule' argument was the target rule name, but now
 * is type Rule, whose toString is same: the rule name.
 * Now though you can access full rule descriptor stuff.
 */
lexerRuleRef(rule,label,args,elementIndex,scope)
 ::= <<
<if(label)>
var <label>Start<elementIndex>:int = charIndex;
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int = charPositionInLine;
<if(scope)><scope:delegateName().<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<label> = CommonToken.createFromStream(input, TokenConstants.INVALID_TOKEN_TYPE,
TokenConstants.DEFAULT_CHANNEL, <label>Start<elementIndex>, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope:delegateName().<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

```

```

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
var <label>Start<elementIndex>:int
= charIndex;
var <label>StartLine<elementIndex>:int = line;
var <label>StartCharPos<elementIndex>:int = charPositionInLine;
match(EOF); <checkRuleBacktrackFailure()>
var <label>:<labelType> = CommonToken.createFromStream(input, EOF,
TokenConstants.DEFAULT_CHANNEL, <label>Start<elementIndex>, charIndex-1);
<label>.line = <label>StartLine<elementIndex>;
<label>.charPositionInLine = <label>StartCharPos<elementIndex>;
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()          ::= "var <recRuleArg()>:int"
recRuleArg()             ::= "_p"
recRuleAltPredicate(ruleName,opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction() ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)  ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
enclosingTreeLevel, treeLevel) ::=
<<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==TokenConstants.DOWN ) {
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
}
<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

```

```

/** Every predicate is used as a validating predicate (even when it is
 * also hoisted into a prediction expression).
 */
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(pred,description)> ) ) {
    <ruleBacktrackFailure()>
    throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d D F A (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges;
separator="\nelse ">
else {
<if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>;
<else>
    <ruleBacktrackFailure()>
    throw new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);<\n>
    <! Need to add hook for noViableAltException() !>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so
 * that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>

```

```

<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
    alt<decisionNumber>=<eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>";

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.
 */
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>)<if(predicates)>&& (<predicates>)<endif> ) {
    <targetState>
}
>>

// F i x e d D F A (switch case)

/** A DFA state where a SWITCH may be generated.
    The code generator
    * decides if this is possible: CodeGenerator.canGenerateSwitch().
    */
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>)) {
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>;
<else>
    <ruleBacktrackFailure()>
    throw new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);<\n>
    <! Need to add hook for noViableAltException !>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>)) {
    <edges; separator="\n">
}<\n>

```

```

>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
    alt<decisionNumber>=<eotPredictsAlt>;
    break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
{
    <targetState>
}
break;
>>

// C y c l i c D F A

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input);
>>

cyclicDFACtor(dfa) ::= <<

dfa<dfa.decisionNumber> = new DFA(this, <dfa.decisionNumber>,
    "<dfa.description>",
    DFA<dfa.decisionNumber>_eot, DFA<dfa.decisionNumber>_eof, DFA<dfa.decisionNumber>_min,
    DFA<dfa.decisionNumber>_max, DFA<dfa.decisionNumber>_accept, DFA<dfa.decisionNumber>_special,
    DFA<dfa.decisionNumber>_transition<if(dfa.specialStateSTs)>,
    DFA<dfa.decisionNumber>_specialStateTransition<endif>);

>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
 * Can't use hex as compiler translates them before compilation.
 * These strings are split into multiple,
 * concatenated strings.
 * Java puts them back together at compile time thankfully.
 * Java cannot handle large static arrays, so we're stuck with this
 * encode/decode approach. See analysis and runtime DFA for

```

```

* the encoding methods.
*/
cyclicDFA(dfa) ::= <<

private const DFA<dfa.decisionNumber>_eot:Array =
    DFA.unpackEncodedString("<dfa.javaCompressedEOT; wrap=\"'+\n  '\">");
private const DFA<dfa.decisionNumber>_eof:Array =
    DFA.unpackEncodedString("<dfa.javaCompressedEOF; wrap=\"'+\n  '\">");
private const DFA<dfa.decisionNumber>_min:Array =
    DFA.unpackEncodedString("<dfa.javaCompressedMin; wrap=\"'+\n  '\">", true);
private const DFA<dfa.decisionNumber>_max:Array =
    DFA.unpackEncodedString("<dfa.javaCompressedMax; wrap=\"'+\n  '\">", true);
private const DFA<dfa.decisionNumber>_accept:Array =
    DFA.unpackEncodedString("<dfa.javaCompressedAccept; wrap=\"'+\n  '\">");
private const DFA<dfa.decisionNumber>_special:Array =
    DFA.unpackEncodedString("<dfa.javaCompressedSpecial;
wrap=\"'+\n  '\">");
private const DFA<dfa.decisionNumber>_transition:Array = [
    <dfa.javaCompressedTransition: {s|DFA.unpackEncodedString("<s; wrap=\"'+\n  '\">"); separator=",\n">
];
<if(dfa.specialStateSTs)>
    private function DFA<dfa.decisionNumber>_specialStateTransition(dfa:DFA, s:int, _input:InputStream):int {
        <if(LEXER)>
            var input:InputStream = _input;
        <endif>
        <if(PARSER)>
            var input:TokenStream = TokenStream(_input);
        <endif>
        <if(TREE_PARSER)>
            var input:TreeNodeStream = TreeNodeStream(_input);
        <endif>
        var _s:int = s;
        switch ( s ) {
            <dfa.specialStateSTs: {state |
            case <i0> : <! compressed special state numbers 0..n-1 !>
                <state>}; separator="\n">
            }
        <if(backtracking)>
            if (this.state.backtracking>0) {this.state.failed=true; return -1;}<\n>
        <endif>
        throw dfa.error(new NoViableAltException(dfa.description, <dfa.decisionNumber>,
        _s, input));
    }<\n>
    <endif>

protected var dfa<dfa.decisionNumber>:DFA; // initialized in constructor

>>

```



```

/** A state in a cyclic DFA; it's a special state and part of a big switch on
 * state.
 */
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
var LA<decisionNumber>_<stateNumber>:int = input.LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
var index<decisionNumber>_<stateNumber>:int = input.index;
input.rewind();<\n>
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr> <if(predicates)>&& (<predicates>)<endif> ) { s = <targetStateNumber>;}<\n>
>>

/**
 * An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>

// D F A E X P R E S S I O N S

andPredicates(left,right) ::= "<left>&&<right>"

orPredicates(operands) ::= "<operands; separator=\"||\">"

notPredicate(pred) ::= "!(<evalPredicate(pred,{}>)"

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>===<atomAsInt>"

```

```

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atomAsInt>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<stateNumber> >= <lowerAsInt> && LA<decisionNumber>_<stateNumber> \<=
<upperAsInt>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
::= "(input.LA(<k>) >= <lowerAsInt> && input.LA(<k>) \<= <upperAsInt>)"

setTest(ranges) ::= <<
<ranges; separator="|">
>>

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected var <scope.name>_stack:Array = new Array();<\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected var <scope.name>_stack:Array = new Array();<\n>
<endif>
>>

returnStructName() ::= "<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
 * values.

```

```

*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<returnStructName()>
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

delegateName(d)
::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "null".
 */
initValue(typeName) ::= <<
<asTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
var <label.label.text>:<ruleLabelType(referencedRule=label.referencedRule)> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

/** Define a return struct for a rule if the code needs to access its
 * start/stop tokens, tree stuff, attributes, ... Leave a hole for
 * subgroups to stick in members.
 */
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public static class <returnType()> extends <if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope {
  <scope.attributes:{it |public <it.decl>;}; separator="\n">
  <@ruleReturnMembers()>
};
<endif>
>>

parameterScope(scope)
::= <<
<scope.attributes:{it |<it.name>:<it.type>}; separator=" ">
>>

```

```

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>";

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
<scope>_stack[<scope>_stack.length-<negIndex>-1].<attr.name>
<else>
<if(index)>
<scope>_stack[<index>].<attr.name>
<else>
<scope>_stack[<scope>_stack.length-1].<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
<if(negIndex)>
<scope>_stack[<scope>_stack.length-<negIndex>-1].<attr.name> =<expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name> =<expr>;
<else>
<scope>_stack[<scope>_stack.length-1].<attr.name> =<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {$function.size()>0 && $function::name.equals("foo")}?
 */
isolatedDynamicScopeRef(scope)
::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?<scope>.values.<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.values.<attr.name>
<else>

```

```

<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.values.<attr.name> =<expr>;
<else>
<attr.name> =<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.text:null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.type:0)"
tokenLabelPropertyRef_line(scope,attr)
::= "(<scope>!=null?<scope>.line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.charPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.tokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int(<scope>.text):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?<labelType>(<scope>.start):null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?<labelType>(<scope>.stop):null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>!=null?<ASTLabelType>(<scope>.tree):null)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(<scope>!=null?(input.tokenStream.toStringWithRange(
input.treeAdaptor.getTokenStartIndex(<scope>.start),
input.treeAdaptor.getTokenStopIndex(<scope>.start))):null)
<else>
(<scope>!=null?input.toStringWithTokenRange(<scope>.start,<scope>.stop):null)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr)
::= "(<scope>!=null?<scope>.st:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */

```

```

lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
  "<scope>!=null?<scope>.type:0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
  "<scope>!=null?<scope>.lien:0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
  "<scope>!=null?<scope>.charPositionInLine:0)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
  "<scope>!=null?<scope>.channel:0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::=
  "<scope>!=null?<scope>.tokenIndex:0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
  "<scope>!=null?<scope>.text:null)"
lexerRuleLabelPropertyRef_int(scope,attr) ::=
  "<scope>!=null?int(<scope>.text):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "<labelType>(retval.start)"
rulePropertyRef_stop(scope,attr) ::= "<labelType>(retval.stop)"
rulePropertyRef_tree(scope,attr)
  ::= "<ASTLabelType>(retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.tokenStream.toStringWithRange(
  input.treeAdaptor.getTokenStartIndex(retval.start),
  input.treeAdaptor.getTokenStopIndex(retval.start))
<else>
input.toStringWithTokenRange(retval.start,input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(charIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st
and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

```

```

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
  <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
public static const <name>:BitSet = new BitSet([<words64:{it |<it>};separator=", ">]);<n>
>>

codeFileExtension() ::= ".as"

true_value() ::= "true"
false_value() ::= "false"

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/ActionScript/ActionScript.stg

```

No license file was found, but licenses were detected in source scan.

/*

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*/

```
scalaTypeInitMap ::= [  
  "Int": "0",  
  "Long": "0",  
  "Float": "0.0f",  
  "Double": "0.0",  
  "Boolean": "false",  
  "Byte": "0",  
  "Short": "0",  
  "Char": "0",  
  default: "null" // anything other than an atomic type  
]
```

```
/** The overall file structure of a recognizer; stores methods for rules  
 * and cyclic DFAs plus support code.
```

```
*/
```

```
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,  
  docComment, recognizer,  
  name, tokens, tokenNames, rules, cyclicDFAs,
```

```
  bitsets, buildTemplate, buildAST, rewriteMode, profile,  
  backtracking, synpreds, memoize, numRules,  
  fileName, ANTLRVersion, generatedTimestamp, trace,  
  scopes, superClass, literals) ::=
```

```
<<
```

```
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
```

```
<actions.(actionScope).header>
```

```
<@imports>
```

```
import org.antlr.runtime._
```

```
<if(TREE_PARSER)>
```

```
import org.antlr.runtime.tree._
```

```
<endif>
```

```
<@end>
```

```
<docComment>
```



```

<recognizer>
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
    superClass="Lexer") ::= <<
object <grammar.recognizerName> {
    <tokens:{it | val <it.name> = <it.type>}; separator="\n">

    <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
}

class <grammar.recognizerName>(input: CharStream, state<grammar.delegators:{g|, <g.recognizerName>
<g.delegateName()>>: RecognizerSharedState) extends <@superClassName><superClass><@end>(input,
state<grammar.delegators:{g|, <g.recognizerName> <g.delegateName()>>}) {
    import <grammar.recognizerName>._
    <actions.lexer.members>

    // delegates
    <grammar.delegates:
        {g|<g.recognizerName> <g.delegateName()>}; separator="\n">
    // delegators
    <grammar.delegators:
        {g|<g.recognizerName> <g.delegateName()>}; separator="\n">
    <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

    <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>}>

    def this(input<grammar.delegators:{g|, <g.recognizerName> <g.delegateName()>>: CharStream) =
        this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g.delegateName()>>})

<if(memoize)>
<if(grammar.grammarIsRoot)>
    state.ruleMemo = new Array[java.util.Map[_,_]](<numRules>+1)<\n> <! index from 1..n !>
<endif>
<endif>
    <grammar.directDelegates:
        {g|<g.delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
<p:delegateName()>>}, this)}; separator="\n">
    <grammar.delegators:
        {g|this.<g.delegateName()>
= <g.delegateName()>}; separator="\n">
    <last(grammar.delegators):{g|gParent = <g.delegateName()>}>

    override def getGrammarFileName = "<fileName>"

<if(filterMode)>
    <filteringNextToken()>
<endif>

```

```

<rules; separator="\n\n">

<synpreds:{ p | <lexerSynpred(p)> }>
<cyclicDFAs:{ dfa | private val dfa<dfa.decisionNumber> = new
<grammar.recognizerName>.DFA<dfa.decisionNumber>(this)}; separator="\n\n">
}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 * Make rule memoization happen only at levels above 1 as we start mTokens
 * at backtracking==1.
 */
filteringNextToken() ::= <<
override def nextToken(): Token = {
  while (true) {
    if ( input.LA(1)==CharStream.EOF ) {
      var eof: Token = new CommonToken((CharStream)input,Token.EOF,

      Token.DEFAULT_CHANNEL,
          input.index(),input.index())
      eof.setLine(getLine())
      eof.setCharPositionInLine(getCharPositionInLine())
      return eof
    }
    state.token = null
state.channel = Token.DEFAULT_CHANNEL
state.tokenStartCharIndex = input.index()
state.tokenStartCharPositionInLine = input.getCharPositionInLine()
state.tokenStartLine = input.getLine()
state.text = null
    try {
      val m = input.mark()
      state.backtracking=1 <! means we won't throw slow exception !>
      state.failed=false
      mTokens()
      state.backtracking=0
      <! mTokens backtracks with synpred at backtracking==2
      and we set the synpredgate to allow actions at level 1. !>
      if ( state.failed ) {
        input.rewind(m)
        input.consume() <! advance one char and try again !>
      }
    }
    else
  {
    emit()
    return state.token
  }
}

```

```

    }
  }
  catch {
    case re: RecognitionException =>
      // shouldn't happen in backtracking mode, but...
      reportError(re)
      recover(re)
    }
  }
}

override def memoize(input: IntStream,
  ruleIndex: Int,
  ruleStartIndex: Int) = {
  if ( state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex)
}

override def alreadyParsedRule(input: IntStream, ruleIndex: Int):Boolean {
  if ( state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex)
  return false
}
>>

actionGate() ::= "state.backtracking==0"

filteringActionGate() ::= "state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
  bitsets, inputStreamType, superClass,
  labelType, members, rewriteElementType,
  filterMode, ASTLabelType="Object") ::= <<
object <grammar.recognizerName>
{
<if(grammar.grammarIsRoot)>
  val tokenNames = Array(
    "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
  )<\n>
<endif>

  <tokens:{it | val <it.name> = <it.type>}; separator="\n">

  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

  <bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
    words64=it.bits)>>
}

```

```

class <grammar.recognizerName>(input: <inputStreamType>, state<grammar.delegators:{g| <g.recognizerName>
<g.delegateName()>>: RecognizerSharedState) extends <@superClassName><superClass><@end>(input, state) {
  import <grammar.recognizerName>._
  // delegates
  <grammar.delegators:
    {g|public <g.recognizerName> <g.delegateName()>; separator="\n">
  // delegators
  <grammar.delegators:
    {g|public <g.recognizerName> <g.delegateName()>; separator="\n">
  <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

  <scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>>>

  <@members>
  <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
  def this(input<grammar.delegators:{g| <g.recognizerName> <g.delegateName()>>: <inputStreamType>) =
    this(input, new RecognizerSharedState()<grammar.delegators:{g| <g.delegateName()>>

    <parserCtorBody()>
    <grammar.directDelegates:
      {g|<g.delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
<p:delegateName()>>, this)}; separator="\n">
      <grammar.indirectDelegates:{g | <g.delegateName()> = <g.delegateName()>.<g.delegateName()>};
separator="\n">
      <last(grammar.delegators):{g|gParent = <g.delegateName()>>
    <@end>

  override def getTokenNames: Array[String] = tokenNames
  override def getGrammarFileName = "<fileName>"

  <members>

  <rules; separator="\n\n">

  <! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
  // Delegated rules
  <grammar.delegatedRules:{ruleDescriptor|
    @throws(classOf[RecognitionException])
    def <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>): <returnType()> = \{
  <if(ruleDescriptor.hasReturnValue)>return
  <endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attributes:
  {a|<a.name>; separator=", "> \}); separator="\n">

  <synpreds:{p | <synpred(p)>>

  <cyclicDFAs:{dfa | private val dfa<dfa.decisionNumber> = new
  <grammar.recognizerName>.DFA<dfa.decisionNumber>(this)}; separator="\n">

```

```

}
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new Array[java.util.Map[_,_]](<length(grammar.allImportedRules)>+1)<\n> <! index from
1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g.delegateName()> = <g.delegateName()>; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
    ASTLabelType="Object", superClass="Parser",
    labelType="Token",
    members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="TokenStream", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
 * stream is a different type.
 */
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
    numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
    superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
    members={<actions.treeparser.members>}
    ) ::= <<
<genericParser(inputStreamType="TreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 * nor parameters etc..., just give simplest possible method. Don't do
 * any of the normal memoization stuff in here either; it's a waste.
 * As predicates cannot be inlined into the invoking rule, they need to
 * be in a rule by themselves.
 */
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
@throws(classOf[RecognitionException])
def <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>): Unit = {
    <ruleLabelDefs()>
<if(trace)>
    traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
    try {

```

```

    <block>
  }
  finally {
    traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
  }
<else>
  <block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
final def <name>(): Boolean = {
  state.backtracking+=1
  <@start>
  val start = input.mark()
  try {
    <name>_fragment() // can never throw exception
  } catch {
    case re: RecognitionException =>
      System.err.println("impossible: "+re)
  }
  val success = !state.failed
  input.rewind(start)
  <@stop>
  state.backtracking-=1
  state.failed=false
  success
}<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index> ) ) { return <ruleReturnValue()> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) return <ruleReturnValue()><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */

```

```

ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) {state.failed=true; return <ruleReturnValue(>><endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
// <fileName>:<description>
@throws(classOf[RecognitionException])
final
def <ruleName>(<ruleDescriptor.parameterScope:parameterScope(>): <returnType(>) = {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>)<endif>
  <ruleScopeSetUp(>
  <ruleDeclarations(>
  <ruleLabelDefs(>
  <ruleDescriptor.actions.init>
  <@preamble(>
  try {
    <ruleMemoization(name=ruleName)>
    <block>
    <ruleCleanUp(>
    <(ruleDescriptor.actions.after):execAction(>
  }
  <if(exceptions)>
    <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
  <else>
  <if(!emptyRule)>
  <if(actions.(actionScope).rulecatch)>
    <actions.(actionScope).rulecatch>
  <else>
    catch {
      case re: RecognitionException =>
        reportError(re)
        recover(input,re)
    }
  <@setErrorReturnValue(>
  }<\n>
  <endif>
  <endif>
  <endif>
  finally {
    <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <memoize(>
    <ruleScopeCleanUp(>

```

```

    <finally>
    }
    <@postamble()>

    return <ruleReturnValue()>
    }
    // $ANTLR end "<ruleName>"
    >>

    catch(decl,action) ::= <<
    catch (<e.decl>) {
        <e.action>
    }
    >>

    ruleDeclarations() ::= <<
    <if(ruleDescriptor.hasMultipleReturnValues)>
    val retval = new <returnType()>()
    retval.start = input.LT(1)<\n>
    <else>
    <ruleDescriptor.returnScope.attributes:{ a |
    var <a.name>: <a.type> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>
    }>
    <endif>
    <if(memoize)>
    val <ruleDescriptor.name>_startIndex = input.index()
    <endif>
    >>

    ruleScopeSetUp() ::= <<
    <ruleDescriptor.useScopes:{it | <it>_stack.push(new <it>_scope()); separator="\n">
    <ruleDescriptor.ruleScope:{it | <it.name>_stack.push(new <it.name>_scope()); separator="\n">
    >>

    ruleScopeCleanUp() ::= <<
    <ruleDescriptor.useScopes:{it | <it>_stack.pop(); separator="\n">
    <ruleDescriptor.ruleScope:{it | <it.name>_stack.pop(); separator="\n">
    >>

    ruleLabelDefs() ::= <<
    <[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
    ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
    :{it | var <it.label.text>: <labelType> = null}; separator="\n"
    >
    <[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
    :{it | var list_<it.label.text>: java.util.List=null}; separator="\n"
    >

```



```

<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|var <ll.label.text>: RuleReturnScope = null}; separator="\n">
>>

```

```

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it | var <it.label.text>: <labelType>=null}; separator="\n"
>
<ruleDescriptor.charLabels:{it | int <it.label.text>}; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels]
: {it | var list_<it.label.text>: java.util.List=null}; separator="\n"
>
>>

```

```

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
>>

```

```

ruleCleanUp()
::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = input.LT(-1)<\n>
<endif>
<endif>
>>

```

```

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( state.backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex) }
<endif>
<endif>
>>

```

```

/** How to generate a rule in the lexer; naked blocks are used for
* fragment rules.

```

```

*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
@throws(classOf[RecognitionException])
final def m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()): Unit = {
  <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>)<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  try {
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  try <block><\n>
<else>
  var _type = <ruleName>

  var _channel = BaseRecognizer.DEFAULT_TOKEN_CHANNEL
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  try <block>
  <ruleCleanUp()>
  state.`type` = _type
  state.channel = _channel
  <(ruleDescriptor.actions.after):execAction()>
<endif>
  }
  finally {
    <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>)<endif>
    <ruleScopeCleanUp()>
    <memoize()>
  }
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
@throws(classOf[RecognitionException])
def mTokens(): Unit = {
  <block><\n>
}
>>

// S U B R U L E S

```

```

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber>
= <maxAlt>
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
alt<decisionNumber> match {
  <alts:{a | <altSwitchCase(i,a)>}>
  case _ =>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<decision>
<@postdecision()>
alt<decisionNumber> match {
  <alts:{a | <altSwitchCase(i,a)>}>
  case _ =>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

```

```

/** A (..)+ block with 1 or more alternatives
 */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var cnt<decisionNumber>: Int = 0
<decls>
<@preloop()>
var loop<decisionNumber>_quitflag = false
while (!loop<decisionNumber>_quitflag) {
  var alt<decisionNumber>:Int = <maxAlt>
  <@predecision()>
  <decision>
  <@postdecision()>
  alt<decisionNumber> match {
    <alts:{a | <altSwitchCase(i,a)>}>
case _ =>
  if ( cnt<decisionNumber> >= 1 ) loop<decisionNumber>_quitflag = true
  else {
    <ruleBacktrackFailure()>
    val eee = new EarlyExitException(<decisionNumber>, input)
    <@earlyExitException()>
    throw eee
  }
}
  cnt<decisionNumber>+=1
}
<@postloop()>
>>

```

positiveClosureBlockSingleAlt ::= positiveClosureBlock

```

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
//
<fileName>:<description>
<decls>
<@preloop()>
var loop<decisionNumber>_quitflag = false
while (!loop<decisionNumber>_quitflag) {
  var alt<decisionNumber>:Int = <maxAlt>
  <@predecision()>
  <decision>
  <@postdecision()>
  alt<decisionNumber> match {
    <alts:{a | <altSwitchCase(i,a)>}>

```

```

    case _ => loop<decisionNumber>_quitflag = true
    }
}
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
 * so we can just use the normal block template
 */
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
 * number. A DFA predicts the alternative and then a simple switch
 * does the jump to the code that actually matches that alternative.
 */
altSwitchCase(altNum, alt) ::= <<
case <altNum> =>
    <@prealt()>
    <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew)
 ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>

```

```

>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label>=<endif>`match`(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex>)<if(label)>
.asInstanceOf[<labelType>]<endif>
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new java.util.ArrayList()
list_<label>.add(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
`match`(<char>)
<checkRuleBacktrackFailure()>
>>

/**
  match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1)<\n>
<else>
<label>=input.LT(1).asInstanceOf[<labelType>]<\n>
<endif>
<endif>
if ( <s> ) {

```

```

    input.consume()
    <postmatchCode>
<if(!LEXER)>
    state.errorRecovery=false<\n>
<endif>
    <if(backtracking)>state.failed=false<endif>
}
else {
    <ruleBacktrackFailure()>
    val mse = new MismatchedSetException(null,input)
    <@mismatchedSetException()>
<if(LEXER)>
    recover(mse)
    throw mse
<else>
    throw mse
    <! use following code to make it recover inline; remove throw mse;
    recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>)
    !>
<endif>
}<\n>
>>

```

```
matchRuleBlockSet
```

```
::= matchSet
```

```
matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
```

```
<matchSet(...)>
```

```
<listLabel(elem=label,...)>
```

```
>>
```

```
/** Match a string literal */
```

```
lexerStringRef(string,label,elementIndex="0") ::= <<
```

```
<if(label)>
```

```
val <label>Start = getCharIndex()
```

```
`match`(<string>)
```

```
<checkRuleBacktrackFailure()>
```

```
val <label>StartLine<elementIndex> = getLine()
```

```
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
```

```
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL, <label>Start,
getCharIndex()-1)
```

```
<label>.setLine(<label>StartLine<elementIndex>)
```

```
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
```

```
<else>
```

```
`match`(<string>)
```

```
<checkRuleBacktrackFailure()><\n>
```

```
<endif>
```

```
>>
```

```
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=input.LT(1).asInstanceOf[<labelType>]<\n>
<endif>
matchAny(input)
<checkRuleBacktrackFailure()>
>>
```

```
wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>
```

```
/**
Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1)<\n>
<endif>
matchAny()
<checkRuleBacktrackFailure()>
>>
```

```
wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>
```

```
/** Match a rule reference by invoking it possibly with arguments
* and a return value or values. The 'rule' argument was the
* target rule name, but now is type Rule, whose toString is
* same: the rule name. Now though you can access full rule
* descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label>=<endif><if(scope)><scope.delegateName()>.<endif><rule.name>(<args; separator=", ">)<\n>
state._fsp-=1
<checkRuleBacktrackFailure()>
>>
```

```
/** ids+=1 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>
```



```

/** A lexer rule reference.
 *
 *
 * The 'rule' argument was the target rule name, but now
 * is type Rule, whose toString is same: the rule name.
 * Now though you can access full rule descriptor stuff.
 */
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
val <label>Start<elementIndex> = getCharIndex()
val <label>StartLine<elementIndex> = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
<if(scope)><scope:delegateName().<endif>m<rule.name>(<args; separator=",">)
<checkRuleBacktrackFailure()>
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
<if(scope)><scope:delegateName().<endif>m<rule.name>(<args; separator=",">)
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/**
EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
val <label>Start<elementIndex> = getCharIndex()
val <label>StartLine<elementIndex> = getLine()
val <label>StartCharPos<elementIndex> = getCharPositionInLine()
`match`(EOF)
<checkRuleBacktrackFailure()>
val <label> = new <labelType>(input, EOF, Token.DEFAULT_CHANNEL, <label>Start<elementIndex>,
getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
`match`(EOF)
<checkRuleBacktrackFailure()>
<endif>
>>

```

```

// used for left-recursive rules
recRuleDefArg()          ::= "int <recRuleArg(>"
recRuleArg()            ::= "_p"
recRuleAltPredicate(ruleName,opPrec) ::= "<recRuleArg(> |<= <opPrec>"
recRuleSetResultAction() ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)    ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root,
  actionsAfterRoot, children, nullableChildList,
  enclosingTreeLevel, treeLevel) ::= <<
<root:element(>
<actionsAfterRoot:element(>
<if(nullableChildList(>
if ( input.LA(1)==Token.DOWN ) {
  `match`(input, Token.DOWN, null)
  <checkRuleBacktrackFailure(>
  <children:element(>
  `match`(input, Token.UP, null)
  <checkRuleBacktrackFailure(>
}
<else>
`match`(input, Token.DOWN, null)
<checkRuleBacktrackFailure(>
<children:element(>
`match`(input, Token.UP, null)
<checkRuleBacktrackFailure(>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
* also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)> ) ) {
  <ruleBacktrackFailure(>
  throw new FailedPredicateException(input, "<ruleName>", "<description>")
}
>>

// F i x e d D F A (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<n>
<edges;
separator="\nelse ">
else {

```

```

<if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>
<else>
  <ruleBacktrackFailure()>
  val nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input)<\n>
  <@noViableAltException()>
  throw nvae<\n>
<endif>
}
>>

```

```

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
<edges; separator="\nelse ">
>>

```

```

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer
 * so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
val LA<decisionNumber>_<stateNumber> = input.LA(<k>)<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else {
  alt<decisionNumber>=<eotPredictsAlt>
}<\n>
<endif>
<endif>
>>

```

```

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>"

```

```

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.

```

```

*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr> <if(predicates)>&& (<predicates>)<endif>) {
    <targetState>
}
>>

// F i x e d D F A (switch case)

/** A DFA state where a SWITCH may be generated. The
code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
<edges; separator="\n">
case _ =>
<if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>
<else>
    <ruleBacktrackFailure()>
    val nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input)<\n>
    <@noViableAltException()>
    throw nvae<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
    <edges; separator="\n">
    case _ =>
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
input.LA(<k>) match {
<edges; separator="\n"><\n>
case _ =>
<if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>;
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
case <labels:{it | <it>}>; separator=" | "> =>
{

```

```

    <targetState>
    }
>>

// C y c l i c D F A

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input)
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
 * Can't use hex as compiler translates them before compilation.
 * These strings are split into multiple, concatenated strings.
 * Java puts them back together at compile time thankfully.
 * Java cannot handle large static arrays, so we're stuck with this
 * encode/decode approach. See analysis and runtime DFA for
 * the encoding methods.
 */
cyclicDFA(dfa) ::= <<
val DFA<dfa.decisionNumber>_eotS =
    "<dfa.javaCompressedEOT; wrap=\""+\n    \">"
val DFA<dfa.decisionNumber>_eofS =
    "<dfa.javaCompressedEOF; wrap=\""+\n    \">"
val DFA<dfa.decisionNumber>_minS =
    "<dfa.javaCompressedMin;
wrap=\""+\n    \">"
val DFA<dfa.decisionNumber>_maxS =
    "<dfa.javaCompressedMax; wrap=\""+\n    \">"
val DFA<dfa.decisionNumber>_acceptS =
    "<dfa.javaCompressedAccept; wrap=\""+\n    \">"
val DFA<dfa.decisionNumber>_specialS =
    "<dfa.javaCompressedSpecial; wrap=\""+\n    \">}>"
val DFA<dfa.decisionNumber>_transitionS: Array[String] = Array(
    <dfa.javaCompressedTransition:{s|<s; wrap=\""+\n    \">"}; separator=",\n"
)

val DFA<dfa.decisionNumber>_eot: Array[Short] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eotS)
val DFA<dfa.decisionNumber>_eof: Array[Short] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eofS)
val DFA<dfa.decisionNumber>_min: Array[Char] =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS)
val DFA<dfa.decisionNumber>_max: Array[Char] =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS)
val DFA<dfa.decisionNumber>_accept: Array[Short] =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_acceptS)

```

```

val
  DFA<dfa.decisionNumber>_special: Array[Short] =
  DFA.unpackEncodedString(DFA<dfa.decisionNumber>_specialS)
val DFA<dfa.decisionNumber>_transition = new
  Array[Array[Short]](DFA<dfa.decisionNumber>_transitionS.length)

for (i \<- DFA<dfa.decisionNumber>_transition.indices) {
  DFA<dfa.decisionNumber>_transition(i) =
  DFA.unpackEncodedString(DFA<dfa.decisionNumber>_transitionS(i))
}

```

```

class DFA<dfa.decisionNumber> extends DFA {

  def this(recognizer: BaseRecognizer) = {
    this()
    this.recognizer = recognizer
    this.decisionNumber = <dfa.decisionNumber>
    this.eot = DFA<dfa.decisionNumber>_eot
    this.eof = DFA<dfa.decisionNumber>_eof
    this.min = DFA<dfa.decisionNumber>_min
    this.max = DFA<dfa.decisionNumber>_max
    this.accept = DFA<dfa.decisionNumber>_accept
    this.special = DFA<dfa.decisionNumber>_special
    this.transition = DFA<dfa.decisionNumber>_transition
  }

  override def getDescription = "<dfa.description>"
  <@errorMethod()>
  <if(dfa.specialStateSTs)>
    @throws(classOf[NoViableAltException])
    override def specialStateTransition(s: Int, _input: IntStream):Int = {
      <if(LEXER)>
        val input = _input
      <endif>
      <if(PARSER)>
        val input = _input.asInstanceOf[TokenStream]
      <endif>
      <if(TREE_PARSER)>
        val input = _input.asInstanceOf[TreeNodeStream]
      <endif>
      val _s = s
      s match {
        <dfa.specialStateSTs:{ state |
        case <i0> => <! compressed special state numbers 0..n-1 !>
          <state>}; separator="\n">
        case _ =>
        }
      }
    }
  <if(backtracking)>
    if (state.backtracking>0) {state.failed=true; return -1}<\n>

```

```

<endif>
    val nvae = new NoViableAltException(getDescription(), <dfa.decisionNumber>, _s, input)
    error(nvae)
    throw nvae
}<\n>
<endif>
}<\n>
>>

```

```

/** A state in a cyclic DFA; it's a special state and part of a big switch on
 * state.
 */
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState)
 ::= <<
val LA<decisionNumber>_<stateNumber>: Int = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
val index<decisionNumber>_<stateNumber>: Int = input.index()
input.rewind()<\n>
<endif>
s = -1
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if ( s>=0 ) return s
>>

```

```

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr> <if(predicates)>&& (<predicates>)<endif> ) { s = <targetStateNumber> }<\n>
>>

```

```

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber><\n>
>>

```

// D F A E X P R E S S I O N S

```

andPredicates(left,right)
 ::= "(<left>&&<right>)"

```

```

orPredicates(operands) ::= "(<operands; separator=\\|\\>)"

```

```

notPredicate(pred) ::= "!(<evalPredicate(pred,\"<pred>\")>)"

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(input.LA(<k>) >=<lower>
&& input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= "<ranges; separator=\\\"\\\">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
class <scope.name>_scope
{
  <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
}
val <scope.name>_stack = new collection.mutable.Stack[<scope.name>_scope]<\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
class <scope.name>_scope {
  <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
}
val <scope.name>_stack = new collection.mutable.Stack[<scope.name>_scope]<\n>
<endif>
>>

returnStructName(r) ::= "<r.name>_return"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>

```



```

<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
Unit
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
 * values.
 */
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
Unit
<endif>
<endif>
>>

delegateName(d)
::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "null".
 */
initValue(typeName) ::= <<
<scalaTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
var <label.label.text>: <ruleLabelType(referencedRule=label.referencedRule)> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))><\n>
>>

/** Define a return struct for a rule if the code needs to access its
 * start/stop tokens, tree stuff, attributes, ... Leave a hole for
 * subgroups to stick in members.
 * TODO(matthewlloyd): make this static
 */

```

```

returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
final class <ruleDescriptor:returnStructName()> extends
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope {
  <scope.attributes:{it | var <it.name>: <it.type> = _}; separator="\n">
  <@ruleReturnMembers()>
}
<endif>
>>

```

```

parameterScope(scope)
::= <<
<scope.attributes:{it | <it.name>: <it.type>}; separator=", ">
>>

```

```

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>"

```

```

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack(<scope>_stack.size-<negIndex>-1).<attr.name>
<else>
<if(index)>
<scope>_stack(<index>).<attr.name>
<else>
<scope>_stack.top.<attr.name>
<endif>
<endif>
%>

```

```

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack(<scope>_stack.size-<negIndex>-1).<attr.name> = <expr>
<else>
<if(index)>
<scope>_stack(<index>).<attr.name> = <expr>
<else>
<scope>_stack.top.<attr.name> = <expr>
<endif>
<endif>
%>

```

```

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {$function.size()>0 && $function::name.equals("foo")}?
 */
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

```

```

/**
reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(if (<scope>!=null) <scope>.<attr.name> else <initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>
<else>
<attr.name> =<expr>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(if (<scope>!=null) <scope>.getText() else null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(if (<scope>!=null) <scope>.getType() else 0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(if (<scope>!=null)
<scope>.getLine() else 0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(if (<scope>!=null) <scope>.getCharPositionInLine() else 0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(if (<scope>!=null) <scope>.getChannel() else 0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(if (<scope>!=null) <scope>.getTokenIndex() else 0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(if (<scope>!=null) Integer.valueOf(<scope>.getText()) else 0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(if (<scope>!=null) <scope>.start.asInstanceOf[<labelType>] else null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(if (<scope>!=null) <scope>.stop.asInstanceOf[<labelType>] else null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(if (<scope>!=null) <scope>.tree.asInstanceOf[ASTLabelType] else

```

```

null)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(if (<scope>!=null) (input.getTokenStream().toString(
input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
input.getTreeAdaptor().getTokenStopIndex(<scope>.start))) else null)
<else>
(if (<scope>!=null) input.toString(<scope>.start,<scope>.stop) else null)
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "(if (<scope>!=null) <scope>.st else null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
"(if (<scope>!=null) <scope>.getType() else 0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
"(if (<scope>!=null) <scope>.getLine() else 0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
"(if (<scope>!=null) <scope>.getCharPositionInLine() else -1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
"(if (<scope>!=null) <scope>.getChannel() else 0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::=
"(if (<scope>!=null) <scope>.getTokenIndex() else 0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
"(if (<scope>!=null) <scope>.getText() else null)"
lexerRuleLabelPropertyRef_int(scope,attr)
::=
"(if (<scope>!=null) Integer.valueOf(<scope>.getText()) else 0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(retval.start.asInstanceOf[<labelType>])"
rulePropertyRef_stop(scope,attr) ::= "(retval.stop.asInstanceOf[<labelType>])"
rulePropertyRef_tree(scope,attr) ::= "(retval.tree.asInstanceOf[<ASTLabelType>])"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
input.getTokenStream().toString(
input.getTreeAdaptor().getTokenStartIndex(retval.start),
input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"

```

```

lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr)
::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "Integer.valueOf(<scope>.getText())"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
  <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
val <name> = new BitSet(Array[Long](<words64:{it | <it>L};separator=",">))<\n>
>>

codeFileExtension()
::= ".scala"

true_value() ::= "true"
false_value() ::= "false"

Found in path(s):
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Scala/Scala.stg
No license file was found, but licenses were detected in source scan.

/*
[The "BSD license"]
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*/

/** Templates for building ASTs during tree parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* Each combination has its own template except that label/no label

* is combined into tokenRef, ruleRef, ...

*/

```
finishedBacktracking(block) ::= <<
```

```
<if(backtracking)>
```

```
if <actions.(actionScope).synpredgate>:
```

```
  <block>
```

```
<else>
```

```
<block>
```

```
<endif>
```

```
>>
```

/**

```

Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_first_0 = None
_last = None<\n>
>>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<finishedBacktracking({
<if(rewriteMode)>
retval.tree = _first_0
if self._adaptor.getParent(retval.tree) is not None and self._adaptor.isNil(self._adaptor.getParent(retval.tree)):
    retval.tree = self._adaptor.getParent(retval.tree)
<endif>
})>
>>

/** match ^(root children) in tree parser; override here to
* add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = self.input.LT(1)
_save_last_<treeLevel> = _last
_first_<treeLevel> = None
<if(!rewriteMode)>
root_<treeLevel> = self._adaptor.nil()<\n>
<endif>
<root:element()>
<if(rewriteMode)>
<finishedBacktracking({
<if(root.el.rule)>
if _first_<enclosingTreeLevel>
is None:
    _first_<enclosingTreeLevel> = <root.el.label>.tree<\n>
<else>
if _first_<enclosingTreeLevel> is None:
    _first_<enclosingTreeLevel> = <root.el.label><\n>
<endif>
})>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if self.input.LA(1) == DOWN:
    self.match(self.input, DOWN, None)

```

```

    <children:element()>
    self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)<\n>
<endif>
<if(!rewriteMode)>
self._adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>)<\n>
<endif>
_last = _save_last_<treeLevel>

>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
 * setting of _last
 */
tokenRefBang(token,label,elementIndex,terminalOptions={ }) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={ }) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree
= <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
_first_<treeLevel> = <label><\n>
})>
<endif>
>>

/** label+=TOKEN auto construct */

```



```

tokenRefAndListLabel(token,label,elementIndex,terminalOptions={ }) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={ }) ::= <<
_last = self.input.LT(1)
<super.tokenRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={ })
::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={ }) ::= <<
_last = self.input.LT(1)
<super.wildcard(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<label>_tree = self._adaptor.dupTree(<label>)
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
_first_<treeLevel> = <label>
})>
<endif>
>>

// SET AST
matchSet(s,label,elementIndex,postmatchCode,terminalOptions={ }) ::= <<
_last = self.input.LT(1)

```

```

<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<endif>
}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={ }) ::= <<
::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={ }) ::= <<
_last = self.input.LT(1)
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={ }) ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
}, ...)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<finishedBacktracking({
<if(!rewriteMode)>

```

```

self._adaptor.addChild(root_<treeLevel>, <label>.tree)
<else> <! rewrite mode !>
if _first_<treeLevel> is None:
    _first_<treeLevel> = <label>.tree<\n>
<endif>
})>
>>

/** x+=rule auto construct
*/
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRef(...)>
<if(!rewriteMode)>
<finishedBacktracking({
root_<treeLevel> = self._adaptor.becomeRoot(<label>.tree, root_<treeLevel>)
})>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope)
::= <<
_last = self.input.LT(1)

```

```

<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  _last = self.input.LT(1)
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
 * change nextToken to nextNode.
 */
createRewriteNodeFromElement(token,scope,terminalOptions={ }) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp(>
<if(!rewriteMode)>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
})>
<endif>
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/Python3/ASTTreeParser.stg

```

No license file was found, but licenses were detected in source scan.

```

/*

```

```

[The "BSD license"]

```

```

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```

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*/

/*

* This code generating template and the associated Cpp runtime was produced by:

* Gokulakannan Somasundaram (heavy lifting from C Run-time by Jim Idle)

*/

```
cTypeInitMap ::= [
  "int"   : "0",      // Integers   start out being 0
  "long"  : "0",      // Longs     start out being 0
  "float" : "0.0",    // Floats    start out being 0
  "double": "0.0",    // Doubles   start out being 0
  "bool"  : "false",
    // Booleans start out being Antlr C for false
  "byte"  : "0",      // Bytes     start out being 0
  "short" : "0",      // Shorts    start out being 0
  "char"  : "0"       // Chars     start out being 0
]
```

```
leadIn(type) ::=
```

```
<<
```

```
/** \file
```

```
* This <type> file was generated by $ANTLR version <ANTLRVersion>
```

```
*
```

```
* - From the grammar source file : <fileName>
```

```
* - On : <generatedTimestamp>
```

```
<if(LEXER)>
```

```
* - for the lexer : <name>Lexer
```

```
<endif>
```

```
<if(PARSER)>
```

```
* - for the parser : <name>Parser
```

```
<endif>
```

```
<if(TREE_PARSER)>
```

```
* - for the tree parser : <name>TreeParser
```

```
<endif>
```

```

*
* Editing it, at least manually, is not wise.
*
* C++ language generator and runtime by Gokulakannan Somasundaram ( heavy lifting from C Run-time by Jim
Idle )
*
*
>>

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile( LEXER,
            PARSEr,
            TREE_PARSEr,
            actionScope,
            actions,
            docComment,
            recognizer,
            name,
            tokens,
            tokenNames,
            rules,
            cyclicDFAs,
            bitsets,
            buildTemplate,
            buildAST,
            rewriteMode,
            profile,
            backtracking,
            synpreds,
            memoize,
            numRules,
            fileName,
            ANTLRVersion,
            generatedTimestamp,
            trace,
            scopes,
            superClass,
            literals
            ) ::=
<<
<leadIn("C++ source")>
*/
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//
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```

```

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```

```
<if(actions.(actionScope).header)>
```

```
/* =====
```

```
* This is what the grammar programmer asked us to put at the top of every file.
```

```
*/
```

```
<actions.(actionScope).header>
```

```
/* End of Header action.
```

```
* =====
```

```
*/
```

```
<endif>
```

```
/* -----
```

```
* Include the ANTLR3 generated header file.
```

```
*/
```

```
#include "<name>.hpp"
```

```
<if(trace)>
```

```
#include <iostream>
```

```
<endif>
```

```
<if(recognizer.grammar.delegators)>
```

```
// Include delegator definition header files
```

```
//
```

```
<recognizer.grammar.delegators: {g##include "<g.recognizerName>.hpp" }; separator="\n">
```

```
<endif>
```

```

<actions.(actionScope).postinclude>
/* ----- */

<docComment>

<if(literals)>

<beginNamespace(actions)>

/**
String literals used by <name> that we must do things like MATCHS() with.
* C will normally just lay down 8 bit characters, and you can use L"xxx" to
* get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
* we perform this little trick of defining the literals as arrays of UINT32
* and passing in the address of these.
*/
<literals:{it | static ANTLR_UCHAR lit_<i>[] = <it>;}; separator="\n">

<endNamespace(actions)>

<endif>

/* ===== */

/* =====
* Start of recognizer
*/

<recognizer>

/* End of code
* =====
*/

>>
headerFileExtension() ::= ".hpp"

beginNamespace(actions) ::= <%
<if(actions.(actionScope).namespace)>
namespace <actions.(actionScope).namespace> {
<endif>
%>

endNamespace(actions) ::=
<%
<if(actions.(actionScope).namespace)>
}

```


<endif>

%>

```
headerFile( LEXER,  
            PARSER,  
            TREE_PARSER,  
            actionScope,  
            actions,  
            docComment,  
            recognizer,  
            name,  
            tokens,  
            tokenNames,  
            rules,  
            cyclicDFAs,  
            bitsets,  
            buildTemplate,  
            buildAST,  
            rewriteMode,  
            profile,  
            backtracking,  
            synpreds,  
            memoize,  
            numRules,  
            fileName,  
            ANTLRVersion,  
            generatedTimestamp,  
            trace,  
            scopes,  
            superClass,  
            literals  
            ) ::=
```

<<

<leadIn("C++ header")>

<if(PARSER)>

* The parser <mainName()> has the callable functions (rules) shown below,

<endif>

<if(LEXER)>

* The lexer <mainName()> has the callable functions (rules) shown below,

<endif>

<if(TREE_PARSER)>

* The tree parser <mainName()> has the callable functions

(rules) shown below,

<endif>

* which will invoke the code for the associated rule in the source grammar

* assuming that the input stream is pointing to a token/text stream that could begin

* this rule.

```

*
* For instance if you call the first (topmost) rule in a parser grammar, you will
* get the results of a full parse, but calling a rule half way through the grammar will
* allow you to pass part of a full token stream to the parser, such as for syntax checking
* in editors and so on.
*
*/
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// SUCH DAMAGE.

#ifndef _<name>_H
#define _<name>_H
<actions.(actionScope).preincludes>
/* =====
* Standard antlr3 C++ runtime definitions
*/
#include <antlr3.hpp>

/* End of standard antlr 3 runtime definitions
* =====
*/

```

```

<actions.(actionScope).includes>

<if(recognizer.grammar.delegates)>
// Include delegate definition header files
//
<recognizer.grammar.delegates: {g|#include "<g.recognizerName>.hpp"}; separator="\n">

<endif>

<actions.(actionScope).header>

#ifdef WIN32
// Disable: Unreferenced parameter, - Rules with parameters that are not used
// constant conditional, - ANTLR realizes that a prediction is always true (synpred usually)
// initialized but unused variable - tree rewrite variables declared but not needed
// Unreferenced local variable - lexer rule declares but does not always
use _type
// potentially uninitialized variable used - retval always returned from a rule
// unreferenced local function has been removed - susually getTokenNames or freeScope, they can go without
warnigns
//
// These are only really displayed at warning level /W4 but that is the code ideal I am aiming at
// and the codegen must generate some of these warnings by necessity, apart from 4100, which is
// usually generated when a parser rule is given a parameter that it does not use. Mostly though
// this is a matter of orthogonality hence I disable that one.
//
#pragma warning( disable : 4100 )
#pragma warning( disable : 4101 )
#pragma warning( disable : 4127 )
#pragma warning( disable : 4189 )
#pragma warning( disable : 4505 )
#pragma warning( disable : 4701 )
#endif
<if(backtracking)>

/* =====
* BACKTRACKING IS ENABLED
* =====
*/
<endif>

<beginNamespace(actions)>

<if(recognizer.grammar.delegators)>
// Include delegator definition
classes
//

```

```

<recognizer.grammar.delegators: { g|class <g.recognizerName>; }; separator="\n">
<endif>

<actions.(actionScope).traits>
typedef <name>Traits <name>ImplTraits;

<rules:{ r | <if(r.ruleDescriptor.isSynPred)> struct <r.ruleDescriptor.name> {}; <endif> }; separator="\n">

class <name>Tokens
{
public:
/** Symbolic definitions of all the tokens that the <grammarType()> will work with.
*
* Antlr will define EOF, but we can't use that as it is too common in
* in C header files and that would be confusing. There is no way to filter this out at the moment
* so we just undef it here for now. That isn't the value we get back from C recognizers
* anyway. We are looking for ANTLR_TOKEN_EOF.
*/
enum Tokens
{
EOF_TOKEN = <name>ImplTraits::CommonTokenType::TOKEN_EOF
<tokens:{ it | , <it.name> = <it.type> }; separator="\n">
};

/** Context tracking structure for <mainName()>
*/
class <name> : public <componentBaseType()>, public <name>Tokens
{
public:
typedef
<name>ImplTraits ImplTraits;
typedef <name> ComponentType;
typedef ComponentType::StreamType StreamType;
typedef <componentBaseType()> BaseType;
typedef ImplTraits::RecognizerSharedStateType<<StreamType> RecognizerSharedStateType;
typedef StreamType InputType;
<if(recognizer.filterMode)>
static const bool IsFiltered = true;
<else>
static const bool IsFiltered = false;
<endif>

<scopes:{ it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDecl(it)><endif> }>
<rules:{ r | <if(r.ruleDescriptor.ruleScope)><ruleAttributeScopeDecl(scope=r.ruleDescriptor.ruleScope)><endif> }>

private:

```

```

<if(recognizer.grammar.delegates)>
  <recognizer.grammar.delegates:
    {g|<g.recognizerName>* m_<g.delegateName()>; separator="\n">
  <endif>
<if(recognizer.grammar.delegators)>
  <recognizer.grammar.delegators:
    {g|<g.recognizerName>* m_<g.delegateName()>; separator="\n">
  <endif>
<scopes:{it | <if(it.isDynamicGlobalScope)>
  <globalAttributeScopeDef(it)>
<endif>}>; separator="\n\n">
<rules:
  {r |<if(r.ruleDescriptor.ruleScope)>
  <ruleAttributeScopeDef(scope=r.ruleDescriptor.ruleScope)>
<endif>}>
  <@members>
  <@end>

public:
  <name>(InputType* instream<recognizer.grammar.delegators:{g|, <g.recognizerName>*
<g.delegateName()>}>);
  <name>(InputType* instream, RecognizerSharedStateType* state<recognizer.grammar.delegators:{g|,
<g.recognizerName>* <g.delegateName()>}>);

  void init(InputType* instream <recognizer.grammar.delegators:{g|, <g.recognizerName>* <g.delegateName()>}>
);

  <actions.(actionScope).context>

<if(LEXER)>
<if(recognizer.filterMode)>
  void memoize(ANTLR_MARKER ruleIndex, ANTLR_MARKER ruleParseStart);
  bool alreadyParsedRule(ANTLR_MARKER ruleIndex);
  <filteringNextToken()>
<endif>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)><headerReturnType(ruleDescriptor=r.ruleDescriptor)>
m<r.ruleDescriptor.name>( <r.ruleDescriptor.parameterScope:parameterScope()>);<endif>}>; separator="\n">
  <rules:{r | <if(r.ruleDescriptor.isSynPred)>
<headerReturnType(ruleDescriptor=r.ruleDescriptor)> msynpred( antlr3::ClassForwarder<
<r.ruleDescriptor.name> > <r.ruleDescriptor.parameterScope:parameterScope()>);
  void m<r.ruleDescriptor.name>_fragment (<r.ruleDescriptor.parameterScope:parameterScope()>);<endif>}>;
separator="\n">
<endif>
<if(!LEXER)>
  <rules:{r | <headerReturnScope(ruleDescriptor=r.ruleDescriptor)>}>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)> <headerReturnType(ruleDescriptor=r.ruleDescriptor)>
<r.ruleDescriptor.name> (<r.ruleDescriptor.parameterScope:parameterScope()>); <endif>}>; separator="\n">
  <rules:{r | <if(r.ruleDescriptor.isSynPred)> <headerReturnType(ruleDescriptor=r.ruleDescriptor)> msynpred(

```

```

antlr3::ClassForwarder\< <r.ruleDescriptor.name> > <r.ruleDescriptor.parameterScope:parameterScope(>);
    void m<r.ruleDescriptor.name>_fragment (<r.ruleDescriptor.parameterScope:parameterScope(>);<endif>};
separator="\n">
<! generate rule/method definitions for imported rules
so they
appear to be defined in this recognizer. !>
    // Delegated rules
<recognizer.grammar.delegatedRules:{ruleDescriptor|
    <headerReturnType(ruleDescriptor)>
<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(>));}; separator="\n">
<endif>

    const char *    getGrammarFileName();
    void            reset();
    ~<name>();

};

// Function prototypes for the constructor functions that external translation units
// such as delegators and delegates may wish to call.
//
<if(!recognizer.grammar.grammarIsRoot)>
extern ANTLR_UINT8* <recognizer.grammar.composite.rootGrammar.recognizerName>TokenNames[];
<endif>

/* End of token definitions for <name>
* =====
*/

<endNamespace(actions)>

#endif

/* END - Note:Keep extra line feed to satisfy UNIX systems */

>>

grammarType() ::= <%
<if(PARSER)>
parser
<endif>
<if(LEXER)>
lexer
<endif>
<if(TREE_PARSER)>
tree parser
<endif>

```

%>

componentType()

::= <<

<if(PARSER)>

<name>ImplTraits::ParserType

<endif>

<if(LEXER)>

<name>ImplTraits::LexerType

<endif>

<if(TREE_PARSER)>

<name>ImplTraits::TreeParserType

<endif>

>>

componentBaseType() ::= <%

<if(PARSER)>

<name>ImplTraits::BaseParserType

<endif>

<if(LEXER)>

<name>ImplTraits::BaseLexerType

<endif>

<if(TREE_PARSER)>

<name>ImplTraits::BaseTreeParserType

<endif>

%>

streamType() ::= <<

<if(PARSER)>

<name>ImplTraits::ParserType::StreamType

<endif>

<if(LEXER)>

<name>ImplTraits::LexerType::StreamType

<endif>

<if(TREE_PARSER)>

<name>ImplTraits::TreeParserType::StreamType

<endif>

>>

mainName() ::= <%

<if(PARSER)>

<name>

<endif>

<if(LEXER)>

<name>

<endif>

<if(TREE_PARSER)>

```

<name>
<endif>
%>

headerReturnScope(ruleDescriptor) ::= "<returnScope(scope=ruleDescriptor.returnScope)>"

headerReturnType(ruleDescriptor) ::= <%
<if(LEXER)>
<if(!ruleDescriptor.isSynPred)>
void
<else>
<returnType()>
<endif>
<else>
<returnType()>
<endif>
%>

// Produce the lexer output
//
lexer( grammar,
name,
tokens,
scopes,
rules,
numRules,
filterMode,
superClass,
labelType="ImplTraits::CommonTokenType*" ) ::= <<

using namespace antlr3;

<beginNamespace(actions)>

<if(filterMode)>

/* Override the normal MEMOIZE and HAVEALREADYPARSED macros as this is a filtering
* lexer. In filter mode, the memoizing and backtracking are gated at BACKTRACKING > 1 rather
* than just BACKTRACKING. In some cases this might generate code akin to:
* if (BACKTRACKING) if (BACKTRACKING > 1) memoize.
*/
void <name>::memoize(ANTLR_MARKER ruleIndex, ANTLR_MARKER ruleParseStart)
{
BaseType* base = this;
if ( this->get_backtracking()>1 )
base->memoize( ruleIndex, ruleParseStart );
}

```



```

bool <name>::alreadyParsedRule(ANTLR_MARKER ruleIndex)
{
    BaseType* base = this;
    if ( this->get_backtracking() > 1 )
        return base->haveParsedRule(ruleIndex);
    return false;
}

<endif>

/* =====
* Lexer
* matching rules end.
* =====
*/

<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<actions.lexer.members>

<name>::~~<name>()
{
    <if(memoize)>
        RuleMemoType* rulememo = this->getRuleMemo();
        if(rulememo != NULL)
        {
            delete rulememo;
            this->setRuleMemo(NULL);
        }
    <endif>
    <if(grammar.directDelegates)>
        // Free the lexers that we delegated to
        // functions to. NULL the state so we only free it once.
        //
        <grammar.directDelegates:
            {g| m_<g:delegateName()->set_lexstate(NULL);
            delete m_<g:delegateName()->; }; separator="\n">
        <endif>
    }

void
<name>::reset()
{
    this->get_rec()->reset();
}

/** \brief Name of the grammar file that generated this code

```

```

*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
const char* <name>::getGrammarFileName()
{
    return fileName;
}

/** \brief Create a new lexer called
<name>
*
* \param[in] instream Pointer to an initialized input stream
* \return
* - Success p<name> initialized for the lex start
* - Fail NULL
*/
<name>::<name>(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g.delegateName()>>>)
:<name>ImplTraits::BaseLexerType(ANTLR_SIZE_HINT, instream, NULL)
{
    // See if we can create a new lexer with the standard constructor
    //
    this->init(instream <grammar.delegators:{g|, <g.delegateName()>>>);
}

/** \brief Create a new lexer called <name>
*
* \param[in] instream Pointer to an initialized input stream
* \param[state] state Previously created shared recognizer stat
* \return
* - Success p<name> initialized for the lex start
* - Fail NULL
*/
<name>::<name>(StreamType* instream, RecognizerSharedStateType* state<grammar.delegators:{g|,
<g.recognizerName>* <g.delegateName()>>>)
:<name>ImplTraits::BaseLexerType(ANTLR_SIZE_HINT, instream, state)
{
    this->init(instream <grammar.delegators:{g|, <g.delegateName()> }
>);
}

void <name>::init(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g.delegateName()> } >)
{
    /* -----
    * Memory for basic structure is allocated, now to fill in
    * in base ANTLR3 structures. We initialize the function pointers
    * for the standard ANTLR3 lexer function set, but upon return

```

```

* from here, the programmer may set the pointers to provide custom
* implementations of each function.
*
* We don't use the macros defined in <name>.h here so you can get a sense
* of what goes where.
*/

<if(memoize)>
<if(grammar.grammarIsRoot)>
    // Create a LIST for recording rule memos.
    //
    this->setRuleMemo( new IntTrie(15) ); /* 16 bit depth is enough for 32768 rules! */
<endif>
<endif>

<if(grammar.directDelegates)>
    // Initialize the lexers that we are going to delegate some
    // functions to.
    //
    <grammar.directDelegates:
        {g|m_<g:delegateName()>
    = new <g.recognizerName>(instream, this->get_lexstate(), this<grammar.delegators:{g|, <g:delegateName()>>});};
separator="\n">
<endif>
<if(grammar.delegators)>
    // Install the pointers back to lexers that will delegate us to perform certain functions
    // for them.
    //
    <grammar.delegators:
        {g| m_<g:delegateName()> = <g:delegateName()>;}; separator="\n">
<endif>
}

<if(cyclicDFAs)>

/* =====
* DFA tables for the lexer
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* =====
* End of DFA tables for the lexer
*/
<endif>

/* =====
* Functions to match the lexer grammar defined tokens from the input stream
*/

```

```

<rules; separator="\n\n">

/* =====
* Lexer matching rules end.
* =====
*/
<if(synpreds)>

/* =====
* Lexer syntactic predicates
*/
<synpreds:{p | <lexerSynpred(predname=p)>}>
/* =====
* Lexer syntactic predicates end.
* =====
*/
<endif>

/* End of Lexer code
* =====
* =====
*/

<endNamespace(actions)>

>>

filteringNextToken() ::= <<
<name>ImplTraits::CommonTokenType*
<name>ImplTraits::TokenSourceType::nextToken()
{
  LexerType* lexer;
  typename LexerType::RecognizerSharedStateType* state;

  lexer = this->get_super();
  state = lexer->get_lexstate();

  /* Get rid of any previous token (token factory takes care of
   * any deallocation when this token is finally used up.

  */
  state->set_token_present( false );
  state->set_error( false ); /* Start out without an exception */
  state->set_failedflag(false);

  /* Record the start of the token in our input stream.
  */

```

```

state->set_tokenStartCharIndex( lexer->index());
state->set_tokenStartCharPositionInLine( lexer->getCharPositionInLine() );
state->set_tokenStartLine( lexer->getLine() );
state->set_text("");

/* Now call the matching rules and see if we can generate a new token
*/
for (;;)
{
if (lexer->LA(1) == ANTLR_CHARSTREAM_EOF)
{
/* Reached the end of the stream, nothing more to do.
*/
CommonTokenType&  teof = m_eofToken;

teof.set_startIndex(lexer->getCharIndex());
teof.set_stopIndex(lexer->getCharIndex());
teof.setLine(lexer->getLine());
return &teof;
}

state->set_token_present(false);
state->set_error(false); /* Start out without an exception */

{
ANTLR_MARKER  m;

m = this->get_istream()->mark();
state->set_backtracking(1); /*
No exceptions */
state->set_failedflag(false);

/* Call the generated lexer, see if it can get a new token together.
*/
lexer->mTokens();
state->set_backtracking(0);

<! mTokens backtracks with synpred at BACKTRACKING==2
and we set the synpredgate to allow actions at level 1. !>

if(state->get_failed())
{
lexer->rewind(m);
lexer->consume(); <! advance one char and try again !>
}
else
{
lexer->emit(); /* Assemble the token and emit it to the stream */

```

```

    TokenType& tok = state->get_token();
    return &tok;
}
}
}
}
>>

actionGate() ::= "this->get_backtracking()==0"

filteringActionGate() ::= "this->get_backtracking()==1"

/** How to generate a parser */
genericParser( grammar, name, scopes, tokens, tokenNames, rules, numRules,
              bitsets, inputStreamType, superClass,
              labelType, members, rewriteElementType,
              filterMode, ASTLabelType="ImplTraits::TreeType*")
::= <<

using namespace antlr3;
<if(grammar.grammarIsRoot)>
/** \brief Table of all token names in symbolic order, mainly used for
 *   error reporting.
 */
ANTLR_UINT8* <name>TokenNames[<length(tokenNames)>+4]
= {
    (ANTLR_UINT8*) "\<invalid>", /* String to print to indicate an invalid token */
    (ANTLR_UINT8*) "\<EOR>",
    (ANTLR_UINT8*) "\<DOWN>",
    (ANTLR_UINT8*) "\<UP>",
    <tokenNames:{it |(ANTLR_UINT8*) <it>}; separator=",\n">
};
<endif>

<@members>

<@end>

/** \brief Name of the grammar file that generated this code
 */
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
 */
const char* <name>::getGrammarFileName()
{
    return fileName;
}

```

```

/** \brief Create a new <name> parser and return a context for it.
 *
 * \param[in] instream Pointer to an input stream interface.
 *
 * \return Pointer to new parser context upon success.
 */
<name>::<name>(
    StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g.delegateName()>>>
    <constructorInitializerType("NULL")>
    {
        // See if we can create a new parser with the standard constructor
        //
        this->init(instream<grammar.delegators:{g|, <g.delegateName()>>>);
    }
}

/** \brief Create a new <name> parser and return a context for it.
 *
 * \param[in] instream Pointer to an input stream interface.
 *
 * \return Pointer to new parser context upon success.
 */
<name>::<name>( StreamType* instream, RecognizerSharedStateType* state<grammar.delegators:{g|,
<g.recognizerName>* <g.delegateName()>>>)
<constructorInitializerType("state")>
{
    this->init(instream <grammar.delegators:{g|, <g.delegateName()>>>);
}

void <name>::init(StreamType* instream<grammar.delegators:{g|, <g.recognizerName>* <g.delegateName()>>>)
{
    <actions.parser.apifuncs>
    <if(memoize)>
    <if(grammar.grammarIsRoot)>
        /* Create a LIST for recording rule memos.
        */
        typedef RecognizerSharedStateType::RuleMemoType
        RuleMemoType;
        this->setRuleMemo( new RuleMemoType(15) ); /* 16 bit depth is enough for 32768 rules! */</>
    <endif>
    <endif>
    <if(grammar.directDelegates)>
        // Initialize the lexers that we are going to delegate some
        // functions to.
        //
        <grammar.directDelegates:
            {g|m_<g.delegateName()> = new <g.recognizerName>(instream, this->get_psrstate(),
this<grammar.delegators:{g|, <g.delegateName()>>>}); separator="\n">
        <endif>

```

```

    <if(grammar.delegators)>
    // Install the pointers back to lexers that will delegate us to perform certain functions
    // for them.
    //
    <grammar.delegators: {g| m_<g:delegateName()> = <g:delegateName()>; separator="\n">
<endif>
/* Install the token table
*/
this->get_psrstate()->set_tokenNames( <grammar.composite.rootGrammar.recognizerName>TokenNames );

<@debugStuff()>

}

void
<name>::reset()
{
    this->get_rec()->reset();
}

/** Free the parser resources
*/
<name>::~~<name>()
{
    <@cleanup>
    <@end>
<if(grammar.directDelegates)>
//
Free the parsers that we delegated to
// functions to.NULL the state so we only free it once.
//
<grammar.directDelegates:
    {g| m_<g:delegateName()>->set_psrstate( NULL );
    delete m_<g:delegateName()>;}; separator="\n">
<endif>
<if(memoize)>
<if(grammar.grammarIsRoot)>
if(this->getRuleMemo() != NULL)
{
    delete this->getRuleMemo();
    this->setRuleMemo(NULL);
}
<endif>
<endif>
}

/** Return token names used by this <grammarType()>
*

```



```

* The returned pointer is used as an index into the token names table (using the token
* number as the index).
*
* \return Pointer to first char * in the table.
*/
static ANTLR_UINT8** getTokenNames()
{
    return <grammar.composite.rootGrammar.recognizerName>TokenNames;
}

<members>

/* Declare the bitsets
*/
<bitsets:{it | <bitsetDeclare(bitsetName={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
    words64=it.bits, traits={<name>ImplTraits } )>>

<if(cyclicDFAs)>

/* =====
* DFA tables for the parser
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* =====
* End of DFA tables for the parser
*/
<endif>

/* =====
* Parsing rules
*/
<rules; separator="\n\n">
<if(grammar.delegatedRules)>
// Delegated methods that appear to be a part of this
// parser
//
<grammar.delegatedRules:{ruleDescriptor|
    <returnType()> <name>::<ruleDescriptor.name>(<ruleDescriptor.parameterScope;parameterScope()>)
    {
        <if(ruleDescriptor.hasReturnValue)>return <endif>m_<ruleDescriptor.grammar:delegateName()>-
    ><ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope.attributes:{a|<a.name
e>}; separator=" ", "><endif>);
    \}}; separator="\n">

<endif>
/* End of parsing rules
* =====

```

```

*/

/* =====
* Syntactic predicates
*/
<synpreds:{p | <synpred(predname=p)>>
/* End of syntactic predicates
* =====
*/

>>

constructorInitializerType(rec_state) ::= <<
<if(PARSER)>
    :ImplTraits::BaseParserType(ANTLR_SIZE_HINT, instream, <rec_state>)
<endif>
<if(TREE_PARSER)>
    :ImplTraits::BaseTreeParserType(ANTLR_SIZE_HINT, instream, <rec_state>)
<endif>
>>

parser( grammar,
    name,
    scopes,
    tokens,
    tokenNames,
    rules,
    numRules,
    bitsets,
    ASTLabelType,
    superClass="Parser",
    labelType="const ImplTraits::CommonTokenType*",
    members={ <actions.parser.members> }
) ::= <<
<beginNamespace(actions)>
<genericParser(inputStreamType="CommonTokenStreamType*", rewriteElementType="Token", filterMode=false,
...)>
<endNamespace(actions)>
>>

/** How to generate a tree parser; same as parser except the input
* stream is a different type.
*/
treeParser( grammar,
    name,
    scopes,
    tokens,
    tokenNames,

```

```

globalAction,
rules,
numRules,
bitsets,
filterMode,
labelType={<ASTLabelType>},
ASTLabelType="ImplTraits::TreeType*",
superClass="TreeParser",
members={<actions.treeparser.members>}
)
::= <<
<beginNamespace(actions)>
<genericParser(inputStreamType="CommonTreeNodeStream*", rewriteElementType="Node", ...)>
<endNamespace(actions)>
>>

/** A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 * nor parameters etc..., just give simplest possible method. Don't do
 * any of the normal memoization stuff in here either; it's a waste.
 * As predicates cannot be inlined into the invoking rule, they need to
 * be in a rule by themselves.
 */
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
void <name>::m<ruleName>_fragment( <ruleDescriptor.parameterScope:parameterScope(> )
{
<ruleLabelDefs(>
<ruleLabelInitializations(>
<if(trace)>
    ANTLR_PRINTF("enter <ruleName> %d failed = %d, backtracking = %d\n", this->LT(1),failed,this-
>get_backtracking() );
    <block>
    ANTLR_PRINTF("exit <ruleName> %d, failed = %d, backtracking = %d\n", this->LT(1),failed,this-
>get_backtracking());

<else>
    <block>
<endif>

goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex; ;
}
// $ANTLR end <ruleName>
>>

synpred(predname) ::= <<

```

```

bool <name>::msynpred( antlr3::ClassForwarder<< <predname> > )
{
    ANTLR_MARKER start;
    bool success;

    this->inc_backtracking();
    <@start()>
    start = this->mark();
    this->m<predname>_fragment(); // can never throw exception
    success = !( this->get_failedflag() );
    this->rewind(start);
    <@stop()>
    this->dec_backtracking();
    this->set_failedflag(false);
    return success;
}<\n>
>>

```

```

lexerSynpred(predname) ::= <<
<synpred(predname)>
>>

```

```

ruleMemoization(rname) ::= <<
<if(memoize)>
if ( (this->get_backtracking())>0)
    && (this->haveParsedRule(<ruleDescriptor.index>)) )
{
    <if(ruleDescriptor.hasMultipleReturnValues)>
    <if(!ruleDescriptor.isSynPred)>
    retval.start = 0;<\n>
    <endif>
    <endif>
    <(ruleDescriptor.actions.after):execAfter()>
    <finalCode(finalBlock=finally)>
    <if(!ruleDescriptor.isSynPred)>
    <scopeClean()><\n>
    <endif>
    return <ruleReturnValue()>;
}
<endif>
>>

```

```

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
if (this->hasException())
{
    goto rule<ruleDescriptor.name>Ex;
}

```

```

}
<if(backtracking)>
if (this->hasFailed())
{
  <scopeClean()>
  <@debugClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if (this->get_backtracking()>0)
{
  this->set_failedflag( true );
  <scopeClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required
 * for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
/**
 * $ANTLR start <ruleName>
 * <fileName>:<description>
 */
<returnType()>
<name>::<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>)
{
  <if(trace)>ANTLR_PRINTF("enter <ruleName> %s failed=%d, backtracking=%d\n", this->LT(1), this-
>get_backtracking() );<endif>
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <ruleLabelDefs()>
  <ruleInitializations()>
  <ruleDescriptor.actions.init>
  <ruleMemoization(rname=ruleName)>
  <ruleLabelInitializations()>

  <if(actions.(actionScope).rulecatch)>
  try {
  <else>

```

```

<if(exceptions)>
  try {
<endif>
<endif>
<@preamble()>
{
  <block>
}
<ruleCleanUp()>

<if(exceptions)>
  <(ruleDescriptor.actions.after):execAfter()>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n}>>
<else>
<if(!emptyRule)>
  if (this->hasException())
  {
    this->preporterror();
    this->precover();
    <@setErrorReturnValue()>
  }
  <if(ruleDescriptor.actions.after)>
  else
  {
    <(ruleDescriptor.actions.after):execAfter()>
  }<\n>
  <endif>
<if(actions.(actionScope).rulecatch)>
  } <actions.(actionScope).rulecatch>
  <endif>
<endif>
<endif>

  <if(trace)>ANTLR_PRINTF("exit <ruleName> %d failed=%s backtracking=%s\n", this->LT(1), failed, this-
>get_backtracking() );<endif>
  <memoize()>
<if(finally)>
  <finalCode(finalBlock=finally)>
<endif>
  <scopeClean()>
  <@postamble()>
  return <ruleReturnValue()>;
}
/* $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{

```

```

    <finalBlock>
  }

>>

catch(decl,action) ::= <<
/* catch(decl,action)
*/
}catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<

<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType> retval(this);<\n>
<else>
<if(PARSER)>
  <name>ImplTraits::RuleReturnValueType
  _antlr_rule_exit(this);
<endif>
<if(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes: { a |
<a.type> <a.name>;
} >
<endif>
<endif>
<if(memoize)>
ANTLR_MARKER <ruleDescriptor.name>_startIndex;
<endif>
>>

ruleInitializations() ::= <<
/* Initialize rule variables
*/
<if(ruleDescriptor.returnScope)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.returnScope.attributes: { a | <if(a.initValue)>retval.<a.name> = <a.initValue>;<endif> } >
<else>
<ruleDescriptor.returnScope.attributes: { a | <if(a.initValue)><a.name> = <a.initValue>;<endif> } >
<endif>
<endif>
<if(memoize)>
<ruleDescriptor.name>_startIndex = this->index();<\n>
<endif>
<ruleDescriptor.useScopes: { it | m_<it>_stack.push(<it>Scope()); }; separator="\n">
<ruleDescriptor.ruleScope: { it | m_<it.name>_stack.push(<it.name>Scope()); }; separator="\n">

```

>>

```
ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
: {it |<labelType> <it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
: {it | ImplTraits::TokenPtrsListType list_<it.label.text>;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
>>
```

```
ruleLabelInitializations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
retval.call_start_placeholder();
<endif>
<endif>
>>
```

```
lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it |<labelType> <it.label.text> = NULL;}; separator="\n"
>
<ruleDescriptor.charLabels: {it | ANTLR_UINT32 <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleListLabels]
: {it | ImplTraits::IntTrieType<CommonTokenType>* list_<it.label.text>;}; separator="\n"
>
>>
```

```
lexerRuleLabelInit() ::= <<
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleListLabels]
: {it | list_<it.label.text> = new ImplTraits::IntTrieType<CommonTokenType>(31);}; separator="\n"
>
>>
```

```
lexerRuleLabelFree() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it |<it.label.text> = NULL;}; separator="\n"
>>
```



```

>
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleListLabels]
: {it | delete list_<it.label.text>;}; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( this->get_backtracking() > 0 ) { this->memoize(<ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

ruleCleanUp() ::= <<

// This is where rules clean up and exit
//
goto
rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex; ;
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
<if(!ruleDescriptor.isSynPred)>
retval.call_stop_placeholder();<\n>
<endif>
<endif>
<endif>
>>

scopeClean() ::= <<
<ruleDescriptor.useScopes: {it | m_<it>_stack.pop(); }; separator="\n">
<ruleDescriptor.ruleScope: {it | m_<it.name>_stack.pop(); }; separator="\n">

```

```

>>
/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules, which do not produce tokens.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// Comes from: <block.description>
/** \brief Lexer rule generated by ANTLR3
 *
 * $ANTLR start <ruleName>
 *
 * Looks to match the characters the constitute the token <ruleName>
 * from the attached input stream.
 *
 *
 * \remark
 * - lexer->error == true if an exception was thrown.
 */
void <name>::m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(>)
{
    ANTLR_UINT32 _type;
    <ruleDeclarations(>
    <ruleDescriptor.actions.declarations>
    <lexerRuleLabelDefs(>
    <if(trace)>
    std::cout <<< "enter <ruleName> " <<< (char)this->LA(1)
        <<< " line=" <<< this->getLine() <<< ":" <<< this->getCharPositionInLine()
        <<< " failed=" <<< this->get_failedflag() <<< " backtracking=" <<< this->get_backtracking() <<<
std::endl;
    <endif>

    <if(nakedBlock)>
        <ruleMemoization(rname=ruleName)>
        <lexerRuleLabelInit(>
        <ruleDescriptor.actions.init>

        <block><\n>
    <else>
        <ruleMemoization(rname=ruleName)>
        <lexerRuleLabelInit(>
        _type = <ruleName>;

        <ruleDescriptor.actions.init>

        <block>
        this->get_lexstate()->set_type(_type);
    <endif>
    <if(trace)>
    std::cout <<< "exit <ruleName> " <<< (char)this->LA(1)

```

```

        |<< " line=" |<< this->getLine() |<< ":" |<< this->getCharPositionInLine()
        |<< " failed=" |<< this->get_failedflag() |<< " backtracking="
|<< this->get_backtracking() |<< std::endl;
    <endif>
    <ruleCleanUp()>
    <lexerRuleLabelFree()>
    <(ruleDescriptor.actions.after):execAfter()>
    <memoize>
}
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
/** This is the entry point in to the lexer from an object that
 * wants to generate the next token, such as a pCOMMON_TOKEN_STREAM
 */
void
<name>::mTokens()
{
    <block><\n>

    goto ruleTokensEx; /* Prevent compiler warnings */
ruleTokensEx: ;
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<

// <fileName>:<description>
{
    int alt<decisionNumber>=<maxAlt>;
    <decls>
    <@predecision()>
    <decision>
    <@postdecision()>
    <@prebranch()>
    switch (alt<decisionNumber>)

    {
    <alts:{ a | <altSwitchCase(i,a)> }>
    }
    <@postbranch()>

```

```

}
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
{
  // <fileName>:<description>

  ANTLR_UINT32 alt<decisionNumber>;

  alt<decisionNumber>=<maxAlt>;

  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>)
  {
    <alts:{ a | <altSwitchCase(i,a)>}>
  }
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
{
  int cnt<decisionNumber>=0;
  <decls>

```

```

<@preloop()>

for (;;)
{
    int alt<decisionNumber>=<maxAlt>;
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>)
{
    <alts:{ a | <altSwitchCase(i,a)>}>
    default:

if ( cnt<decisionNumber> >= 1 )
{
    goto loop<decisionNumber>;
}
<ruleBacktrackFailure()>
<earlyExitEx()>
<@earlyExitException()>
goto rule<ruleDescriptor.name>Ex;
}
cnt<decisionNumber>++;
}
loop<decisionNumber>; /* Jump to here if this rule does not match */
<@postloop()>
}
>>

earlyExitEx() ::= <<
/* mismatchedSetEx()
*/
new ANTLR_Exception\< <name>ImplTraits, EARLY_EXIT_EXCEPTION, StreamType>( this->get_rec(), "" );
<\n>
>>
positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
::= <<

// <fileName>:<description>
<decls>

<@preloop()>
for (;;)
{
    int alt<decisionNumber>=<maxAlt>;

```

```

<@predecision(>
<decision>
<@postdecision(>
switch (alt<decisionNumber>)
{
<alts:{ a | <altSwitchCase(i,a)>}>
default:
    goto loop<decisionNumber>; /* break out of the loop */
    break;
}
}
loop<decisionNumber>; /* Jump out to here if this rule does not match */
<@postloop(>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by antlr before code generation
 * so we can just use the normal block template
 */
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
 * number. A DFA predicts the alternative and then a simple switch
 * does the jump to the code that actually matches that alternative.
 */
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
    <@prealt(>
    <alt>
    break;<\n>
>>

/**
An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
    <@declarations(>
    <@initializations(>
    <elements:element(>
    <rew>
    <@cleanup(>
}
>>

```

```

// ELEMENTS
/** What to emit when there is no rewrite. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

/** Dump the elements one per line */
element(e) ::= <<
<@prematch(>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> = <endif> this->matchToken(<token>, &FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure(>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
list_<label>.push_back(<elem>);
>>

/** match a character */
charRef(char,label)
::= <<
<if(label)>
<label> = this->LA(1);<\n>
<endif>
this->matchc(<char>);
<checkRuleBacktrackFailure(>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = this->LA(1);<\n>
<endif>
this->matchRange(<a>, <b>);
<checkRuleBacktrackFailure(>
>>

```

```

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= this->LA(1);<\n>
<else>
<label>=(<labelType>) this->LT(1);<\n>
<endif>
<endif>
if ( <s> )
{
    this->consume();
    <postmatchCode>
<if(!LEXER)>
    this->set_perror_recovery(false);
<endif>
    <if(backtracking)> this->set_failedflag(false); <\n><endif>
}
else
{
    <ruleBacktrackFailure()>
    <mismatchedSetEx()>
    <@mismatchedSetException()>
<if(LEXER)>
    this->recover();
<else>
<! use following code to make it recover inline;
    this->recoverFromMismatchedSet(&FOLLOW_set_in_<ruleName><elementIndex>);
!>
<endif>
    goto rule<ruleDescriptor.name>Ex;
}<\n>
>>

mismatchedSetEx()
::= <<
new ANTLR_Exception\< <name>ImplTraits, MISMATCHED_SET_EXCEPTION, StreamType>( this->get_rec(),
"" );
<if(PARSER)>
this->get_exception()->set_expectinSet(NULL);
<! use following code to make it recover inline;
this->get_exception()->set_expectinSet( &FOLLOW_set_in_<ruleName><elementIndex> );
!>
<endif>
>>

matchRuleBlockSet ::= matchSet

```



```

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
ANTLR_MARKER <label>Start = this->getCharIndex();
ANTLR_UINT32 <label>StartLine<elementIndex> = this->getLine();
ANTLR_UINT32 <label>StartCharPos<elementIndex> = this->getCharPositionInLine();
this->matchs(<string>);
<checkRuleBacktrackFailure()>
<label> = new CommonTokenType;
<label>->set_type( CommonTokenType::TOKEN_INVALID );
<label>->set_startIndex( <label>Start);
<label>->set_stopIndex(
this->getCharIndex()-1);
<label>->set_input( this->get_input() );
<label>->set_line( <label>StartLine<elementIndex> );
<label>->set_charPositionInLine( <label>StartCharPos<elementIndex> );
<else>
this->matchs(<string>);
<checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>
<label>=(<labelType>)this->LT(1);<\n>
<endif>
this->matchAnyToken();
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = this->LA(1);<\n>
<endif>
this->matchAny();
<checkRuleBacktrackFailure()>
>>

```

```

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
 * and a return value or values. The 'rule' argument was the
 * target rule name, but now is type
 * Rule, whose toString is
 * same: the rule name. Now though you can access full rule
 * descriptor stuff.
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
this->followPush(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)>m_<scope:delegateName()-><endif><rule.name><(if(args)><args;
separator=", "><endif>);<n>
this->followPop();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference
 * The 'rule' argument was the target rule name, but now
 * is type Rule, whose toString is same: the rule name.
 * Now though you can access full rule descriptor stuff.
 */
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
/* <description> */
<if(label)>
{
  ANTLR_MARKER <label>Start<elementIndex> = this->getCharIndex();
  ANTLR_UINT32 <label>StartLine<elementIndex> = this->getLine();
  ANTLR_UINT32 <label>StartCharPos<elementIndex>
= this->getCharPositionInLine();
  <if(scope)>m_<scope:delegateName()-><endif>m<rule.name><(if(scope)>m_<scope:delegateName()-><endif>
<if(args)>, <endif><args; separator=", ">);
  <checkRuleBacktrackFailure()>
  <label> = new CommonTokenType();
  <label>->set_type( CommonTokenType::TOKEN_INVALID);
  <label>->set_startIndex( <label>Start<elementIndex> );
  <label>->set_stopIndex( this->getCharIndex()-1 );
  <label>->set_input( this->get_input() );
}
}

```

```

<label>->set_line( <label>StartLine<elementIndex> );
<label>->set_charPositionInLine( <label>StartCharPos<elementIndex> );
}
<else>
<if(scope)>m_<scope:delegateName()-><endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
{
    ANTLR_UINT32 <label>Start<elementIndex>;
    ANTLR_UINT32 <label>StartLine<elementIndex> = this->getLine();
    ANTLR_UINT32 <label>StartCharPos<elementIndex> = this->getCharPositionInLine();
    <labelType> <label>;
    <label>Start<elementIndex> = this->getCharIndex();
    this->matchc(ANTLR_CHARSTREAM_EOF);
    <checkRuleBacktrackFailure()>
    <label> = new CommonTokenType();
    <label>->set_type( CommonTokenType::TOKEN_EOF );
    <label>->set_startIndex(<label>Start<elementIndex>);
    <label>->set_stopIndex(this->getCharIndex()-1);
    <label>->set_input( this->get_input() );
    <label>->set_line( <label>StartLine<elementIndex> );
    <label>->set_charPositionInLine( <label>StartCharPos<elementIndex> );
}
<else>
    this->matchc(ANTLR_CHARSTREAM_EOF);
    <checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()          ::= "int <recRuleArg()>"
recRuleArg()            ::= "_p"
recRuleAltPredicate(ruleName,opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()
    ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name) ::= "$<name>=$<src>.<name>;"

```

```

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( this->LA(1)== CommonTokenType::TOKEN_DOWN ) {
    this->matchToken(CommonTokenType::TOKEN_DOWN, NULL);
    <checkRuleBacktrackFailure()>
    <children:element()>
    this->matchToken(CommonTokenType::TOKEN_UP, NULL);
    <checkRuleBacktrackFailure()>
}
<else>
this->matchToken(CommonTokenType::TOKEN_DOWN, NULL);
<checkRuleBacktrackFailure()>
<children:element()>
this->matchToken(CommonTokenType::TOKEN_UP, NULL);
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
 * also hoisted into a prediction expression).
 */
validateSemanticPredicate(pred,description) ::= <<
if
( !(<evalPredicate(...)> )
{
    <ruleBacktrackFailure()>
    <newFPE(...)>
}
>>

newFPE() ::= <<
ExceptionBaseType* ex = new ANTLR_Exception<< <name>ImplTraits, FAILED_PREDICATE_EXCEPTION,
StreamType>( this->get_rec(), "<description>" );
ex->set_ruleName( "<ruleName>" );
<\n>
>>

// F i x e d D F A (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
<edges; separator="\nelse ">
else

```

```

{
<if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>;
<else>
    <ruleBacktrackFailure()>

    <newNVException()>
    goto rule<ruleDescriptor.name>Ex;

<endif>
}
}
>>

newNVException() ::= <<
ExceptionBaseType* ex = new ANTLR_Exception< <name>ImplTraits, NO_VIABLE_ALT_EXCEPTION,
StreamType>( this->get_rec(), "<description>" );
ex->set_decisionNum( <decisionNumber> );
ex->set_state( <stateNumber> );
<@noViableAltException()>
<\n>
>>

/** Same as a normal
DFA state except that we don't examine lookahead
* for the bypass alternative. It delays error detection but this
* is faster, smaller, and more what people expect. For (X)? people
* expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
    int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
    <edges; separator="\nelse ">
}
>>

/** A DFA state that is actually the loopback decision of a closure
* loop. If end-of-token (EOT) predicts any of the targets then it
* should act like a default clause (i.e., no error can be generated).
* This is used only in the lexer so that for ('a')* on the end of a rule
* anything other than 'a' predicts exiting.
*/

dfaLoopbackStateDecls() ::= <<
ANTLR_UINT32 LA<decisionNumber>_<stateNumber>;
>>
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{

```

```

/* dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
*/
int LA<decisionNumber>_<stateNumber> = this->LA(<k>);
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else
{
alt<decisionNumber>=<eotPredictsAlt>;
}<\n>
<endif>
<endif>
}
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>";

/** A simple edge with an expression. If the expression is satisfied,
* enter to the target state. To handle gated productions, we may
* have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr><if(predicates)> && (<predicates>)<endif>)
{
<targetState>
}
>>

// F i x e d D F A (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
::= <<
switch ( this->LA(<k> )
{
<edges; separator="\n">

default:
<if(eotPredictsAlt)>
alt<decisionNumber>=<eotPredictsAlt>;
<else>
<ruleBacktrackFailure()>
<newNVEException()>

```

```

    goto rule<ruleDescriptor.name>Ex;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( this->LA(<k> )
{
    <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( this->LA(<k> )
{
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
    alt<decisionNumber>=<eotPredictsAlt>;
    break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels: {it |case <it>;}; separator="\n">
{
    <targetState>
}
    break;
>>

// C y c l i c D F A

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The
 * <name> attribute is inherited via the parser, lexer, ...
 */
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(this, this->get_rec(), this->get_istream(),
cdfa<decisionNumber> );
<checkRuleBacktrackFailure()>
>>

/* Dump DFA tables as static initialized arrays of shorts(16 bits)/characters(8 bits)
 * which are then used to statically initialize the dfa structure, which means that there
 * is no runtime initialization whatsoever, other than anything the C compiler might

```

```

* need to generate. In general the C compiler will lay out memory such that there is no
* runtime code required.
*/
cyclicDFA(dfa) ::= <<
/** Static dfa state tables for Cyclic dfa:
* <dfa.description>
*/
static const ANTLR_INT32 dfa<dfa.decisionNumber>_eot[<dfa.numberofStates>] =
{
<dfa.eot; wrap="\n", separator=", ", null="-1">
};
static const ANTLR_INT32 dfa<dfa.decisionNumber>_eof[<dfa.numberofStates>] =
{
<dfa.eof; wrap="\n", separator=", ", null="-1">
};
static const ANTLR_INT32 dfa<dfa.decisionNumber>_min[<dfa.numberofStates>] =
{
<dfa.min; wrap="\n", separator=", ", null="-1">
};
static const ANTLR_INT32 dfa<dfa.decisionNumber>_max[<dfa.numberofStates>] =
{
<dfa.max; wrap="\n", separator=", ", null="-1">
};
static const ANTLR_INT32 dfa<dfa.decisionNumber>_accept[<dfa.numberofStates>] =
{
<dfa.accept; wrap="\n", separator=", ", null="-1">
};
static const ANTLR_INT32 dfa<dfa.decisionNumber>_special[<dfa.numberofStates>] =
{
<dfa.special; wrap="\n", separator=", ", null="-1">
};

/** Used when there is no transition table entry for a particular state */
static const ANTLR_INT32* dfa<dfa.decisionNumber>_T_empty = NULL;

<dfa.edgeTransitionClassMap.keys: { table |
static const ANTLR_INT32 dfa<dfa.decisionNumber>_T<i0>[] =
{
<table; separator=", ", wrap="\n", null="-1">
\};<\n>}; null = "">

/* Transition tables are a table of sub tables, with some tables
* reused for efficiency.
*/
static const ANTLR_INT32 * const dfa<dfa.decisionNumber>_transitions[] =
{
<dfa.transitionEdgeTables: { xref[dfa<dfa.decisionNumber>_T<xref>]; separator=", ", wrap="\n", null="NULL">
};

```



```

<@errorMethod()>

/* Declare tracking structure for Cyclic DFA <dfa.decisionNumber>
*/
class <name>CyclicDFA<dfa.decisionNumber> : public CyclicDFA\< <name>ImplTraits, <name> >, public
<name>Tokens
{
public:
typedef CyclicDFA\< <name>ImplTraits, <name> > BaseType;
typedef BaseType::ContextType CtxType;

private:
<if(dfa.specialStateSTs)>
//to maintain C-Target compatibility, we need to make some of ctx functions look like member funcs
CtxType* m_ctx;
<endif>

public:
<name>CyclicDFA<dfa.decisionNumber>( ANTLR_INT32 decisionNumber
, const ANTLR_UCHAR* description
, const ANTLR_INT32* const eot
, const ANTLR_INT32* const eof
, const ANTLR_INT32* const min
, const ANTLR_INT32* const max
, const ANTLR_INT32* const accept
, const ANTLR_INT32* const special
,
const ANTLR_INT32* const *const transition)
:BaseType( decisionNumber, description, eot, eof, min, max, accept,
special, transition )
{
<if(dfa.specialStateSTs)>
m_ctx = NULL;
<endif>
}

<if(dfa.specialStateSTs)>
ANTLR_UINT32 LA(ANTLR_INT32 i)
{
return m_ctx->LA(i);
}

<if(PARSER)>
const CtxType::CommonTokenType* LT(ANTLR_INT32 k)
{
return m_ctx->LT(k);
}

```

```

<endif>
<if(synpreds)>
template<\<typename PredType>
bool msynpred( PredType pred )
{
    return m_ctx->msynpred(pred);
}
<endif>

ANTLR_INT32 specialStateTransition(CtxType * ctx, RecognizerType* recognizer, IntStreamType* is,
ANTLR_INT32 s)
{
    ANTLR_INT32 _s;

    m_ctx = ctx;
    _s = s;
    switch (s)
    {
<dfa.specialStateSTs:{state |
case <i0>:

<state>}; separator="\n">
    }
<if(backtracking)>
    if ( ctx->get_backtracking() > 0)
    {
        ctx->set_failedflag( true );
        return -1;
    }
<endif>
    ExceptionBaseType* ex = new ANTLR_Exception<\< <name>ImplTraits, NO_VIABLE_ALT_EXCEPTION,
StreamType>( recognizer, "<dfa.description>" );
    ex->set_decisionNum( <dfa.decisionNumber> );
    ex->set_state(_s);
    <@noViableAltException()>
    return -1;
}
<endif>
};

static <name>CyclicDFA<dfa.decisionNumber> cdfa<dfa.decisionNumber>(
    <dfa.decisionNumber>, /* Decision number of this dfa */
    /* Which decision this represents: */
    (const ANTLR_UCHAR*)<dfa.description>,
    dfa<dfa.decisionNumber>_eot, /* EOT table */
    dfa<dfa.decisionNumber>_eof, /* EOF table */
    dfa<dfa.decisionNumber>_min, /* Minimum tokens for each state */

```

```

dfa<dfa.decisionNumber>_max, /* Maximum tokens for each state */
dfa<dfa.decisionNumber>_accept, /* Accept table */
dfa<dfa.decisionNumber>_special, /* Special transition states */
dfa<dfa.decisionNumber>_transitions /* Table of transition
tables */

);

/* End of Cyclic DFA <dfa.decisionNumber>
* -----
*/
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
* state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
  ANTLR_UINT32 LA<decisionNumber>_<stateNumber>;<\n>
  ANTLR_MARKER index<decisionNumber>_<stateNumber>;<\n>

  LA<decisionNumber>_<stateNumber> = ctx->LA(1);<\n>
  <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
  index<decisionNumber>_<stateNumber> = ctx->index();<\n>
  ctx->rewindLast();<\n>
  <endif>
  s = -1;
  <edges; separator="\nelse ">
  <if(semPredState)> <! return input cursor to state before we rewound !>
  ctx->seek(index<decisionNumber>_<stateNumber>);<\n>
  <endif>
  if ( s>=0 )
  {
  return s;
  }
}
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
* state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr,
targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr> <if(predicates)>&& (<predicates>)<endif> )
{
  s = <targetStateNumber>;

```

```

}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>

// D F A E X P R E S S I O N S

andPredicates(left,right) ::= "( (<left> ) && (<right> ) )"

orPredicates(operands) ::= "(<operands: {o|(<o>)}; separator=\"||\">)"

notPredicate(pred) ::= "!(<evalPredicate(pred, { })>)"

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description) ::= "this->msynpred( antlr3::ClassForwarder\<<pred>>() )"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt) ::= "this->LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
::= <%
((LA<decisionNumber>_<stateNumber> >= <lower>) && (LA<decisionNumber>_<stateNumber> \<= <upper>))
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "((this->LA(<k>) >=
<lower>) && (this->LA(<k>) \<= <upper>))"

setTest(ranges) ::= "<ranges; separator=\" || \">"

// A T T R I B U T E S

makeScopeSet() ::= <<
/* makeScopeSet()
 */
/** Definition of the <scope.name> scope variable tracking
 * structure. An instance of this structure is created by calling
 * <name>_<scope.name>Push().

```

```

*/
struct <scopeStruct(sname=scope.name,...)>
{
  /* =====
  * Programmer defined variables...
  */
  <scope.attributes:{it |<it.decl>;}; separator="\n">

  /* End of programmer defined variables
  * =====
  */
};

>>

globalAttributeScopeDecl(scope)
::= <<
<if(scope.attributes)>
/* globalAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

ruleAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

globalAttributeScopeDef(scope) ::=
<<
/* globalAttributeScopeDef(scope)
*/
<if(scope.attributes)>

StackType\< <scopeStruct(sname=scope.name)> > <scopeStack(sname=scope.name)>;

<endif>
>>

ruleAttributeScopeDef(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDef(scope)
*/
StackType\< <scopeStruct(sname=scope.name)> > <scopeStack(sname=scope.name,...)>;

```

```

<endif>
>>

scopeStruct(sname) ::= <<
<sname>Scope
>>

scopeStack(sname) ::= <<
m_<sname>_stack
>>

returnStructName(r) ::= "<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>::<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<else>
bool
<endif>
%>

/**
Generate the C type associated with a single or multiple return
* value(s).
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
%>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>

```

```

>>

/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "0".
 */
initValue(typeName) ::= <<
= <cTypeInitMap.(typeName)>
>>

/** Define a rule label */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text>;
>>

/** Rule label default value */
ruleLabelInitVal(label) ::= <<
>>

ASTLabelType() ::=
"<if(recognizer.ASTLabelType)><recognizer.ASTLabelType><else>ImplTraits::TreeType*<endif>"

/** Define a return struct for a rule if the
code needs to access its
 * start/stop tokens, tree stuff, attributes, ... Leave a hole for
 * subgroups to stick in members.
 */
returnScope(scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
struct <ruleDescriptor:returnStructName()> : public <name>ImplTraits::RuleReturnValueType
{
public:
typedef <name>ImplTraits::RuleReturnValueType BaseType;
<ruleDescriptor:returnStructName()>()
: BaseType()
<if(scope)>, <scope.attributes:{it | <it.name>() }>; separator=","><endif>
{ init(); }
<ruleDescriptor:returnStructName()>( BaseType* parser )
: BaseType(parser)
<if(scope)>, <scope.attributes:{it | <it.name>() }>; separator=","><endif>
{ init(); }
<ruleDescriptor:returnStructName()>( const <ruleDescriptor:returnStructName()>& other )
: BaseType(other)
<if(scope)>, <scope.attributes:{it | <it.name>(other.<it.name>) }>; separator=","><endif>
{ copy(other);
}
~<ruleDescriptor:returnStructName()>()
{

```

```

    <@ruleReturnMembersDelete()>
}

<ruleDescriptor:returnStructName()>&
operator=( const <ruleDescriptor:returnStructName()>& other )
{
    BaseType::operator=( other );
    <if(scope)><scope.attributes:{it | <it.name> = other.<it.name>; }; separator="\n"><endif>
    copy(other);
    return *this;
}
<@ruleReturnMembers()>
void init() { <@ruleReturnMembersInit()> }
void copy( const <ruleDescriptor:returnStructName()>& other ) { <@ruleReturnMembersCopy()> }
<else>
struct <ruleDescriptor:returnStructName()>
{
public:
    <name>ImplTraits::<recognizer.ASTLabelType>    start;
    <name>ImplTraits::<recognizer.ASTLabelType>    stop;
    <ruleDescriptor:returnStructName()>( const <ruleDescriptor:returnStructName()>& other )
    <if(scope.attributes)>
    <scope.attributes:{it | <it.name>(other.<it.name>) }; separator=",">
    <endif>
    {
        start = other.start;
        stop
    = other.stop;
    }

    <ruleDescriptor:returnStructName()>&
    operator=( const <ruleDescriptor:returnStructName()>& other )
    {
        start = other.start;
        stop = other.stop;

        <scope.attributes:{it | <it.name> = other.<it.name>; }; separator="\n">
        return *this;
    }
<endif>
    <if(scope)><scope.attributes:{it |<it.type> <it.name>; }; separator="\n"><endif>
};

<endif>
<endif>
>>

parameterScope(scope) ::= <<

```



```

<scope.attributes:{it |<it.decl>}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name>=<expr>";

/** Note that the scopeAttributeRef does not have access to the
 * grammar name directly
 */
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
  m_<scope>_stack.at( m_<scope>_stack.size()-<negIndex>-1).<attr.name>
<else>
<if(index)>
  m_<scope>_stack.at(<index>).<attr.name>
<else>
  m_<scope>_stack.peek().<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex)
 ::= <%
<if(negIndex)>
  m_<scope>_stack.at( m_<scope>_stack.size()-<negIndex>-1).<attr.name> = <expr>;
<else>
<if(index)>
  m_<scope>_stack.at(<index>).<attr.name> = <expr>;
<else>
  m_<scope>_stack.peek().<attr.name> =<expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {$function.size()>0 && $function::name.equals("foo")}?
 */
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<scope>.<attr.name>
<else>
<scope>
<endif>
>>

```

```

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>=<expr>;
<else>
<attr.name>=<expr>;
<endif>
>>

/**
How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach
//
tokenLabelPropertyRef_text(scope,attr) ::= "<scope>->getText()"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>->get_type()"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>->get_line()"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>->get_charPositionInLine()"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>->get_channel()"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>->get_tokenIndex()"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>->get_tree()"
tokenLabelPropertyRef_int(scope,attr) ::= "<name>ImplTraits::ConvertToInt32(<scope>->getText())"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::=
"<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(this->get_strstream()->toStringSS(<scope>.start, <scope>.start))
<else>
(this->get_strstream()->toStringTT(<scope>.start, <scope>.stop))
<endif>
>>

```

```

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>->get_type())"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>->get_line())"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>->get_charPositionInLine())"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>->get_channel())"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(<scope>->get_tokenIndex())"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>->getText())"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop"
rulePropertyRef_tree(scope,attr)
::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
this->get_input()->toStringSS( this->get_adaptor()->getTokenStartIndex(retval.start), this->get_adaptor()-
>getTokenStopIndex(retval.start))
<else>
this->get_strstream()->toStringTT(retval.start, this->LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "this->getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "this->get_state()->get_tokenStartLine()"
lexerRulePropertyRef_pos(scope,attr) ::= "this->get_state()->get_tokenStartCharPositionInLine()"
lexerRulePropertyRef_channel(scope,attr) ::= "this->get_state()->get_channel()"
lexerRulePropertyRef_start(scope,attr) ::= "this->get_state()->get_tokenStartCharIndex()"
lexerRulePropertyRef_stop(scope,attr) ::= "(this->getCharIndex()-1)"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_int(scope,attr)
::= "(<name>ImplTraits::ConvertToInt32(<scope>->getText()))"

// setting $st and $tree is allowed in local rule. everything else is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree=<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st=<expr>;"

/** How to deal with an @after for C targets. Because we cannot rely on
* any garbage collection, after code is executed even in backtracking
* mode. Must be documented clearly.
*/

```

```

execAfter(action) ::= <<
{
  <action>
}
>>

/** How to execute an action (when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> )
{
  <action>
}
<else>
if ( BACKTRACKING == 0 )
{
  <action>
}
<endif>
<else>
{
  <action>
}
<endif>
>>

// M I S C (properties, etc...)

bitsetDeclare(bitsetname, words64, traits) ::= <<

/** Bitset defining follow set for error recovery in rule state: <name> */
static ANTLR_BITWORD
<bitsetname>_bits[] = { <words64:{it |ANTLR_UINT64_LIT(<it>)}; separator=", "> };
static <traits>::BitsetListType <bitsetname>( <bitsetname>_bits, <length(words64)> );
>>

codeFileExtension() ::= ".cpp"

true_value() ::= "true"
false_value() ::= "false"

Found in path(s):
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Cpp/Cpp.stg
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 */

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
 * hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
 */

```

parserMembers() ::= <<
protected DebugTreeAdaptor adaptor;

public ITreeAdaptor TreeAdaptor
{
  get
  {
    return adaptor;
  }
  set
  {
<if(grammar.grammarIsRoot)>
    this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
<else>
    this.adaptor
  }
}

```

```

= (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif><\n>
  <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
  }
}<\n>
>>

```

```

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

```

```

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port,
<if(TREE_PARSER)>input.TreeAdaptor<else>adaptor<endif> );
DebugListener = proxy;
<inputStreamType> = new Debug<inputStreamType>( input, proxy );
try
{
  proxy.Handshake();
}
catch ( IOException ioe )
{
  ReportError( ioe );
}
>>

```

```

@ctorForRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
proxy.TreeAdaptor = adap;
>>

```

```

@ctorForProfilingRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
>>

```

```

@ctorForPredefinedListener.superClassRef() ::= " : base( input, dbg )"

```

```

@ctorForPredefinedListener.finally() ::= <<
<if(grammar.grammarIsRoot)><! don't create new
  adaptor for delegates !>
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;<\n>
<endif>
>>

```

```

//@rewriteElement.pregen() ::= "dbg.Location( <e.line>, <e.pos> );"

```

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/CSharp2/ASTDbg.stg

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* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Python/Dbg.stg

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*

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*/

/** How to generate rules derived from left-recursive rules.

* These rely on recRuleDefArg(), recRuleAltPredicate(),

* recRuleArg(), recRuleSetResultAction(), recRuleSetReturnAction()

* templates in main language.stg

*/

group LeftRecursiveRules;

recRuleName(ruleName) ::= "<ruleName>_"

recPrimaryName(ruleName) ::= "<ruleName>_primary"

recRuleStart(ruleName, minPrec, userRetvals, userRetvalAssignments) ::= <<

<ruleName><if(userRetvals)> returns [<userRetvals>]<endif>

: <recRuleName(...)>[<minPrec>]

<if(userRetvals)>

{

<userRetvalAssignments; separator="\n">

}

<endif>

;

>>

recRule(ruleName, precArgDef, argName, alts, setResultAction, buildAST,

userRetvals, userRetvalAssignments) ::= <<

<recRuleName(...)>[<precArgDef>]<if(userRetvals)> returns [<userRetvals>]<endif>

: <recPrimaryName(...)>

<if(buildAST)>

{

<setResultAction>

}

<endif>

<if(userRetvals)>

{

<userRetvalAssignments; separator="\n">

}

<endif>

(options {backtrack=false;})


```

: ( options { backtrack=false;}
  : <alts; separator="\n | ">
  )
)*
;
>>

```

```

recPrimaryRule(ruleName, alts, userRetvals) ::= <<
<recPrimaryName(...)><if(userRetvals)> returns [<userRetvals>]<endif>
options { backtrack=true;}
  : <alts; separator="\n | ">
  ;
>>

```

```

recRuleAlt(alt, pred) ::= "{<pred>}?=> <alt>"

```

```

recRuleRef(ruleName, arg) ::= "<recRuleName(...)>[<arg>]"

```

Found

in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/LeftRecursiveRules.stg

```

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```

/*

```

```

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```

```

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*/

/** Templates for building ASTs during tree parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* Each combination has its own template except that label/no label

* is combined into tokenRef, ruleRef, ...

*/

/* addition memVars for returnscopes */

@returnScopeInterface.memVars() ::= <<

/* ASTTreeParser returnScopeInterface.memVars

*/

<recognizer.ASTLabelType; null="CommonTree"> *tree;

>>

/** the interface of returnScope methodsDecl */

@returnScopeInterface.methodsDecl() ::= <<

/* ASTTreeParser returnScopeInterface.methodsDecl */

- (<recognizer.ASTLabelType; null="CommonTree"> *)getTree;

- (void) setTree:(<recognizer.ASTLabelType; null="CommonTree"> *)aTree;<n>

>>

/** the implementation of returnScope methods */

@returnScope.methods() ::= <<

/* ASTTreeParser returnScope.methods */

- (<ASTLabelType> *)getTree

{

return tree;

}

- (void) setTree:(<ASTLabelType> *)aTree

{

if (tree != aTree) {

if (tree != nil) [tree release];

if (aTree != nil) [aTree retain];

tree = aTree;

}

}

```

- (void) dealloc
{
    [self setTree:nil];
    [super dealloc];
}

@synthesize tree;
>>

@returnScopeProperties() ::= <<
@property (retain) <recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
/* ASTTreeParser
ruleDeclarations */
<super.ruleDeclarations()>
<ASTLabelType> *_first_0 = nil;
<ASTLabelType> *_last = nil;<\n>
>>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
/* ASTTreeParser noRewrite */
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType> *)_first_0;
if ( [treeAdaptor getParent:retval.tree] != nil && [treeAdaptor isNil:[treeAdaptor getParent:retval.tree]] ) )
    retval.tree = (<ASTLabelType> *)[treeAdaptor getParent:retval.tree];
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
* add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
/* ASTTreeParser tree */
_last = (<ASTLabelType> *)[input LT:1];
{
<ASTLabelType> *_save_last_<treeLevel> = _last;
<ASTLabelType> *_first_<treeLevel> = nil;
<if(!rewriteMode)>
<ASTLabelType>

```

```

*root_<treeLevel> = [[[treeAdaptor class] newEmptyTree] retain];
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==nil ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==nil ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( [input LA:1] == TokenTypeDOWN ) {
  [self match:input TokenType:TokenTypeDOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:TokenTypeUP Follow:nil]; <checkRuleBacktrackFailure()>
}
<else>
[self match:input TokenType:TokenTypeDOWN Follow:nil]; <checkRuleBacktrackFailure()>
<children:element()>
[self match:input TokenType:TokenTypeUP Follow:nil]; <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
[treeAdaptor addChild:root_<treeLevel> toTree:root_<enclosingTreeLevel>];
<endif>
_last
= _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
 * setting of _last
 */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefBang */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRef */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
<if(!rewriteMode)>

```

```

<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
  <label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
  <label>_tree = (<ASTLabelType> *)[treeAdaptor dupNode:<label>];
<endif><\n>
  [treeAdaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)><endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==nil
) _first_<treeLevel> = <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefAndListLabel */
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex) ::= <<
/* ASTTreeParser tokenRefRuleRoot */
_last = (<ASTLabelType> *)[input LT:1];
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[treeAdaptor dupNode:<label>];
<endif><\n>
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_<treeLevel>];
<if(backtracking)><endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser tokenRefRuleRootAndListLabel
*/
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */

```

```

wildcard(token,label,elementIndex,terminalOptions) ::= <<
/* ASTTreeParser wildcard */
_last = (<ASTLabelType> *)[input LT:1];
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType> *)[adaptor dupTree:<label>];
[adaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel> == nil ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
/* ASTTreeParser matchSet */
_last = (<ASTLabelType> *)[input LT:1];
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node>
new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[adaptor dupNode:<label>];
<endif><\n>
[adaptor addChild:<label>_tree toTree:root_<treeLevel>];
<if(backtracking)>}\}<endif>
<endif>
}, ...
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
/* ASTTreeParser matchRuleBlockSet */
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
/* ASTTreeParser matchSetBang */
_last = (<ASTLabelType> *)[input LT:1];
<super.matchSet(...)>
>>

```

```

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
/* ASTTreeParser matchSetRuleRoot */
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = [<terminalOptions.node> new<terminalOptions.node>:<label>];
<else>
<label>_tree = (<ASTLabelType> *)[adaptor dupNode:<label>];
<endif><\n>
root_<treeLevel>
= (<ASTLabelType> *)[adaptor becomeRoot:<label>_tree old:root_<treeLevel>];
<if(backtracking)>}\}<endif>
<endif>
}, ...
)>
>>

```

```
// RULE REF AST
```

```

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRef */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
  [treeAdaptor addChild:<label>.tree toTree:root_<treeLevel>];
<else> <! rewrite mode !>
if ( _first_<treeLevel> == nil ) _first_<treeLevel> = <label>.tree;
<endif>
>>

```

```

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefAndListLabel */
<ruleRef(...)>
<! <listLabel(elem = "["+label+" getTree]",...)> !>
<listLabel(elem = {[<label> getTree]},...)>
>>

```

```

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRoot */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if

```

```

( state.backtracking == 0 ) <endif>
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>.tree old:root_<treeLevel>];
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootAndListLabel */
<ruleRefRuleRoot(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefTrack */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefTrackAndListLabel */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser
ruleRefRuleRootTrack */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTTreeParser ruleRefRuleRootTrackAndListLabel */
_last = (<ASTLabelType> *)[input LT:1];
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
* change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
/* ASTTreeParser createRewriteNodeFromElement */
<if(terminalOptions.node)>
<! new <terminalOptions.node>(stream_<token>.nextNode()) !>

```



```

[[[<terminalOptions.node>(stream_<token> alloc] init] nextNode];
<else>
<! stream_<token>.nextNode() !>
[stream_<token> nextNode]
<endif>
>>

ruleCleanUp() ::= <<
/* ASTTreeParser ruleCleanUp */
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = (<ASTLabelType> *)[treeAdaptor
rulePostProcessing:root_0];
<if(backtracking)>}<endif>
<endif>
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/ObjC/ASTTreeParser.stg
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```

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*/
```

```
@outputFile.imports() ::= <<  
<@super.imports()>
```

```
<if(!TREE_PARSER)>  
<! tree parser would already have imported !>  
using Antlr.Runtime.Tree;  
using RewriteRuleTokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;  
<endif>  
>>
```

```
@genericParser.members() ::= <<  
<@super.members()>  
<parserMembers()>  
>>
```

```
parserCtorBody() ::=  
<%  
<super.parserCtorBody()><\n>  
TreeAdaptor =  
<if(actions.(actionScope).treeAdaptorInitializer)>  
<actions.(actionScope).treeAdaptorInitializer>  
<else>  
new <actions.(actionScope).treeAdaptorType; null="CommonTreeAdaptor">()  
<end>  
;  
%>
```

```
/** Add an adaptor property that knows how to build trees */
```

```
parserMembers() ::= <<  
private <treeAdaptorType()> adaptor;  
  
public <treeAdaptorType()> TreeAdaptor  
{  
get  
{  
return adaptor;  
}  
  
set  
{  
this.adaptor = value;  
}
```

```

    <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>
    }
    }
    >>

treeAdaptorType() ::= <<
<actions.(actionScope).treeAdaptorType; null="ITreeAdaptor">
>>

ruleReturnBaseType() ::= <%
Ast<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<ASTLabelType>, <labelType>>
%>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0 = default(<ASTLabelType>);<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
: {it|<ASTLabelType>
<it.label.text>_tree = default(<ASTLabelType>);}; separator="\n">
<ruleDescriptor.tokenListLabels: {it|<ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);};
separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
: {it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
: {it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");};
separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
 * These should be turned off if doing rewrites. This must be a "mode"
 * as a rule could have both rewrite and AST within the same alternative
 * block.
 */
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType>)adaptor.Nil();
<endif>
<endif>
<endif>
>>

```

```

// T
r a c k i n g   R u l e   E l e m e n t s

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
 * to the tracking list stream_ID for use in the rewrite.
 */
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/**
 rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule.name>.Add(<label>.Tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule>.Add(<label>.Tree);
>>

```

```

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// R e w r i t e

rewriteCode(
alts, description,
referencedElementsDeep,
// ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,
referencedWildcardListLabels,
rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= <<
<\n>{
// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if (<actions.(actionScope).synpredgate>) {
<endif>
<prevRuleRootRef().Tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.Nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER&&rewriteMode)>
<prevRuleRootRef().Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
if
(<prevRuleRootRef().Tree != null)
input.ReplaceChildren(adaptor.GetParent(retval.Start), adaptor.GetChildIndex(retval.Start),
adaptor.GetChildIndex(_last), retval.Tree);
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER||!rewriteMode)>
<prevRuleRootRef().Tree = root_0;
<endif>
<if(backtracking)>

```

```

}
<endif>
}

>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>)};
  separator="\n"
>
<referencedTokenListLabels
  :{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it> ", list_<it>)};
  separator="\n"
>
<referencedWildcardLabels
  :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>)};
  separator="\n"
>
<referencedWildcardListLabels
  :{it|RewriteRuleSubtreeStream stream_<it>=new
RewriteRuleSubtreeStream(adaptor,"wildcard <it> ",list_<it>)};
  separator="\n"
>
<referencedRuleLabels
  :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.Tree:null)};
  separator="\n"
>
<referencedRuleListLabels
  :{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it> ",list_<it>)};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 * list rather shallow like other blocks.
 */
rewriteOptionalBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
if (<referencedElementsDeep: {el | stream_<el>.HasNext}; separator="||">)

```

```

{
  <alt>
}
<referencedElementsDeep:{el | stream_<el>.Reset();<\n>}>
>>

rewriteClosureBlock(
  alt,rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements,
  // elements in immediately block; no nested blocks
  description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
  <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewritePositiveClosureBlock(
  alt,rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements, // elements in immediately block; no nested blocks
  description) ::=
<<
if (!(<referencedElements:{el | stream_<el>.HasNext}; separator="||">))
{
  throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
  <alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
  <a.alt>
}
<else>
{
  <a.alt>
}

```

```

}
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType>
root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <%
<@pregen()>
DebugLocation(<e.line>, <e.pos>);<\n>
<e.el>
%>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(),
root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */

```



```
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot
```

```
/** Gen ^(ID ...) or ^(ID[args] ...) */
```

```
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<  
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>,  
root_<treeLevel>);<\n>  
>>
```

```
rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<  
adaptor.AddChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>  
>>
```

```
rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<  
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>,  
root_<treeLevel>);<\n>  
>>
```

```
/** plain -> {foo} action */
```

```
rewriteAction(action) ::= <<  
root_0 = <action>;<\n>  
>>
```

```
/** What is the name of the previous value of this rule's root tree? This
```

```
* let's us refer to $rule to mean previous value. I am reusing the
```

```
* variable 'tree' sitting
```

```
in retval struct to hold the value of root_0 right
```

```
* before I set it during rewrites. The assign will be to retval.tree.
```

```
*/
```

```
prevRuleRootRef() ::= "retval"
```

```
rewriteRuleRef(rule) ::= <<  
adaptor.AddChild(root_<treeLevel>, stream_<rule>.NextTree());<\n>  
>>
```

```
rewriteRuleRefRoot(rule) ::= <<  
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<rule>.NextNode(), root_<treeLevel>);<\n>  
>>
```

```
rewriteNodeAction(action) ::= <<  
adaptor.AddChild(root_<treeLevel>, <action>);<\n>  
>>
```

```
rewriteNodeActionRoot(action) ::= <<  
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<action>, root_<treeLevel>);<\n>  
>>
```

```
/** Gen $ruleLabel ... where defined via ruleLabel=rule */
```

```
rewriteRuleLabelRef(label) ::= <<
```

```

adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label)
::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

createImaginaryNode(tokenType,args,terminalOptions={ }) ::= <%
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

createRewriteNodeFromElement(token,args,terminalOptions={ }) ::= <%
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.NextToken()<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create
new node from old !>
adaptor.Create(<token>, <args; separator=", ">)
<else>
stream_<token>.NextNode()
<endif>
<endif>
%>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/CSharp2/AST.stg

```

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```
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 * THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
 */
```

```
@outputFile.imports() ::= <<
```

```
<@super.imports(>
```

```
<if(!TREE_PARSER)>
```

```
<! tree parser would already have imported !>
```

```
using Antlr.Runtime.Tree;
```

```
using RewriteRuleTokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
```

```
<endif>
```

```
>>
```

```
@genericParser.members() ::= <<
```

```
<@super.members(>
```

```
<parserMembers(>
```

```

>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
<treeAdaptorType()>
treeAdaptor = default(<treeAdaptorType()>);
CreateTreeAdaptor(ref treeAdaptor);
TreeAdaptor = treeAdaptor<if(!actions.(actionScope).treeAdaptorType)> ?? new CommonTreeAdaptor()<endif>;
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
// Implement this function in your helper file to use a custom tree adaptor
partial void CreateTreeAdaptor(ref <treeAdaptorType()> adaptor);

private <treeAdaptorType()> adaptor;

public <treeAdaptorType()> TreeAdaptor
{
get
{
return adaptor;
}

set
{
this.adaptor = value;
<grammar.directDelegates: {g|<g:delegateName()>.TreeAdaptor = this.adaptor; }>
}
}
>>

treeAdaptorType() ::= <<
<actions.(actionScope).treeAdaptorType; null="ITreeAdaptor">
>>

ruleReturnBaseType() ::= <%
Ast<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<ASTLabelType>, <labelType>>
%>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType>
root_0 = default(<ASTLabelType>);<\n>
>>

ruleLabelDefs(ruleDescriptor, labelType, ASTLabelType, rewriteElementType) ::= <%

```

```

<super.ruleLabelDefs(...)>
<if(!ruleDescriptor.isSynPred)>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
: {it|<\n><ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);}>
<ruleDescriptor.tokenListLabels: {it|<\n><ASTLabelType> <it.label.text>_tree = default(<ASTLabelType>);}>
<ruleDescriptor.allTokenRefsInAltsWithRewrites
: {it|<\n>RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}>
<ruleDescriptor.allRuleRefsInAltsWithRewrites
: {it|<\n>RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");}>
<endif>
%>

/** When doing auto AST construction, we must define some variables;
* These should be turned off if doing rewrites. This must be a "mode"
* as a rule could have both rewrite and AST within the same
alternative
* block.
*/
@alt.declarations() ::= <<
<if(autoAST && outerAlt && !rewriteMode && !ruleDescriptor.isSynPred)>
root_0 = (<ASTLabelType>)adaptor.Nil();
<endif>
>>

// Tracking Rule Elements

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
* to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<token>.Add(<label>);
>>

/**

```

```

Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule.name>.Add(<label>.Tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>stream_<rule>.Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope)
::= <<
<ruleRefRuleRootTrack(...)>
<listLabelElem(elem={<label>.Tree},elemType=ASTLabelType,...)>
>>

// R e w r i t e

rewriteCode(
alts, description,
referencedElementsDeep, // ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,
referencedWildcardListLabels,
rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= <<
<\n>{
// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">

```

```

// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if (<actions.(actionScope).synpredgate>) {
<endif>
<prevRuleRootRef().Tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.Nil();
<alts:rewriteAlt();
separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER&&rewriteMode)>
<prevRuleRootRef().Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
if (<prevRuleRootRef().Tree != null)
input.ReplaceChildren(adaptor.GetParent(retval.Start), adaptor.GetChildIndex(retval.Start),
adaptor.GetChildIndex(_last), retval.Tree);
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER||!rewriteMode)>
<prevRuleRootRef().Tree = root_0;
<endif>
<if(backtracking)>
}
<endif>
}
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
:{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>)};
separator="\n"
>
<referencedTokenListLabels
:{it|RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it> ", list_<it>)};
separator="\n"
>
<referencedWildcardLabels
:{it|RewriteRuleSubtreeStream
stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>)};
separator="\n"
>
<referencedWildcardListLabels
:{it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it> ",list_<it>)};
separator="\n"

```

```

>
<referencedRuleLabels
: {it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.Tree:null);};
separator="\n"
>
<referencedRuleListLabels
: {it|RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",<it>.list_<it>);};
separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 * list rather shallow like other blocks.
 */
rewriteOptionalBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
if (<referencedElementsDeep:{el | stream_<el>.HasNext}; separator="||">)
{
<alt>
}
<referencedElementsDeep:{el
| stream_<el>.Reset();<\n>}>
>>

rewriteClosureBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
<alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

rewritePositiveClosureBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks

```



```

description) ::=
<<
if (!(<referencedElements:{el | stream_<el>.HasNext}; separator="||">))
{
throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
<alt>
}
<referencedElements:{el | stream_<el>.Reset();<\n>}>
>>

```

```

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
<a.alt>
}
<else>
{
<a.alt>
}
<endif>
>>

```

```

/** For empty rewrites:
"r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

```

```

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

```

```

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

```

```

rewriteElement(e) ::= <%
<@pregen()>
DebugLocation(<e.line>, <e.pos>);<\n>
<e.el>
%>

```

```

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<\n>
>>

/**
Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
adaptor.AddChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What
is the name of the previous value of this rule's root tree? This
* let's us refer to $rule to mean previous value. I am reusing the

```

```

* variable 'tree' sitting in retval struct to hold the value of root_0 right
* before I set it during rewrites. The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<rule>.NextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<rule>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
adaptor.AddChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<action>, root_<treeLevel>);<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label)
::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());<\n>
>>

createImaginaryNode(tokenType,args,terminalOptions={ }) ::= <%
<if(terminalOptions.node)>

```

```

<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node><(tokenType)<if(args)>, <args; separator=", "><endif>
<else>
(<ASTLabelType>)adaptor.Create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

```

```

createRewriteNodeFromElement(token,args,terminalOptions={ })
::= <%
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.NextToken())<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.Create(<token>, <args; separator=", ">)
<else>
stream_<token>.NextNode()
<endif>
<endif>
%>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/CSharp3/AST.stg

```

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```

/*

```

```

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```

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```

```

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* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

```

```

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/

```

```

parserMembers() ::= <<
// Implement this function in your helper file to use a custom tree adaptor
partial void InitializeTreeAdaptor();
protected DebugTreeAdaptor adaptor;

public
ITreeAdaptor TreeAdaptor
{
    get
    {
        return adaptor;
    }
    set
    {
<if(grammar.grammarIsRoot)>
        this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
<else>
        this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
<endif><\n>
        <grammar.directDelegates:{g|<g.delegateName()>.TreeAdaptor = this.adaptor;}>
    }
}<\n>
>>

```

```

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

```

```

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port,
<if(TREE_PARSER)>input.TreeAdaptor<else>adaptor<endif> );
DebugListener = proxy;
<inputStreamType> = new Debug<inputStreamType>( input, proxy );
try

```

```
{
  proxy.Handshake();
}
catch ( IOException ioe )
{
  ReportError( ioe );
}
>>
```

```
@ctorForRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
proxy.TreeAdaptor = adap;
>>
```

```
@ctorForProfilingRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
>>
```

```
@ctorForPredefinedListener.superClassRef()
::= " : base( input, dbg )"

```

```
@ctorForPredefinedListener.finally() ::= <<
<if(grammar.grammarIsRoot)><! don't create new adaptor for delegates !>
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;<\n>
<endif>
>>
```

```
//@rewriteElement.pregen() ::= "dbg.Location( <e.line>, <e.pos> );"
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/CSharp3/ASTDbg.stg
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```

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```

```
http://www.linkedin.com/in/jimidle
```

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*/

/** Templates for building ASTs during tree parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* Each combination has its own template except that label/no label

* is combined into tokenRef, ruleRef, ...

*/

/** Add a variable to track last

element matched */

```
ruleDeclarations() ::= <<
```

```
<super.ruleDeclarations()>
```

```
<ASTLabelType> _last;<\n>
```

```
<ASTLabelType> _first_0;<\n>
```

```
>>
```

/** Add a variable to track last element matched */

```
ruleInitializations() ::= <<
```

```
<super.ruleInitializations()>
```

```
_last = NULL;<\n>
```

```
_first_0 = NULL;<\n>
```

```
>>
```

/** What to emit when there is no rewrite rule. For auto build

```

* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(rewriteMode)>
retval.tree = (<ASTLabelType>)_first_0;
if ( ADAPTOR->getParent(ADAPTOR, retval.tree) != NULL && ADAPTOR->isNilNode(ADAPTOR,
ADAPTOR->getParent(ADAPTOR, retval.tree) ) )
{
    retval.tree = (<ASTLabelType>)ADAPTOR->getParent(ADAPTOR, retval.tree);
}
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
* add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = (<ASTLabelType>)LT(1);
{
<ASTLabelType>
_save_last_<treeLevel>;
<ASTLabelType> _first_<treeLevel>;
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel>;
<endif>
_save_last_<treeLevel> = _last;
_first_<treeLevel> = NULL;
<if(!rewriteMode)>
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
<endif>
<root:element>
<if(rewriteMode)>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel> == NULL ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel> == NULL ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<if(backtracking)>}<endif>
<endif>
<actionsAfterRoot:element>
<if(nullableChildList)>
if ( LA(1)==ANTLR3_TOKEN_DOWN ) {
    MATCHT(ANTLR3_TOKEN_DOWN, NULL);
    <children:element>

```



```

    MATCHT(ANTLR3_TOKEN_UP, NULL);
}
<else>
MATCHT(ANTLR3_TOKEN_DOWN, NULL);
<children:element()>
MATCHT(ANTLR3_TOKEN_UP, NULL);
<endif>
<if(!rewriteMode)>
ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>,
    root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
 * setting of _last
 */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else>
<if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
if ( _first_<treeLevel> == NULL ) _first_<treeLevel> = <label>;
<if(backtracking)>}<endif>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions)

```

```

 ::= <<
 <tokenRef(...)>
 <listLabel(elem=label,...)>
 >>

 /** ^(ID ...) auto construct */
 tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
 _last = (<ASTLabelType>)LT(1);
 <super.tokenRef(...)>
 <if(!rewriteMode)>
 <if(backtracking)>if ( BACKTRACKING == 0 ) {<endif>
 <if(terminalOptions.node)>
 <label>_tree = <terminalOptions.node>New(<label>);
 <else>
 <label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
 <endif><\n>
 root_<treeLevel> = (<ASTLabelType>)ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_<treeLevel>);
 <if(backtracking)>}<endif>
 <endif>
 >>

 /** Match ^(label+=TOKEN ...) auto construct */
 tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
 <tokenRefRuleRoot(...)>
 <listLabel(elem=label,...)>
 >>

 /** Match . wildcard and auto dup the node/subtree */
 wildcard(token,label,elementIndex,terminalOptions) ::= <<
 _last = (<ASTLabelType>)LT(1);
 <super.wildcard(...)>
 <if(!rewriteMode)>
 <if(backtracking)>if ( <actions.(actionScope).synpredgate>
 ) {<endif>
 <label>_tree = (<ASTLabelType>)ADAPTOR->dupTree(ADAPTOR, <label>);
 ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
 <if(backtracking)>}<endif>
 <else> <! rewrite mode !>
 <if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
 if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
 <endif>
 >>

 // SET AST

 matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
 _last = (<ASTLabelType>)LT(1);
 <super.matchSet(postmatchCode={

```

```

<if(!rewriteMode)>
<if(backtracking)>if ( BACKTRACKING == 0 ) {<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif><\n>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<if(backtracking)>\}<endif>
<endif>
}
,...>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode)
::= <<
_last = (<ASTLabelType>)LT(1);
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif>
root_<treeLevel> = (<ASTLabelType>)ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )

```

```

{
<endif>
<if(!rewriteMode)>
  ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>.tree);
<else>
  if ( _first_<treeLevel> == NULL ) _first_<treeLevel> = <label>.tree;
<endif>
<if(backtracking)><endif>
>>

/**
  x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<super.listLabelAST(elem=label,...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( ( <actions.(actionScope).synpredgate> ) ) <endif>root_<treeLevel> =
(<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>.tree, root_<treeLevel>));
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<super.listLabelAST(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)LT(1);
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)LT(1);
<super.ruleRefTrackAndListLabel(...)>
>>
/**
  ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)LT(1);

```

```

<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)LT(1);
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
 * change nextToken to nextNode.
 */
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(stream_<token>->nextNode(stream_<token>))
<else>
stream_<token>->nextNode(stream_<token>)
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp(...)>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<if(!ruleDescriptor.isSynPred)>
  retval.stop = LT(-1);<\n>
<endif>
  retval.tree = (<ASTLabelType>)ADAPTOR->rulePostProcessing(ADAPTOR, root_0);
<if(backtracking)>
}
<endif>
<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/C/ASTTreeParser.stg

```

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*/

/** Templates for building ASTs during tree parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* Each combination has its own template except that label/no label

* is combined into tokenRef, ruleRef, ...

*/

```
finishedBacktracking(block) ::= <<
```

```
<if(backtracking)>
```

```
if <actions.(actionScope).synpredgate>:
```

```
  <block>
```

```
<else>
```

```
<block>
```

```
<endif>
```

```
>>
```

/**

Add a variable to track last element matched */

```
ruleDeclarations() ::= <<
```

```
<super.ruleDeclarations()>
```

```
_first_0 = None
```

```
_last = None<\n>
```

```
>>
```

/** What to emit when there is no rewrite rule. For auto build

* mode, does nothing.

*/

```
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
```

```
<finishedBacktracking({
```

```
<if(rewriteMode)>
```

```
retval.tree = _first_0
```

```
if self._adaptor.getParent(retval.tree) is not None and self._adaptor.isNil(self._adaptor.getParent(retval.tree)):
```

```
  retval.tree = self._adaptor.getParent(retval.tree)
```

```

<endif>
})>
>>

/** match ^(root children) in tree parser; override here to
 * add tree construction actions.
 */
tree(root, actionsAfterRoot, children, nullableChildList,
     enclosingTreeLevel, treeLevel) ::= <<
  _last = self.input.LT(1)
  _save_last_<treeLevel> = _last
  _first_<treeLevel> = None
  <if(!rewriteMode)>
    root_<treeLevel> = self._adaptor.nil()<\n>
  <endif>
  <root:element()>
  <if(rewriteMode)>
    <finishedBacktracking({
  <if(root.el.rule)>
    if _first_<enclosingTreeLevel>
    is None:
      _first_<enclosingTreeLevel> = <root.el.label>.tree<\n>
    <else>
    if _first_<enclosingTreeLevel> is None:
      _first_<enclosingTreeLevel> = <root.el.label><\n>
    <endif>
    })>
  <endif>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
    if self.input.LA(1) == DOWN:
      self.match(self.input, DOWN, None)
      <children:element()>
      self.match(self.input, UP, None)

    <else>
    self.match(self.input, DOWN, None)
    <children:element()>
    self.match(self.input, UP, None)<\n>
  <endif>
  <if(!rewriteMode)>
    self._adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>)<\n>
  <endif>
  _last = _save_last_<treeLevel>

>>

// TOKEN AST STUFF

```



```

root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={ })
::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={ }) ::= <<
_last = self.input.LT(1)
<super.wildcard(...)>
<if(!rewriteMode)>
<finishedBacktracking({
<label>_tree = self._adaptor.dupTree(<label>)
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
_first_<treeLevel> = <label>
})>
<endif>
>>

// SET AST
matchSet(s,label,elementIndex,postmatchCode,terminalOptions={ }) ::= <<
_last = self.input.LT(1)
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<finishedBacktracking({
<if(terminalOptions.node)>
<label>_tree = <terminalOptions.node>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<endif>
}, ...)>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={ })

```

```

 ::= <<
 <matchSet(...)>
 <noRewrite(...)> <! set return tree !>
 >>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
 _last = self.input.LT(1)
 <super.matchSet(...)>
 >>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
 <super.matchSet(postmatchCode={
 <if(!rewriteMode)>
 <finishedBacktracking({
 <if(terminalOptions.node)>
 <label>_tree = <terminalOptions.node>(<label>)
 <else>
 <label>_tree = self._adaptor.dupNode(<label>)
 <endif><\n>
 root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
 })>
 <endif>
 }, ...)>
 >>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
 _last = self.input.LT(1)
 <super.ruleRef(...)>
 <finishedBacktracking({
 <if(!rewriteMode)>
 self._adaptor.addChild(root_<treeLevel>, <label>.tree)
 <else> <! rewrite mode !>
 if _first_<treeLevel> is None:
 _first_<treeLevel> = <label>.tree<\n>
 <endif>
 })>
 >>

/** x+=rule auto construct
 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
 <ruleRef(...)>
 <listLabel(label, {<label>.tree})>
 >>

```

```

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
  _last = self.input.LT(1)
  <super.ruleRef(...)>
  <if(!rewriteMode)>
  <finishedBacktracking({
  root_<treeLevel> = self._adaptor.becomeRoot(<label>.tree, root_<treeLevel>)
  })>
  <endif>
>>

```

```

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRefRuleRoot(...)>
  <listLabel(label, {<label>.tree})>
>>

```

```

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
  _last = self.input.LT(1)
  <super.ruleRefTrack(...)>
>>

```

```

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  _last = self.input.LT(1)
  <super.ruleRefTrackAndListLabel(...)>
>>

```

```

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope)
  ::= <<
  _last = self.input.LT(1)
  <super.ruleRefRootTrack(...)>
>>

```

```

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  _last = self.input.LT(1)
  <super.ruleRefRuleRootTrackAndListLabel(...)>
>>

```

```

/** Streams for token refs are tree nodes now; override to
 * change nextToken to nextNode.
 */
createRewriteNodeFromElement(token,scope,terminalOptions={}) ::= <<
  <if(terminalOptions.node)>
  <terminalOptions.node>(stream_<token>.nextNode())

```

```
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanup() ::= <<
<super.ruleCleanup()>
<if(!rewriteMode)>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
})>
<endif>
>>
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/Python/ASTTreeParser.stg
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```

```
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```
*/
/** Add an adaptor property that knows how to build trees */
@headerFile.members() ::= <<
/* @headerFile.members() */
pANTLR3_BASE_TREE_ADAPTOR adaptor;
pANTLR3_VECTOR_FACTORY vectors;
/* End @headerFile.members() */
>>

/** Install the tree adaptor interface pointer and anything else that
 * tree parsers and producers require.
 */
@genericParser.apifuncs() ::= <<
<if(PARSER)>
ADAPTOR = ANTLR3_TREE_ADAPTORNew(instream->tstream->tokenSource->strFactory);<\n>
<endif>
ctx->vectors =
antlr3VectorFactoryNew(0);
>>

@genericParser.cleanup() ::= <<
ctx->vectors->close(ctx->vectors);
<if(PARSER)>
/* We created the adaptor so we must free it
 */
ADAPTOR->free(ADAPTOR);
<endif>
>>

@returnScope.ruleReturnMembers() ::= <<

<super.ASTLabelType()> tree;

>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0;<\n>
>>

ruleInitializations() ::= <<
<super.ruleInitializations()>
root_0 = NULL;<\n>
>>

ruleLabelDefs() ::= <<
```

```

<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{it | <ASTLabelType> <it.label.text>_tree;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> <it.label.text>_tree;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM
  stream_<it>;}; separator="\n">
>>

/* Note that we defer the actual creation of any rewrite streams we need here and just initialize
* them to NULL. This saves creating huge numbers of rewrite streams that cannot be used as only
* one alt will be taken in a rule, but we are declaring all the streams here. So we define
* a macro that contains the create code, then use this macro later to check if the stream
* has been created yet. Checking for NULL is almost free in C.
*/
ruleLabelInitializations() ::= <<
<super.ruleLabelInitializations()>
<ruleDescriptor.tokenLabels:{it | <it.label.text>_tree = NULL;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <it.label.text>_tree = NULL;}; separator="\n">

<ruleDescriptor.allTokenRefsInAltsWithRewrites
  :{it | stream_<it> = NULL;
  #define CREATE_stream_<it> if (stream_<it> == NULL) {stream_<it> =
  antlr3RewriteRule<rewriteElementType>StreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"token
  <it>"); \} };
  separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
  :{it | stream_<it> = NULL;
  #define CREATE_stream_<it> if (stream_<it> == NULL) {stream_<it> =
  antlr3RewriteRuleSubtreeStreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"rule <it>"); \} };
  separator="\n">

<if(ruleDescriptor.hasMultipleReturnValues)>
retval.tree = NULL;
<endif>
>>

/** a rule label including default value */
ruleLabelInitVal(label) ::= <<
<super.ruleLabelInitVal(...)>
<label.label.text>.tree = NULL;
>>

/** When doing auto AST construction, we must define some variables;
* These should be turned off if doing rewrites. This must be a "mode"
* as a rule could have both rewrite and AST within the same alternative

```

```

* block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<endif>
<endif>
>>

@alt.initializations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));<\n>
<endif>
<endif>
<endif>
>>

// Tracking Rule Elements
nts
//
/** ID but track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<token>;
stream_<token>->add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
* to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>CREATE_stream_<token>; stream_<token>-
>add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><\n>
>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

```



```

/**
 rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>;
stream_<rule.name>->add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

```

```

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabelTrack(...)>
>>

```

```

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>;
stream_<rule.name>->add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

```

```

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabelAST(...)>
>>

```

// RULE REF AST

```

/** Match ^(label+=TOKEN
 ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

```

/* How to accumulate lists when we are doing rewrite tracking...

```

*/
listLabelTrack(label) ::= <<
/* listLabelTrack(label)
*/
if (list_<label> == NULL)
{

```

```

    list_<label>=ctx->vectors->newVector(ctx->vectors);
}
list_<label>->add(list_<label>, <label>.tree, NULL);
>>

/* How to accumulate lists of rule outputs (only allowed with AST
 * option but if the user is going to walk the tree, they will want
 * all their custom elements from rule returns.
 *
 * Normally, we use inline structures (which the compiler lays down
 * code to copy from heap allocations. However, here we want to accumulate copies
 * of the returned structures because we are adding them to a list. This only makes sense if the
 * grammar is not rewriting the tree as a tree rewrite only preserves the tree, not the object/structure
 * returned from the
 * rule. The rewrite will extract the tree pointer. However, if we are not going to
 * do a tree re-write, then the user may wish to iterate the structures returned by the rule in
 * action code and will expect the user defined returns[] elements to be available when they do this.
 * Hence we cannot just preserve the tree that was returned. So, we must copy the local structure and provide
 * a function that can free the allocated space. We cannot know how to free user allocated elements and
 * presume that the user will know to do this using their own factories for the structures they allocate.
 */
listLabelAST(label) ::= <<
if (list_<label> == NULL)
{
    list_<label>=ctx->vectors->newVector(ctx->vectors);
}
{
    RETURN_TYPE_<label> * tcopy;

    tcopy = (RETURN_TYPE_<label> *)ANTLR3_MALLOC(sizeof(RETURN_TYPE_<label>)); /* Note no
memory allocation checks! */
    ANTLR3_MEMCPY((void *)tcopy, (const void *)<label>, sizeof(RETURN_TYPE_<label>));
    list_<label>->add(list_<label>, (void
*)tcopy, freeScope); /* Add whatever the return type is */<n>
}
>>

// R e w r i t e

rewriteCode(
alts,
description,
referencedElementsDeep, // ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,

```

```

    referencedWildcardListLabels,
rewriteBlockLevel,
enclosingTreeLevel,
treeLevel) ::=
<<

/* AST REWRITE
* elements      : <referencedElementsDeep; separator=", ">
* token labels  : <referencedTokenLabels; separator=", ">
* rule labels   : <referencedRuleLabels; separator=", ">
* token list labels : <referencedTokenListLabels; separator=", ">
* rule list labels : <referencedRuleListLabels; separator=", ">
*/
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) <\n>
<endif>
{
<rewriteCodeLabelsDecl()>
<rewriteCodeLabelsInit()>
root_0 = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
<prevRuleRootRef()>.tree = root_0;
<alts:rewriteAlt()>
separator="else ">
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
INPUT->replaceChildren(INPUT, ADAPTOR->getParent(ADAPTOR, retval.start),
    ADAPTOR->getChildIndex(ADAPTOR, retval.start),
    ADAPTOR->getChildIndex(ADAPTOR, _last),
    retval.tree);
<endif>
<endif>
<prevRuleRootRef()>.tree = root_0; // set result root
<rewriteCodeLabelsFree()>

}
>>

rewriteCodeLabelsDecl() ::= <<
<referencedTokenLabels
: {it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;}
separator="\n"
>
<referencedTokenListLabels
: {it | pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it>;}
separator="\n"
>
<referencedRuleLabels

```

```

: {it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;};
separator="\n"
>
<referencedRuleListLabels
: {it | pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it>;};
separator="\n"
>
>>

rewriteCodeLabelsInit()
::= <<
<referencedTokenLabels
: {it | stream_<it>=antlr3RewriteRule<rewriteElementType>StreamNewAEE(ADAPTOR, RECOGNIZER,
(pANTLR3_UINT8)"token <it>", <it>);};
separator="\n"
>
<referencedTokenListLabels
: {it | stream_<it>=antlr3RewriteRule<rewriteElementType>StreamNewAEV(ADAPTOR, RECOGNIZER,
(pANTLR3_UINT8)"token <it>", list_<it>); };
separator="\n"
>
<referencedRuleLabels
: {it | stream_<it>=antlr3RewriteRuleSubtreeStreamNewAEE(ADAPTOR, RECOGNIZER,
(pANTLR3_UINT8)"token <it>", <it>.tree != NULL ? <it>.tree : NULL);};
separator="\n"
>
<referencedRuleListLabels
: {it | stream_<it>=antlr3RewriteRuleSubtreeStreamNewAEV(ADAPTOR, RECOGNIZER,
(pANTLR3_UINT8)"token <it>", list_<it>);};
separator="\n"
>
>>
rewriteCodeLabelsFree() ::= <<
<referencedTokenLabels
: {it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>); };
separator="\n"
>
<referencedTokenListLabels
: {it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
<referencedRuleLabels
: {it
| if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};
separator="\n"
>
<referencedRuleListLabels
: {it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);};

```

```

separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 * list rather shallow like other blocks.
 */
rewriteOptionalBlock(
alt,
rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
{
if ( <referencedElementsDeep:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) } ;
separator="|| "> )
{
<alt>
}
<referencedElementsDeep:{el | if ( stream_<el> != NULL) stream_<el>->reset(stream_<el>);<n>}>
}<n>
>>

rewriteClosureBlock(
alt,
rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
{
while
( <referencedElements:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) } ; separator="|| "> )
{
<alt>
}
<referencedElements:{el | if (stream_<el> != NULL) stream_<el>->reset(stream_<el>);<n>}>
}<n>
>>
RewriteEarlyExitException() ::=
<<
CONSTRUCTEX();
EXCEPTION->type = ANTLR3_REWRITE_EARLY_EXCEPTION;
EXCEPTION->name = (void *)ANTLR3_REWRITE_EARLY_EXCEPTION_NAME;
>>

```

```

rewritePositiveClosureBlock(
  alt,
  rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements, // elements in immediately block; no nested blocks
  description) ::=
<<
if (<referencedElements:{el | (stream_<el> == NULL || !stream_<el>->hasNext(stream_<el>)) }; separator="|| ">)
{
  <RewriteEarlyExitException()>
}
else
{
  while ( <referencedElements:{el | (stream_<el>->hasNext(stream_<el>)) }; separator="|| "> ) {
    <alt>
  }
  <referencedElements:{el | stream_<el>->reset(stream_<el>);<\n>}>
}
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)
{
  <a.alt>
}<\n>
<else>
{
  <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = NULL; /* \<-- rewriteEmptyAlt() */"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
  <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
  <root:rewriteElement()>
  <children:rewriteElement()>
  ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

```

```

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextNode(stream_<label>));<\n>
>>

/**
Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextNode(stream_<label>));<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRootToken(ADAPTOR, stream_<label> == NULL ?
NULL : stream_<label>->nextToken(stream_<label>, root_<treeLevel>));<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,
<createRewriteNodeFromElement(...)>, root_<treeLevel>));<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createImaginaryNode(tokenType=token,
...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,
<createImaginaryNode(tokenType=token, ...)>, root_<treeLevel>));<\n>
>>

```

```

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree? This
* let's us refer to $rule to mean previous value. I am reusing the
* variable 'tree' sitting in retval struct to hold the value of root_0 right
* before I set it during rewrites. The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule,dup) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<rule> == NULL ? NULL : stream_<rule>-
>nextTree(stream_<rule>));<\n>
>>

rewriteRuleRefRoot(rule,dup) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<rule> == NULL ? NULL
: stream_<rule>->nextNode(stream_<rule>), root_<treeLevel>));<\n>
>>

rewriteNodeAction(action)
::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <action>, root_<treeLevel>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<label> == NULL ? NULL
: stream_<label>->nextNode(stream_<label>), root_<treeLevel>));<\n>

```



```

>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label)
 ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot((<ASTLabelType>)(stream_<label> == NULL
? NULL : stream_<label>->nextNode(stream_<label>), root_<treeLevel>));<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
<terminalOptions.node>New(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
<if(args)>

#if <length(args)> == 2
(<ASTLabelType>)ADAPTOR->createTypeTokenText(ADAPTOR, <tokenType>, TOKTEXT(<args; separator=",
">))
#else
(<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)<args;
separator=", ">)
#endif

<else>
(<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)"<tokenType>")
<endif>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args)
 ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(stream_<token>->nextToken(stream_<token>)<if(args)>, <args; separator=",
"><endif>)
<else>
<if(args)> <! must create new node from old !>

#if <length(args)> == 2
ADAPTOR->createTypeTokenText(ADAPTOR, <token>->getType(<token>, TOKTEXT(<token>, <args;
separator=", ">)) /* JIMI */
#else
ADAPTOR->createTypeToken(ADAPTOR, <token>->getType(<token>, <token>, <args; separator=", ">)

```

```
#endif

<else>
stream_<token> == NULL ? NULL : stream_<token>->nextNode(stream_<token>)
<endif>
<endif>
>>
```

Found in path(s):

```
*/opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/C/AST.stg
No license file was found, but licenses were detected in source scan.
```

```
/*
[The "BSD license"]
Copyright (c) 2005-2006 Terence Parr
All rights reserved.
```

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```
*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
*/
```

```
@returnScopeInterface.memVars() ::= <<
<@super.memVars()>
/* ST returnInterface.memVars */
ST *st;
```

```

>>

@returnScopeInterface.properties() ::= <<
<@super.properties()>
/* ST returnScope.properties */
@property (retain, getter=getST, setter=setST:) ST *st;
>>

@returnScopeInterface.methodsDecl() ::= <<
<@super.methodsDecl()>
/* ST AST returnScopeInterface.methodsDecl */
-
(id) getTemplate;
- (NSString *) toString;
- (NSString *) description;
>>

@returnScopeInterface() ::= <<
/* ST returnScopeInterface */
@interface <returnScopeInterface.name> : ReturnScope {
<returnScopeInterface.memVars()>
}
<returnScopeInterface.properties()>

<returnScopeInterface.methods()>
@end
>>

@returnScopeImplementation.synthesize() ::= <<
<@super.synthesize()>
/* ST returnScope.synthesize */
@synthesize st;
>>

@returnScopeImplementation.methods() ::= <<
<@super.methods()>
/* ST returnScope.methods */
- (id) getTemplate { return st; }
- (NSString *) toString { return st==nil?nil:[st toString]; }
- (NSString *) description { [self toString]; }
>>

@returnScopeImplementation() ::= <<
@implementation <returnScopeImplementation.name>
<returnScopeImplementation.synthesize()>

<returnScopeImplementation.methods()>
@end

```

```

>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
<@super.ruleReturnMembers()>
/* ST returnScope.ruleReturnMembers --
empty */
>>

@genericParserHeaderFile.memVars() ::= <<
<@super.memVars()>
/* ST genericParserHeaderFile.memVars -- empty now */
STGroup *templateLib; /* ST -- really a part of STAttrMap */
>>

@genericParserHeaderFile.properties() ::= <<
<@super.properties()>
/* ST genericParser.properties */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
>>

@genericParserHeaderFile.methodsDecl() ::= <<
<@super.methodsDecl()>
/* ST genericParser.methodsDecl */
- init;
- (STGroup *) getTemplateLib;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
@end
>>

@genericParser.synthesize() ::= <<
<@super.synthesize()>
/* ST genericParserImplementation.synthesize */
@synthesize templateLib;
>>

@genericParser.methods() ::= <<
<@super.methods()>
/* ST genericParser.methods */

- (STGroup *)getTemplateLib
{
    return templateLib;
}

- (void) setTemplateLib:(STGroup *)aTemplateLib
{
    templateLib = aTemplateLib;
}

```

```

}

>>

@genericParser.members() ::= <<
<@super.members()>
STGroup
*templateLib = [STGroup newSTGroup:@"<name>Templates"];

- (STGroup *) getTemplateLib
{
return templateLib;
}

- (void) setTemplateLib:(STGroup *) templateLib
{
this.templateLib = templateLib;
}

/** allows convenient multi-value initialization:
* "new STAttrMap().put(...).put(...)"
*/
/* REPLACE THIS STATIC CLASS
static class STAttrMap extends HashMap {
- (STAttrMap *) setObject:(id)aValue forKey:(NS*)String attrName
{
[super setObject:value forKey:attrName];
return self;
}
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName
{
[super setObject:[NSNumber numberWithInt:value] forKey:attrName];
return self;
}
}
*/
>>

@STAttrMap() ::= <<
/* ----- ST start STAttrMap ----- */
<@STAttrMap.interface()>
<@STAttrMap.implementation()>
/* ----- ST end STAttrMap ----- */
>>

@STAttrMap.interface() ::= <<
/* ----- ST start STAttrMap.interface ----- */
@interface STAttrMap : HashMap {

```

```

/* <@STAttrMap.memVars()>
*/
    STGroup *templateLib;
}

/* <@STAttrMap.properties()> */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
/* <@STAttrMap.methodsDecl()> */
- (id) init;
- (STAttrMap *) setObject:(id)value forKey:(NSString *)attrName;
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName;
- (void) setTemplateLib:(STGroup *)aTemplateLib;
- (STGroup *) getTemplateLib;
@end
/* ----- ST end STAttrMap.interface ----- */
>>

@implementation STAttrMap
/* ----- ST start STAttrMap.implementation ----- */
/** allows convenient multi-value initialization:
 * "new STAttrMap().put(...).put(...)"
 */
@implementation STAttrMap
@synthesize templateLib;

<@STAttrMap.methods()>
@end
/* ----- ST end STAttrMap.implementation ----- */
>>

@implementation STAttrMap.memVars() ::= <<
/* ----- ST start STAttrMap.memVars ----- */
    STGroup *templateLib;
/* ----- ST end STAttrMap.memVars ----- */
>>

@implementation STAttrMap.properties()
::= <<
/* ----- ST start STAttrMap.properties ----- */
@property (retain, getter=getTemplateLib, setter=setTemplateLib:) STGroup *templateLib;
/* ----- ST end STAttrMap.properties ----- */
>>

@implementation STAttrMap.methodsDecl() ::= <<
/* ----- ST start STAttrMap.methodsDecl ----- */
- (id) init;
- (STAttrMap *) setObject:(id)value forKey:(NSString *)attrName;
- (STAttrMap *) setObjectWithInt:(NSInteger)value forKey:(NSString *)attrName;

```

```

- (void) setTemplateLib:(STGroup *)aTemplateLib;
- (STGroup *) getTemplateLib;
/* ----- ST end STAttrMap.methodsDecl ----- */
>>

@STAttrMap.methods() ::= <<
/* ----- ST start STAttrMap.methods ----- */
- (id) init
{
    self = [super initWithLen:16];
    if ( self != nil ) {
        templateLib = [STGroup newSTGroup:"<name>Templates"];
    }
    return self;
}

- (STAttrMap *) setObject:(id)aValue forKey:(NSString *)aAttrName
{
    [super setObject:aValue forKey:aAttrName];
    return self;
}

-
(STAttrMap *) setObjectWithInt:(NSInteger)aValue forKey:(NSString *)aAttrName
{
    [super setObject:[NSNumber numberWithInt:aValue] forKey:aAttrName];
    return self;
}

- (void) setTemplateLib:(STGroup *)aTemplateLib
{
    templateLib = aTemplateLib;
}

- (STGroup *)getTemplateLib
{
    return templateLib;
}
/* ----- ST end STAttrMap.methods ----- */
>>

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ST ruleRefAndListLable */
<ruleRef(...)>
<listLabel(elem=[label getTemplate,...]>
>>

rewriteTemplate(alts) ::= <<

```

```

/* ----- ST start rewriteTemplate ----- */
// TEMPLATE REWRITE
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
  <alts:rewriteTemplateAlt(); separator="else ">
  <if(rewriteMode)><replaceTextInLine()><endif>
}
<else>
<alts:rewriteTemplateAlt(); separator="else ">
<if(rewriteMode)><replaceTextInLine()><endif>
<endif>
/* ----- ST end rewriteTemplate ----- */
>>

replaceTextInLine()
::= <<
/* ----- ST start replaceTextInLine ----- */
<if(TREE_PARSER)>
[[ (TokenRewriteStream *)input getTokenStream]
  replaceFromIndex:[ [input getTreeAdaptor] getTokenStartIndex:retval.start]
  ToIndex:[ [input getTreeAdaptor] getTokenStopIndex:retval.start]
  Text:retval.st];
<else>
[(TokenRewriteStream *)input)
  replaceFromIndex:[ ((CommonToken *)retval.start) getTokenIndex]
  ToIndex:[ [input LT:-1] getTokenIndex]
  Text:retval.st];
<endif>
/* ----- ST end replaceTextInLine ----- */
>>

rewriteTemplateAlt() ::= <<
/* ----- ST start rewriteTemplateAlt ----- */
/* ST <it.description> */
<if(it.pred)>
if (<it.pred> ) {
  retval.st = <it.alt>;
}<\n>
<else>
{
  retval.st = <it.alt>;
}<\n>
<endif>
/* ----- ST end rewriteTemplateAlt ----- */
>>

rewriteEmptyTemplate(alts) ::= <<
nil;

```


>>

/** Invoke a template with a set of attribute name/value pairs.

* Set the value

of the rule's template *after* having set

* the attributes because the rule's template might be used as

* an attribute to build a bigger template; you get a self-embedded

* template.

*/

rewriteExternalTemplate(name,args) ::= <<

/* ----- ST start rewriteExternalTemplate ----- */

[templateLib getInstanceOf:@"<name>"

<if(args)>[[STAttrMap newSTAttrMap] <args:{ a | setObject:<a.value> forKey:@"<a.name>"}]><endif>]

/* ----- ST end rewriteExternalTemplate ----- */

>>

/** expr is a string expression that says what template to load */

rewriteIndirectTemplate(expr,args) ::= <<

/* ----- ST start rewriteIndirectTemplate ----- */

[templateLib getInstanceOf:<expr>

<if(args)> [[STAttrMap newSTAttrMap]<args:{ a | setObject:<a.value> forKey:@"<a.name>"}]>

<else>]<endif>

/* ----- ST end rewriteIndirectTemplate ----- */

>>

/** Invoke an inline template with a set of attribute name/value pairs */

rewriteInlineTemplate(args, template) ::= <<

/* ----- ST

start rewriteInlineTemplate ----- */

STGroup *templateLib;

templateLib.templates = [STAttrMap newSTAttrMap];

<if(args)> [templateLib.templates <args:{ a | setObject:<a.value> forKey:@"<a.name>"}]><endif>

[ST newST:templateLib template:@"<template>"];

/* ----- ST end rewriteInlineTemplate ----- */

>>

/** plain -> {foo} action */

rewriteAction(action) ::= <<

/* ----- ST start rewriteAction ----- */

<action>

/* ----- ST end rewriteAction ----- */

>>

/** An action has %st.attrName=expr; or % {st}.attrName=expr; */

actionSetAttribute(st,attrName,expr) ::= <<

/* ----- ST start actionSetAttribute ----- */

[[ST attributes] setObject:<expr> forKey:@"<attrName>"];

<![<st> setAttribute:<expr> name:@"<attrName>"];!>

```

/* ----- ST end actionSetAttribute ----- */
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
/* ----- ST start actionStringConstructor ----- */
[ST newSTWithTemplate:<stringExpr>]
/* -----
ST end actionStringConstructor ----- */
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ST.stg
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```

```

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```
*/
```

```

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
parserMembers() ::= <<

```

```

DebugTreeAdaptor *adaptor = [DebugTreeAdaptor newTreeAdaptor:(id)dbg Adaptor:[CommonTreeAdaptor
newTreeAdaptor]];

// fix this
- (void) setTreeAdaptor:(id<TreeAdaptor>)anAdaptor
{
    adaptor = [DebugTreeAdaptor newTreeAdaptor:dbg Adaptor:anAdaptor];
<if(grammar.grammarIsRoot)>
    adaptor = [DebugTreeAdaptor
newTreeAdaptor:adaptor withDBG:dbg];
<else>
    adaptor = (DebugTreeAdaptor *)adaptor; // delegator sends dbg adaptor
<endif><\n>
    <grammar.directDelegates:{g[<g:delegateName()> setTreeAdaptor:adaptor];}>
}

- (id<TreeAdaptor>)getTreeAdaptor
{
    return adaptor;
}<\n>
>>

parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy =
    [DebugEventSocketProxy newDebugEventSocketProxy:self, port, <if(TREE_PARSER)>[input
getTreeAdaptor]<else>adaptor<endif>];
[self setDebugListener:proxy];
[self set<inputStreamType>:[Debug<inputStreamType> newDebug<inputStreamType>:input with:proxy]];
try {
    [proxy handshake];
}
@catch (IOException *ioe) {
    [self reportError:ioe];
}
>>

@ctorForRootGrammar.finally() ::= <<
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];
[proxy setTreeAdaptor:adap];
>>

@ctorForProfilingRootGrammar.finally() ::= <<
CommonTreeAdaptor *adap = [CommonTreeAdaptor

```

```
newTreeAdaptor];
[self setTreeAdaptor:adap];
[proxy setTreeAdaptor:adap];
>>
```

```
@ctorForPredefinedListener.superClassRef() ::= @"super(input, dbg);"
```

```
@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)> <! don't create new adaptor for delegates !>
CommonTreeAdaptor *adap = [CommonTreeAdaptor newTreeAdaptor];
[self setTreeAdaptor:adap];<\n>
<endif>
>>
```

```
@treeParserHeaderFile.superClassName ::= "DebugTreeParser"
```

```
@rewriteElement.pregen() ::= "[debugListener locationLine:<e.line> column:<e.pos>];"
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/ObjC/ASTDbg.stg
```

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```

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*/

/** Templates for building ASTs during normal parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* The situation is not too bad as rewrite (->) usage makes ^ and !

* invalid. There is no huge explosion of combinations.

*/

```
finishedBacktracking(block) ::= <<
```

```
<if(!ruleDescriptor.isSynPred)>
```

```
<if(backtracking)>
```

```
if <actions.(actionScope).synpredgate>:
```

```
  <block>
```

```
<else>
```

```
<block>
```

```
<endif>
```

```
<endif>
```

```
>>
```

```
@ruleBody.setErrorReturnValue() ::= <<
```

```
retval.tree = self._adaptor.errorNode(self.input, retval.start, self.input.LT(-1), re)
```

```
>>
```

```
// TOKEN AST STUFF
```

```
/** ID and output=AST */
```

```
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
```

```
<super.tokenRef(...)>
```

```
<finishedBacktracking({
```

```
<label>_tree = <createNodeFromToken(...)>
```

```
self._adaptor.addChild(root_0, <label>_tree
```

```
})>
```

```
>>
```

```
/** ID! and output=AST (same as plain tokenRef) */
```

```
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= "<super.tokenRef(...)>"
```

```
/** ID^ and output=AST */
```

```
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
```

```
<super.tokenRef(...)>
```

```

<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/**
label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ... The combinations might require complicated
// rather than just added on code. Investigate
// that refactoring when
// I have more time.

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <%
<super.matchSet(postmatchCode={ <finishedBacktracking({ self._adaptor.addChild(root_0,
<createNodeFromToken(...)>})>}, ...)>
%>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<matchSet(...)>
>>

```

```
matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= "<super.matchSet(...)>"
```

```
// note there is no matchSetTrack because -> rewrites force sets to be  
// plain old blocks of alts: (A|B|...|C)
```

```
matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<  
<if(label)>  
<label> = self.input.LT(1)<\n>  
<endif>  
<super.matchSet(postmatchCode={ <finishedBacktracking({root_0 =  
self._adaptor.becomeRoot(<createNodeFromToken(...)>, root_0)})>, ...}>  
>>
```

```
// RULE REF AST
```

```
/** rule when output=AST */  
ruleRef(rule,label,elementIndex,args,scope) ::= <<  
<super.ruleRef(...)>  
<finishedBacktracking({self._adaptor.addChild(root_0,  
<label>.tree})>  
>>
```

```
/** rule! is same as normal rule ref */  
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"
```

```
/** rule^ */  
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<  
<super.ruleRef(...)>  
<finishedBacktracking({root_0 = self._adaptor.becomeRoot(<label>.tree, root_0)})>  
>>
```

```
/** x+=rule when output=AST */  
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<  
<ruleRef(...)>  
<listLabel(label, {<label>.tree})>  
>>
```

```
/** x+=rule! when output=AST is a rule ref with list addition */  
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<  
<ruleRefBang(...)>  
<listLabel(label, {<label>.tree})>  
>>
```

```
/** x+=rule^ */  
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<  
<ruleRefRuleRoot(...)>  
<listLabel(label, {<label>.tree})>  
>>
```

```

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions={ }) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
self._adaptor.addChild(root_0,
<label>_tree)
})>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions={ }) ::= <<
<super.wildcard(...)>
<finishedBacktracking({
<label>_tree = self._adaptor.createWithPayload(<label>)
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

createNodeFromToken(label,terminalOptions={ }) ::= <%
<if(terminalOptions.node)>
<terminalOptions.node><label> <! new MethodNode(IDLabel) !>
<else>
self._adaptor.createWithPayload(<label>)
<endif>
%>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
self._adaptor.setTokenBoundaries(retval.tree, retval.start, retval.stop)
})>
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/Python/ASTParser.stg

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*/

```
@outputFile.imports() ::= <<
<@super.imports()>
<if(!TREE_PARSER)><! tree parser would already have imported !>
import org.antlr.runtime.tree.*;<\n>
<endif>
>>
```

```
@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>
```

```
/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
protected var adaptor:TreeAdaptor = new CommonTreeAdaptor();<\n>
override public function set treeAdaptor(adaptor:TreeAdaptor):void {
    this.adaptor = adaptor;

    <grammar.directDelegates: {g|<g:delegateName()>.treeAdaptor = this.adaptor;}>
}
override public function get treeAdaptor():TreeAdaptor {
    return adaptor;
}
>>
```

```

@returnScope.ruleReturnMembers() ::= <<
<ASTLabelType> tree;
public function get tree():Object { return tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var root_0:<ASTLabelType> = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
ruleDescriptor.wildcardTreeListLabels]:{it |var <it.label.text>_tree:<ASTLabelType>=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it |var <it.label.text>_tree:<ASTLabelType>=null;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
: {it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
: {it |var stream_<it>:RewriteRuleSubtreeStream=new
RewriteRuleSubtreeStream(adaptor,"rule <it>");}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
* These should be turned off if doing rewrites. This must be a "mode"
* as a rule could have both rewrite and AST within the same alternative
* block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = <ASTLabelType>(adaptor.nil());<\n>
<endif>
<endif>
<endif>
>>

// Tracking Rule Elements

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

```

```

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
 * to the tracking list stream_ID for use in the rewrite.
 */
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(label, {<label>.tree }>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope)
 ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(label, {<label>.tree }>
>>

// R e w r i t e

```

```

rewriteCode(
  alts, description,
  referencedElementsDeep, // ALL referenced elements to right of ->
  referencedTokenLabels,
  referencedTokenListLabels,
  referencedRuleLabels,
  referencedRuleListLabels,
  referencedWildcardLabels,
  referencedWildcardListLabels,
  rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels, referencedWildcardListLabels];
separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef(>.tree = root_0;
<rewriteCodeLabels(>
root_0 = <ASTLabelType>(adaptor.nil());
<alts:rewriteAlt(> separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef(>.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
input.replaceChildren(adaptor.getParent(retval.start),
    adaptor.getChildIndex(retval.start),
    adaptor.getChildIndex(_last),
    retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef(>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef(>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>

```

```

>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token
<it>",<it>)};
  separator="\n"
>
<referencedTokenListLabels
  :{it |var stream_<it>:RewriteRule<rewriteElementType>Stream=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>)};
  separator="\n"
>
<referencedWildcardLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"wildcard
<it>",<it>)};
  separator="\n"
>
<referencedWildcardListLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"wildcard
<it>",<it>,list_<it>)};
  separator="\n"
>
<referencedRuleLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"rule
<it>",<it>!=null?<it>.tree:null)};
  separator="\n"
>
<referencedRuleListLabels
  :{it |var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"token
<it>",<it>,list_<it>)};
  separator="\n"
>
>>

```

```

/** Generate code for an optional rewrite block; note
it uses the deep ref'd element
* list rather shallow like other blocks.
*/
rewriteOptionalBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext}; separator="||"> ) {

```

```

    <alt>
  }
  <referencedElementsDeep:{el | stream_<el>.reset();<\n>}>
>>

rewriteClosureBlock(
  alt,rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements, // elements in immediately block; no nested blocks
  description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.hasNext}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewritePositiveClosureBlock(
  alt,rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements, // elements in immediately block; no nested blocks
  description) ::=
<<
if ( !(<referencedElements:{el
| stream_<el>.hasNext}; separator="||"> ) ) {
  throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
  <a.alt>
}<\n>
<else>
{
  <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */

```

```

rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
var root_<treeLevel>:<ASTLabelType> = <ASTLabelType>(adaptor.nil());
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/**
Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>));<\n>
>>

```

```

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>,
  <createImaginaryNode(token,terminalOptions,args)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<createImaginaryNode(token,terminalOptions,args)>,
root_<treeLevel>));<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree? This
* let's us refer to $rule to mean previous value. I am reusing the
* variable 'tree' sitting in retval struct to hold the value of root_0 right
* before I set it during rewrites. The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>));<\n>
>>

rewriteNodeAction(action) ::= <<
adaptor.addChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action)
::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<action>, root_<treeLevel>));<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>

```


>>

```
/** Gen ^($ruleLabel ...) where ruleLabel=rule */  
rewriteRuleLabelRefRoot(label) ::= <<  
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>  
>>
```

```
/** Gen ^($ruleLabel ...) where ruleLabel+=rule */  
rewriteRuleListLabelRefRoot(label) ::= <<  
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));<\n>  
>>
```

```
rewriteWildcardLabelRef(label) ::= <<  
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>  
>>
```

```
createImaginaryNode(tokenType,terminalOptions,args)  
::= <<  
<if(terminalOptions.node)>  
<! new MethodNode(IDLabel, args) !>  
new <terminalOptions.node>(tokenType<if(args)>, <args; separator=", "><endif>)  
<else>  
<ASTLabelType>(adaptor.create(tokenType, <args; separator=", "><if(!args)>"<tokenType>"<endif>))  
<endif>  
>>
```

```
createRewriteNodeFromElement(token,terminalOptions,args) ::= <<  
<if(terminalOptions.node)>  
new <terminalOptions.node>(stream_<token>.nextToken()<if(args)>, <args; separator=", "><endif>)  
<else>  
<if(args)> <! must create new node from old !>  
adaptor.create(<token>, <args; separator=", ">)  
<else>  
stream_<token>.nextNode()  
<endif>  
<endif>  
>>
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-  
jar/org/antlr/codegen/templates/ActionScript/AST.stg
```

No license file was found, but licenses were detected in source scan.

/*

[The "BSD license"]

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*/

```
@genericParserHeaderFile.memVars() ::= <<
/* AST parserHeaderFile.memVars */
NSInteger ruleLevel;
NSArray *ruleNames;
<@super.memVars()> /* AST super.memVars */
<parserMemVars()> /* AST parserMemVars */
>>
```

```
@genericParserHeaderFile.properties() ::= <<
/* AST parserHeaderFile.properties */
<@super.properties()> /* AST super.properties */
<parserProperties()> /* AST parserproperties */
>>
```

```
@genericParserHeaderFile.methodsDecl() ::= <<
/* AST parserHeaderFile.methodsDecl
*/
<@super.methodsDecl()> /* AST super.methodsDecl */
<parserMethodsDecl()> /* AST parsermethodsDecl */
>>
```

```
@genericParser.synthesize() ::= <<
/* AST genericParser.synthesize */
<@super.synthesize()>
```

```

<parserSynthesize()>
>>

@genericParser.methods() ::= <<
/* AST genericParser.methods */
<@super.methods()>
<parserMethods()>
>>

/* additional init code for tree support */
@genericParser.init() ::= <<
/* AST genericParser.init */
<@super.init()>
[self setTreeAdaptor:[[CommonTreeAdaptor newTreeAdaptor] retain]];
>>

@genericParser.dealloc() ::= <<
/* AST genericParser.dealloc */
[self setTreeAdaptor:nil];
<@super.dealloc()>
>>

/* Add an adaptor property that knows how to build trees */
parserMemVars() ::= <<
/* AST parserMemVars */
id<TreeAdaptor> treeAdaptor;
>>

/* Add an adaptor property that knows how to build trees */
parserProperties() ::= <<
/* AST parserProperties */
@property (retain, getter=getTreeAdaptor, setter=setTreeAdaptor:) id<TreeAdaptor> treeAdaptor;
>>

/**
Declaration of additional tree support methods - go in interface of parserHeaderFile() */
parserMethodsDecl() ::= <<
/* AST parserMethodsDecl */
- (id<TreeAdaptor>) getTreeAdaptor;
- (void) setTreeAdaptor:(id<TreeAdaptor>)theTreeAdaptor;
>>

/* Add an adaptor property that knows how to build trees */
parserSynthesize() ::= <<
/* AST parserProperties */
@synthesize treeAdaptor;
>>

```

```

/** Definition of addition tree support methods - go in implementation of genericParser() */
parserMethods() ::= <<
/* AST parserMethods */
- (id\<TreeAdaptor>) getTreeAdaptor
{
return treeAdaptor;
}

- (void) setTreeAdaptor:(id\<TreeAdaptor>)aTreeAdaptor
{
if (aTreeAdaptor != treeAdaptor) {
treeAdaptor = aTreeAdaptor;
}
}
>>

/** addition memVars for returnscopes */
@returnScopeInterface.memVars() ::= <<
/* AST returnScopeInterface.memVars */
<recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** the interface of returnScope properties */
@returnScopeInterface.properties() ::= <<
/* AST returnScopeInterface.properties
*/
@property (retain, getter=getTree, setter=setTree:) <recognizer.ASTLabelType; null="CommonTree"> *tree;
>>

/** the interface of returnScope methodsDecl */
@returnScopeInterface.methodsDecl() ::= <<
/* AST returnScopeInterface.methodsDecl */
- (<recognizer.ASTLabelType; null="CommonTree"> *)getTree;<\n>
- (void) setTree:(<recognizer.ASTLabelType; null="CommonTree"> *)aTree;<\n>
>>

/** the implementation of returnScope synthesize */
@returnScopeImplementation.synthesize() ::= <<
/* AST returnScope.synthesize */
@synthesize tree;
>>

/** the implementation of returnScope methods */
@returnScopeImplementation.methods() ::= <<
/* AST returnScope.methods */
- (<ASTLabelType> *)getTree
{
return tree;
}

```

```

}

- (void) setTree:(<ASTLabelType> *)aTree
{
    if (tree != aTree) {
        if (tree != nil) [tree release];
        if (aTree != nil) [aTree retain];
        tree = aTree;
    }
}

- (void) dealloc
{
    self.tree = nil;
    [super dealloc];
}

>>

/** Add
    a variable to track rule's return AST */
ruleDeclarations() ::= <<
/* AST ruleDeclarations */
<super.ruleDeclarations()>
<ASTLabelType> *root_0 = nil;<\n>
>>

ruleLabelDefs() ::= <<
/* AST ruleLabelDefs */
<super.ruleLabelDefs()>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
    ruleDescriptor.wildcardTreeListLabels]:{it | <ASTLabelType> *<it.label.text>_tree=nil;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> *<it.label.text>_tree = nil;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites:{it | RewriteRuleTokenStream *stream_<it> =
    [[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
        description:@"token <it>"] retain];}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites:{it | RewriteRuleSubtreeStream *stream_<it> =
    [[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
        description:@"rule <it>"] retain];}; separator="\n">
>>

ruleCleanUp() ::= <<
/* AST ruleCleanUp */
<super.ruleCleanUp()>
<[ruleDescriptor.allTokenRefsInAltsWithRewrites,ruleDescriptor.allRuleRefsInAltsWithRewrites]:{it |
    [stream_<it> release];}; separator="\n">
<!

```

```

<if(ruleDescriptor.hasMultipleReturnValues)>
<if(backtracking)>if ( state.backtracking == 0 ) {<\n>
<endif>
  [<prevRuleRootRef()> setTree:(<ASTLabelType> *)[treeAdaptor rulePostProcessing:root_0]];<\n>
  [treeAdaptor setTokenBoundaries:<prevRuleRootRef()> getTree]
    From:<prevRuleRootRef()> getStart]
    To:<prevRuleRootRef()> getStop]];<\n>
<if(backtracking)>}<\n>
<endif>
<endif>
[root_0 release];
!>
>>

```

```

rewriteCodeLabelsCleanUp() ::= <<
/* AST rewriteCodeLabelsCleanUp */
<referencedTokenLabels:{it | [stream_<it> release];}; separator="\n">
<referencedTokenListLabels:{it | [stream_<it> release];}; separator="\n">
<referencedRuleLabels:{it |
  [stream_<it> release];}; separator="\n">
<referencedRuleListLabels:{it | [stream_<it> release];}; separator="\n">
>>

```

```

/** When doing auto AST construction, we must define some variables;
 * These should be turned off if doing rewrites. This must be a "mode"
 * as a rule could have both rewrite and AST within the same alternative
 * block.
 */

```

```

@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = (<ASTLabelType> *)[treeAdaptor class] newEmptyTree] retain];<\n>
<endif>
<endif>
<endif>
>>

```

// Tracking Rule Elements

```

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex) ::= <<
<! <super.tokenRef(...)> !>
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) <endif>
  [stream_<token> addElement:<label>];<\n>
>>

```

```

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
 * to the tracking list stream_ID for use in the
rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex) ::= <<
<! <super.tokenRef(...)> !>
<tokenRefBang(...)>
<if(backtracking)>
if ( !<actions.(actionScope).synpredgate> ) <endif>
[stream_<token> addElement:<label>];<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
[stream_<rule.name> addElement:[<label> getTree]];
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem={ [<label> getTree] },...)>
>>

/**
^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<! <super.ruleRefRuleRoot(...)> !>
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
[stream_<rule.name> addElement:[<label> getTree]];<\n>
>>

/** ^(x+=rule ...) rewrite */

```

```

ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem={ [<label> getTree] },...)>
>>

// R e w r i t e

rewriteCode(
alts, description,
referencedElementsDeep, // ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,
referencedWildcardListLabels,
rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list
labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<n>
<endif>
<prevRuleRootRef(>).tree = root_0;<n>
<rewriteCodeLabels(>
root_0 = (<ASTLabelType> *)[[[treeAdaptor class] newEmptyTree] retain];<n>
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef(>).tree = (<ASTLabelType>)[treeAdaptor rulePostProcessing:root_0];
[input replaceChildren:[treeAdaptor getParent:retval.start]
From:[treeAdaptor getChildIndex:retval.start]
To:[treeAdaptor getChildIndex:_last]
With:retval.tree];
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef(>).tree = root_0;<n>
<else>

```



```

<if(!rewriteMode)>
<prevRuleRootRef(>.tree
= root_0;<\n>
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
: {it | RewriteRule<rewriteElementType>Stream *stream_<it> =
[[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
description: @ "token <it>" element:<it>] retain];};
separator="\n"
>
<referencedTokenListLabels: {it | RewriteRule<rewriteElementType>Stream *stream_<it> =
[[RewriteRule<rewriteElementType>Stream newRewriteRule<rewriteElementType>Stream:treeAdaptor
description: @ "token <it>" elements:list_<it>] retain];};
separator="\n"
>
<referencedWildcardLabels: {it | RewriteRuleSubtreeStream stream_<it> =
[[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
description: "wildcard <it>" element:<it>] retain];};
separator="\n"
>
<referencedWildcardListLabels: {it | RewriteRuleSubtreeStream stream_<it> =
[[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
descriptor: "wildcard <it>" elements:list_<it>] retain];};
separator="\n"
>
<referencedRuleLabels: {it | RewriteRuleSubtreeStream *stream_<it> =
[[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
description: @ "token <it>" element:<it>!nil?[<it> getTree]:nil] retain];};
separator="\n"
>
<referencedRuleListLabels: {it | RewriteRuleSubtreeStream *stream_<it> =
[[RewriteRuleSubtreeStream newRewriteRuleSubtreeStream:treeAdaptor
description: @ "token <it>" elements:list_<it>] retain];};
separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
* list rather shallow like other blocks.
*/
rewriteOptionalBlock(

```

```

alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | [stream_<el> hasNext]}; separator="||">
) {
<alt>
}
<referencedElementsDeep:{el | [stream_<el> reset];<n>}>
>>

rewriteClosureBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | [stream_<el> hasNext]}; separator="||"> ) {
<alt>
}
<referencedElements:{el | [stream_<el> reset];<n>}>
>>

rewritePositiveClosureBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
{
if ( !(<referencedElements:{el | [stream_<el> hasNext]}; separator=" || ">) ) {
@throw [RewriteEarlyExitException newException];
}
while ( <referencedElements:{el | [stream_<el> hasNext]}; separator=" || "> ) {
<alt>
}
<referencedElements:{el | [stream_<el> reset];<n>}>
}
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>)

```

```

{
  <a.alt>
}<\n>
<else>
{
  <a.alt>
}<\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = nil;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
  <ASTLabelType> *root_<treeLevel> = (<ASTLabelType> *)[[treeAdaptor class] newEmptyTree] retain];
  <root:rewriteElement()>
  <children:rewriteElement()>
  [treeAdaptor addChild:root_<treeLevel> toTree:root_<enclosingTreeLevel>];
}<\n>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
// TODO: args: <args>; separator=", ">
[treeAdaptor addChild:<createRewriteNodeFromElement(...)> toTree:root_<treeLevel>];<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
[treeAdaptor addChild:[stream_<label> nextNode] toTree:root_<treeLevel>];<\n>
>>

/**
  Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
[treeAdaptor addChild:[stream_<label> nextNode] toTree:root_<treeLevel>];<\n>
>>

/** Gen ^($label ...) */

```

```

rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<createRewriteNodeFromElement(...)>
old:root_<treeLevel>];<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
[treeAdaptor addChild:<createImaginaryNode(tokenType=token, ...)> toTree:root_<treeLevel>];<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>
*)[treeAdaptor becomeRoot:<createImaginaryNode(tokenType=token, ...)> old:root_<treeLevel>];<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this rule's root tree? This
* let's us refer to $rule to mean previous value. I am reusing the
* variable 'tree' sitting in retval struct to hold the value of root_0 right
* before I set it during rewrites. The assign will be to retval.tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
[treeAdaptor addChild:[stream_<rule> nextTree] toTree:root_<treeLevel>];<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:(id\<Tree>)[stream_<rule> nextNode]
old:root_<treeLevel>];<\n>
>>

rewriteNodeAction(action) ::= <<
[treeAdaptor addChild:<action> toTree:root_<treeLevel>];<\n>
>>

```

```

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:<action>
old:root_<treeLevel>];<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType> *)[treeAdaptor becomeRoot:[stream_<label> nextNode]
old:root_<treeLevel>];<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
[treeAdaptor addChild:[stream_<label> nextTree] toTree:root_<treeLevel>];<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
  [<terminalOptions.node> new<terminalOptions.node>:<tokenType> <if(args)>, <args; separator=", "><endif>]
<else>
  <if(args)>
    [[treeAdaptor createTree:<tokenType> <if(first(args))>FromToken:<first(args)><endif>
<if(first(rest(args)))>Text:<first(rest(args))><else>Text:@ "<tokenType>"<endif>] retain]
  <else>
    [[treeAdaptor createTree:<tokenType> Text:@ "<tokenType>"] retain]
  <endif>
<endif>
>>

createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
  [<terminalOptions.node> new<terminalOptions.node>:[stream_<token> nextToken]<if(args)>, <args;
separator=", "><endif>]

```

```

<else>
  <if(args)> <! must create new node from old !>
    [[treeAdaptor createTree:<token> Text:<first(rest(args))> <args; separator=", ">] retain]
  <else>
    [stream_<token> nextNode]
  <endif>
<endif>
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/AST.stg
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```

```

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```
*/
```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Java/ST.stg
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Java/Dbg.stg
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Python/AST.stg
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ST4ObjC.stg

```

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*/

/** Templates for building ASTs during tree parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* Each combination has its own template except that label/no label

* is combined into tokenRef, ruleRef, ...

*/

/** Add a variable to track last element matched */

```
ruleDeclarations() ::= <<
```

```
<super.ruleDeclarations()>
```

```
var _first_0:<ASTLabelType>
```

```

= null;
var _last:<ASTLabelType> = null;<\n>
>>

/** What to emit when there is no rewrite rule. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = <ASTLabelType>(_first_0);
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
    retval.tree = <ASTLabelType>(adaptor.getParent(retval.tree));
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
 * add tree construction actions.
 */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = <ASTLabelType>(input.LT(1));
{
var _save_last_<treeLevel>:<ASTLabelType> = _last;
var _first_<treeLevel>:<ASTLabelType> = null;
<if(!rewriteMode)>
var root_<treeLevel>:<ASTLabelType> = <ASTLabelType>(adaptor.nil());
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if
( <actions.(actionScope).synpredgate> )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==TokenConstants.DOWN ) {
    matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
    <children:element()>
    matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
}
<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>

```



```

<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

```

```
// TOKEN AST STUFF
```

```

/** ID! and output=AST (same as plain tokenRef) 'cept add
 * setting of _last
 */
tokenRefBang(token,label,elementIndex,terminalOptions)
 ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
>>

```

```

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>( <label> );
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

```

```

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

```

```

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions)

```

```

 ::= <<
 _last = <ASTLabelType>(input.LT(1));
 <super.tokenRef(...)>
 <if(!rewriteMode)>
 <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
 <if(terminalOptions.node)>
 <label>_tree = new <terminalOptions.node>(<label>);
 <else>
 <label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
 <endif><\n>
 root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
 <if(backtracking)>}<endif>
 <endif>
 >>

```

```

 /** Match ^(label+=TOKEN ...) auto construct */
 tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
 <tokenRefRuleRoot(...)>
 <listLabel(elem=label,...)>
 >>

```

```

 /** Match . wildcard and auto dup the node/subtree */
 wildcard(token,label,elementIndex,terminalOptions) ::= <<
 _last = (<ASTLabelType>)input.LT(1);
 <super.wildcard(...)>
 <if(!rewriteMode)>
 <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
 <label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>);
 adaptor.addChild(root_<treeLevel>, <label>_tree);
 <if(backtracking)>}<endif>
 <else>
 <! rewrite mode !>
 <if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
 if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
 <endif>
 >>

```

// SET AST

```

 matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
 _last = <ASTLabelType>(input.LT(1));
 <super.matchSet(postmatchCode={
 <if(!rewriteMode)>
 <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
 <if(terminalOptions.node)>
 <label>_tree = new <terminalOptions.node>(<label>);
 <else>
 <label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));

```

```

<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}\<endif>
<endif>
}, ...
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug)
::= <<
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>( <label> );
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif><\n>
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
<if(backtracking)>}\<endif>
<endif>
}, ...
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.tree);
<else> <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>.tree;
<endif>
>>

```

```

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(label, {<label>.tree})>
>>

/** ^(rule ...) auto
construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_<treeLevel> =
<ASTLabelType>(adaptor.becomeRoot(<label>.tree, root_<treeLevel>));
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.tree})>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefRootTrack(...)>
>>

/**
^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

```

```

/** Streams for token refs are tree nodes now; override to
 * change nextToken to nextNode.
 */
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
<if(backtracking)>}<endif>
<endif>
>>

```

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/ActionScript/ASTTreeParser.stg

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```

```
*/
```

```
/** Template overrides to add debugging to normal Java output;
```

```
* If ASTs are built, then you'll also get ASTDbg.stg loaded.
```

```
*/
```

```
@outputFile.imports() ::= <<
```

```
<@super.imports(>
```

```
using Antlr.Runtime.Debug;
```

```
using IOException = System.IO.IOException;
```

```
>>
```

```
@genericParser.members() ::= <<
```

```
<if(grammar.grammarIsRoot)>
```

```
public static readonly
```

```
string[] ruleNames =
```

```
new string[]
```

```
{
```

```
"invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
```

```
};<\n>
```

```
<endif>
```

```
<if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
```

```
int ruleLevel = 0;
```

```
public virtual int RuleLevel { get { return ruleLevel; } }
```

```
public virtual void IncRuleLevel() { ruleLevel++; }
```

```
public virtual void DecRuleLevel() { ruleLevel--; }
```

```
<if(profile)>
```

```
<ctorForProfilingRootGrammar(>
```

```
<else>
```

```
<ctorForRootGrammar(>
```

```
<endif>
```

```
<ctorForPredefinedListener(>
```

```
<else><! imported grammar !>
```

```
public int RuleLevel { get { return <grammar.delegators:{g| <g.delegateName(>>>.RuleLevel; } }
```

```
public void IncRuleLevel() { <grammar.delegators:{g| <g.delegateName(>>>.IncRuleLevel(); }
```

```
public void DecRuleLevel() { <grammar.delegators:{g| <g.delegateName(>>>.DecRuleLevel(); }
```

```
<ctorForDelegateGrammar(>
```

```
<endif>
```

```
<if(profile)>
```

```

public override bool AlreadyParsedRule( IIntStream input, int ruleIndex )
{
    int stopIndex = GetRuleMemoization(ruleIndex, input.Index);
    ((Profiler)dbg).ExamineRuleMemoization(input,
    ruleIndex, stopIndex, <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
    return base.AlreadyParsedRule(input, ruleIndex);
}<\n>
public override void Memoize( IIntStream input, int ruleIndex, int ruleStartIndex )
{
    ((Profiler)dbg).Memoize(input, ruleIndex, ruleStartIndex,
    <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
    base.Memoize(input, ruleIndex, ruleStartIndex);
}<\n>
<endif>
protected virtual bool EvalPredicate( bool result, string predicate )
{
    dbg.SemanticPredicate( result, predicate );
    return result;
}<\n>
>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
: this( input, DebugEventSocketProxy.DefaultDebuggerPort, new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier;
null="public"> <name>( <inputStreamType> input, int port, RecognizerSharedState state )
: base( input, state )
{
    <createListenerAndHandshake()>
    <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
    <parserCtorBody()>
    <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
: this( input, new Profiler(null), new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state )

```

```

: base( input, dbg, state )
{
  Profiler p = (Profiler)dbg;
  p.setParser(this);
  <grammar.directDelegates:
  {g|<g.delegateName()> = new <g.recognizerName>( input, dbg, this.state, this<grammar.delegators:{g|,
  <g.delegateName()>>> );}; separator="\n">
  <parserCtorBody()>
  <@finally()>
  }
  <\n>
  >>

/**
  Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
  <actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
  RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g.delegateName()>>> )
  : base( input, dbg, state )
  {
  <grammar.directDelegates:
  {g|<g.delegateName()> = new <g.recognizerName>( input, this, this.state<grammar.delegators:{g|,
  <g.delegateName()>>> );}; separator="\n">
  <parserCtorBody()>
  }<\n>
  >>

ctorForPredefinedListener() ::= <<
  <actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg
  )
  <@superClassRef>: base( input, dbg, new RecognizerSharedState() )<@end>
  {
  <if(profile)>
  Profiler p = (Profiler)dbg;
  p.setParser(this);
  <endif>
  <grammar.directDelegates:{g|<g.delegateName()> = new <g.recognizerName>(input, dbg, this.state,
  this<grammar.delegators:{g|,
  <g.delegateName()>>>);}; separator="\n">
  <parserCtorBody()>
  <@finally()>
  }<\n>
  >>

createListenerAndHandshake() ::= <<
  <if(TREE_PARSER)>
  DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, input.TreeAdaptor );<\n>
  <else>

```



```

DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, null );<\n>
<endif>
DebugListener = proxy;
try
{
    proxy.Handshake();
}
catch ( IOException ioe )
{
    ReportError( ioe );
}
>>

@genericParser.superClassName() ::= "Debug<@super.superClassName()>"

/*
* Much of the following rules were merged into CSharp3.stg.
*/

@rule.preamble() ::= <<
if (RuleLevel == 0)
    DebugListener.Commence();
IncRuleLevel();
>>
//@rule.preamble() ::= <<
//try
//{
// dbg.EnterRule( GrammarFileName, "<ruleName>" );
// if ( RuleLevel == 0 )
// {
//     dbg.Commence();
// }
// IncRuleLevel();
// dbg.Location( <ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine> );<\n>
//>>

@rule.postamble() ::= <<
DecRuleLevel();
if (RuleLevel == 0)
    DebugListener.Terminate();
>>
//@rule.postamble()
//::= <<
//dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
//}
//finally
//{
// dbg.ExitRule( GrammarFileName, "<ruleName>" );

```

```

// DecRuleLevel();
// if ( RuleLevel == 0 )
// {
//   dbg.Terminate();
// }
//}<\n>
//>>

@@insertSynpreds.start() ::= "dbg.BeginBacktrack( state.backtracking );"
@@insertSynpreds.stop() ::= "dbg.EndBacktrack( state.backtracking, success );"

// Common debug event triggers used by region overrides below

//enterSubRule() ::= <<
//try
//{
//   dbg.EnterSubRule( <decisionNumber> );<\n>
//}>>

//exitSubRule() ::= <<
//}
//finally
//{
//   dbg.ExitSubRule( <decisionNumber> );
//}<\n>
//>>

//enterDecision() ::= <<
//try
//{
//   dbg.EnterDecision( <decisionNumber> );<\n>
//}>>

//exitDecision() ::= <<
//}
//finally
//{
//   dbg.ExitDecision( <decisionNumber> );
//}<\n>
//>>

//enterAlt(n) ::= "dbg.EnterAlt( <n> );<\n>"

// Region overrides that tell various constructs to add debugging
// triggers

@@block.predecision() ::= "<enterSubRule()><enterDecision()>"

```

```

//@block.postdecision() ::= "<exitDecision>"

//@block.postbranch() ::= "<exitSubRule>"

//@ruleBlock.predecision() ::= "<enterDecision>"

//@ruleBlock.postdecision() ::= "<exitDecision>"

//@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@positiveClosureBlock.preloop() ::= "<enterSubRule>"

//@positiveClosureBlock.postloop() ::= "<exitSubRule>"

//@positiveClosureBlock.predecision() ::= "<enterDecision>"

//@positiveClosureBlock.postdecision() ::= "<exitDecision>"

//@positiveClosureBlock.earlyExitException() ::=
// "dbg.RecognitionException( eee<decisionNumber> );<n>"

//@closureBlock.preloop() ::= "<enterSubRule>"

//@closureBlock.postloop() ::= "<exitSubRule>"

//@closureBlock.predecision() ::= "<enterDecision>"

//@closureBlock.postdecision() ::= "<exitDecision>"

//@altSwitchCase.prealt() ::= "<enterAlt(n=i)>"

//@element.prematch()
 ::=
// "dbg.Location( <it.line>, <it.pos> );"

//@matchSet.mismatchedSetException() ::=
// "dbg.RecognitionException( mse );"

//@dfaState.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//dfaDecision(decisionNumber,description) ::= <<
//try
//{
// isCyclicDecision = true;

```

```

// <super.dfaDecision(...)>
//}
//catch ( NoViableAltException nvae )
//{
// dbg.RecognitionException( nvae );
// throw nvae;
//}
//>>

//@cyclicDFA.errorMethod() ::= <<
//public override void Error( NoViableAltException nvae )
//{
// ((DebugParser)recognizer).dbg.RecognitionException( nvae );
//}
//>>

```

```

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
EvalPredicate(<pred>, "<description>")
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/CSharp3/Dbg.stg

```

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*/

group AST;

```
@outputFile.imports() ::= <<
<@super.imports()>
>>
```

```
@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>
```

/** Add an adaptor property that knows how to build trees */

```
parserMembers() ::= <<
<!protected TreeAdaptor adaptor = new CommonTreeAdaptor();<\n>!>
setTreeAdaptor: function(adaptor) {
    this.adaptor = adaptor;
    <grammar.directDelegates: { g<g:delegateName()>.setTreeAdaptor(this.adaptor); }>
},
getTreeAdaptor: function() {
    return this.adaptor;
},
>>
```

```
@returnScope.ruleReturnMembers()
::= <<
getTree: function() { return this.tree; }
>>
```

/** Add a variable to track rule's return AST */

```
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var root_0 = null;<\n>
>>
```

```
ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels: { var <it.label.text>_tree=null; }; separator="\n">
<ruleDescriptor.tokenListLabels: { var <it.label.text>_tree=null; }; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
    : { var stream_<it>=new org.antlr.runtime.tree.RewriteRuleTokenStream(this.adaptor, "token <it>"); };
separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
```

```

    :{ var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"rule <it>");};
separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
 * These should be turned off if doing rewrites. This must be a "mode"
 * as a rule could have both rewrite and AST within the same alternative
 * block.
 */
@alt.declarations()
::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
root_0 = this.adaptor.nil();<\n>
<endif>
<endif>
<endif>
>>

// Tracking Rule Elements

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
 * to the tracking list stream_ID for use in the rewrite.
 */
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite
 */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

```

```

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.getTree());
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.getTree());
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label+".getTree()",...)>
>>

//
R e w r i t e

rewriteCode(
alts, description,
referencedElementsDeep, // ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,
referencedWildcardListLabels,
rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">

```

```

// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef(>).tree = root_0;
<rewriteCodeLabels(>
root_0 = this.adaptor.nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef(>).tree
= this.adaptor.rulePostProcessing(root_0);
this.input.replaceChildren(this.adaptor.getParent(retval.start),
this.adaptor.getChildIndex(retval.start),
this.adaptor.getChildIndex(_last),
retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef(>).tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef(>).tree = root_0;
<endif>
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
: {var stream_<it>=new org.antlr.runtime.tree.RewriteRule<rewriteElementType>Stream(this.adaptor,"token
<it>",<it>);};
separator="\n"
>
<referencedTokenListLabels
: {var stream_<it>=new org.antlr.runtime.tree.RewriteRule<rewriteElementType>Stream(this.adaptor,"token
<it>",<it>);};
separator="\n"
>
<referencedWildcardLabels
: {var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"wildcard
<it>",<it>);};
separator="\n"

```



```

>
<referencedWildcardListLabels
  :{ var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"wildcard <it>",list_<it>);};
  separator="\n"
>
<referencedRuleLabels
  :{ var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"token
<it>",<it>!=null?<it>.tree:null);};
  separator="\n"
>
<referencedRuleListLabels
  :{ var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"token <it>",list_<it>);};
  separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 * list rather shallow like other blocks.
 */
rewriteOptionalBlock(
  alt,rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements, // elements in immediately block; no nested blocks
  description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext()}; separator="||"> ) {
  <alt>
}
<referencedElementsDeep:{el
| stream_<el>.reset();<n>}>
>>

rewriteClosureBlock(
  alt,rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements, // elements in immediately block; no nested blocks
  description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<n>}>
>>

rewritePositiveClosureBlock(
  alt,rewriteBlockLevel,

```

```

referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
if ( !( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) ) {
    throw new org.antlr.runtime.tree.RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
    <alt>
}
<referencedElements:{el | stream_<el>.reset();<n>}>
>>

```

```

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if ( <a.pred> ) {
    <a.alt>
} <n>
<else>
{
    <a.alt>
} <n>
<endif>
>>

```

```

/**
For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

```

```

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
var root_<treeLevel> = this.adaptor.nil();
<root:rewriteElement()>
<children:rewriteElement()>
this.adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
} <n>
>>

```

```

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

```

```

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

```

```

/** Gen ID or ID[args] */

```

```

rewriteTokenRef(token,elementIndex,terminalOptions,args) ::= <<
this.adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<\n>
>>

/**
Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,terminalOptions,args) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(<createRewriteNodeFromElement(...)>, root_<treeLevel>);<\n>
>>

rewriteImaginaryTokenRef(args,token,terminalOptions,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<\n>
>>

rewriteImaginaryTokenRefRoot(args,token,terminalOptions,elementIndex) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<\n>
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<\n>
>>

/** What is the name of the previous value of this
rule's root tree? This
* let's us refer to $rule to mean previous value. I am reusing the
* variable 'tree' sitting in retval struct to hold the value of root_0 right
* before I set it during rewrites. The assign will be to retval.tree.
*/

```

```

prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());<\n>
>>

rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>);<\n>
>>

rewriteNodeAction(action) ::= <<
this.adaptor.addChild(root_<treeLevel>, <action>);<\n>
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(<action>, root_<treeLevel>);<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>,
stream_<label>.nextTree());<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<\n>
>>

rewriteWildcardLabelRef(label) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<\n>
>>

createImaginaryNode(tokenType,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>

```

```
this.adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>
<endif>
>>
```

```
createRewriteNodeFromElement(token,terminalOptions,args) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextToken(<if(args)>,
<args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
this.adaptor.create(<token>, <args; separator=", ">)
<else>
stream_<token>.nextNode()
<endif>
<endif>
>>
```

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/JavaScript/AST.stg

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*/

/** Templates for building ASTs during tree parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* Each combination has its own template except that label/no label

* is combined

into tokenRef, ruleRef, ...

*/

/** Add a variable to track last element matched */

ruleDeclarations() ::= <<

<super.ruleDeclarations()>

<if(!ruleDescriptor.isSynPred)>

<ASTLabelType> _first_0 = default(<ASTLabelType>);

<ASTLabelType> _last = default(<ASTLabelType>);

<endif>

>>

/** What to emit when there is no rewrite rule. For auto build

* mode, does nothing.

*/

noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<

<if(!ruleDescriptor.isSynPred)>

<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>

<if(rewriteMode)>

retval.Tree = (<ASTLabelType>)_first_0;

if (adaptor.GetParent(retval.Tree)!=null && adaptor.IsNil(adaptor.GetParent(retval.Tree)))

retval.Tree = (<ASTLabelType>)adaptor.GetParent(retval.Tree);

<endif>

<if(backtracking)>}<endif>

<endif>

>>

/** match ^(root children) in tree parser; override here to

* add tree construction actions.

*/

tree(root, actionsAfterRoot, children, nullableChildList,

```

    enclosingTreeLevel, treeLevel) ::= <<
<if(!ruleDescriptor.isSynPred)>
    _last
    = (<ASTLabelType>)input.LT(1);
    {
    <ASTLabelType> _save_last_<treeLevel> = _last;
    <ASTLabelType> _first_<treeLevel> = default(<ASTLabelType>);
    <if(!rewriteMode)>
    <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
    <endif>
    <root:element()>
    <if(rewriteMode)>
    <if(backtracking)>if (<actions.(actionScope).synpredgate><endif>
    <if(root.el.rule)>
    if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>.Tree;
    <else>
    if (_first_<enclosingTreeLevel> == null) _first_<enclosingTreeLevel> = <root.el.label>;
    <endif>
    <endif>
    <actionsAfterRoot:element()>
    <if(nullableChildList)>
    if (input.LA(1) == TokenType.Down) {
    Match(input, TokenType.Down, null); <checkRuleBacktrackFailure()>
    <children:element()>
    Match(input, TokenType.Up, null); <checkRuleBacktrackFailure()>
    }
    <else>
    Match(input, TokenType.Down, null); <checkRuleBacktrackFailure()>
    <children:element()>
    Match(input, TokenType.Up, null); <checkRuleBacktrackFailure()>
    <endif>
    <if(!rewriteMode)>
    adaptor.AddChild(root_<enclosingTreeLevel>,
    root_<treeLevel>);
    <endif>
    _last = _save_last_<treeLevel>;
    }
    <else>
    <super.tree(...)>
    <endif>
    >>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
 * setting of _last
 */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= <<

```

```

<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text; format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text;
format="string"><endif>);
<endif><\n>
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<

```



```

<if(!ruleDescriptor.isSynPred)>
  _last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (<actions.actionScope>.synpredgate) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
  format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabelElem(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(!ruleDescriptor.isSynPred)>
  _last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if
  (<actions.actionScope>.synpredgate) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.DupTree(<label>);
adaptor.AddChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (<actions.actionScope>.synpredgate)<endif>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>;
<endif>

```

```

<else>
<super.wildcard(...)>
<endif>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
  _last = (<ASTLabelType>)input.LT(1);
  <super.matchSet(postmatchCode={
  <if(!rewriteMode)>
  <if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
  <if(terminalOptions.node)>
  <label>_tree = new
  <terminalOptions.node>(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
  t)>,<terminalOptions.text; format="string"><endif>);
  <else>
  <label>_tree =
  (<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
  alOptions.text)>,<terminalOptions.text;
  format="string"><endif>);
  <endif><\n>
  adaptor.AddChild(root_<treeLevel>, <label>_tree);
  <if(backtracking)>}\}<endif>
  <endif>
  }, ...
  )>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<if(!ruleDescriptor.isSynPred)>
  _last = (<ASTLabelType>)input.LT(1);
  <super.matchSet(...)>
<else>
<super.matchSetBang(...)>

```

```

<endif>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
<if(terminalOptions.node)>
<label>_tree = new
<terminalOptions.node><(terminalOptions.type)><terminalOptions.type>,<endif><label><if(terminalOptions.tex
t)>,<terminalOptions.text;
format="string"><endif>);
<else>
<label>_tree =
(<ASTLabelType>)adaptor.DupNode(<if(terminalOptions.type)><terminalOptions.type>,<endif><label><if(termin
alOptions.text)>,<terminalOptions.text; format="string"><endif>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>\}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if (<actions.(actionScope).synpredgate>)<endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>, <label>.Tree);
<else> <! rewrite mode !>
if (_first_<treeLevel> == null) _first_<treeLevel> = <label>.Tree;
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope)

```

```

 ::= <<
 <if(!ruleDescriptor.isSynPred)>
 <ruleRef(...)>
 <listLabelElem(elem={<label>.Tree},...)>
 <else>
 <super.ruleRefAndListLabel(...)>
 <endif>
 >>

 /** ^(rule ...) auto construct */
 ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
 <if(!ruleDescriptor.isSynPred)>
 _last = (<ASTLabelType>)input.LT(1);
 <super.ruleRef(...)>
 <if(!rewriteMode)>
 <if(backtracking)>if (<actions.(actionScope).synpredgate>) <endif>root_<treeLevel> =
 (<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
 <endif>
 <else>
 <super.ruleRefRuleRoot(...)>
 <endif>
 >>

 /** ^(x+=rule ...) auto construct */
 ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
 <if(!ruleDescriptor.isSynPred)>
 <ruleRefRuleRoot(...)>
 <listLabelElem(elem={<label>.Tree},...)>
 <else>
 <super.ruleRefRuleRootAndListLabel(...)>
 <endif>
 >>

 /** rule when output=AST and tracking for rewrite */
 ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
 _last = (<ASTLabelType>)input.LT(1);
 <super.ruleRefTrack(...)>
 >>

 /**
 x+=rule when output=AST and tracking for rewrite */
 ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
 <if(!ruleDescriptor.isSynPred)>
 _last = (<ASTLabelType>)input.LT(1);
 <super.ruleRefTrackAndListLabel(...)>
 <else>
 <super.ruleRefTrackAndListLabel(...)>
 <endif>

```

>>

```
/** ^(rule ...) rewrite */
```

```
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
```

```
<if(!ruleDescriptor.isSynPred)>
```

```
_last = (<ASTLabelType>)input.LT(1);
```

```
<super.ruleRefRuleRootTrack(...)>
```

```
<else>
```

```
<super.ruleRefRuleRootTrack(...)>
```

```
<endif>
```

>>

```
/** ^(x+=rule ...) rewrite */
```

```
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
```

```
<if(!ruleDescriptor.isSynPred)>
```

```
_last = (<ASTLabelType>)input.LT(1);
```

```
<super.ruleRefRuleRootTrackAndListLabel(...)>
```

```
<else>
```

```
<super.ruleRefRuleRootTrackAndListLabel(...)>
```

```
<endif>
```

>>

```
/** Streams for token refs are tree nodes now; override to
```

```
* change NextToken to NextNode.
```

```
*/
```

```
createRewriteNodeFromElement(token,terminalOptions,args)
```

```
::= <%
```

```
<if(terminalOptions.node)>
```

```
new
```

```
<terminalOptions.node><(if(terminalOptions.type)><terminalOptions.type>,<endif>stream_<token>.NextNode())
```

```
<else>
```

```
stream_<token>.NextNode()
```

```
<endif>
```

```
%>
```

```
ruleCleanUp() ::= <<
```

```
<super.ruleCleanUp()>
```

```
<if(!ruleDescriptor.isSynPred)>
```

```
<if(!rewriteMode)>
```

```
<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>
```

```
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
```

```
<if(backtracking)>}<endif>
```

```
<endif>
```

```
<endif>
```

>>

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
```

jar/org/antlr/codegen/templates/CSharp3/ASTTreeParser.stg

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/*

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*/

/*

New style messages. This file contains the actual layout of the messages emitted by ANTLR.

The text itself is coming out of the languages/*stg files, according to the chosen locale.

This file contains the default format ANTLR uses.

*/

group antlr;

location(file, line, column) ::= "<file>:<line>:<column>:"

message(id, text) ::= "<id> <text>"

report(location, message, type) ::= "<type>(<message.id>): <location> <message.text>"

wantsSingleLineMessage() ::= "false"

Found in path(s):

*

/opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/tool/templates/messages/formats/antlr.stg
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/*

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*/

/** Templates for building ASTs during tree parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* Each combination has its own template except that label/no label

* is combined into tokenRef, ruleRef, ...

*/

group ASTTreeParser;

```

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_First[0] := nil;
_Last := nil;<\n>
>>

ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
_First, _Save_Last: array [0..63] of I<ASTLabelType>;
_Last: I<ASTLabelType>;
>>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if (State.Backtracking = 0) then
begin<endif>
<if(rewriteMode)>
RetVal.Tree := _First[0] as I<ASTLabelType>;
if (Adaptor.GetParent(RetVal.Tree) \<\> nil) and (Adaptor.IsNil(Adaptor.GetParent(RetVal.Tree))) then
RetVal.Tree := Adaptor.GetParent(RetVal.Tree) as I<ASTLabelType>;
<endif>
<if(backtracking)>end;<endif>
>>

/** match ^(root children) in tree parser; override here to
* add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
enclosingTreeLevel, treeLevel) ::= <<
_Last := Input.LT(1)
as I<ASTLabelType>;
begin
_Save_Last[<treeLevel>] := _Last;
_First[<treeLevel>] := nil;
<if(!rewriteMode)>
Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>;<\n>
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(root.el.rule)>
if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>.Tree;
<else>
if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>;

```



```

<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (Input.LA(1) = TToken.DOWN) then
begin
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
end;
<else>
Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
<children:element()>
Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
Adaptor.AddChild(Root[<enclosingTreeLevel>],
Root[<treeLevel>]);
<endif>
_Last := _Save_Last[<treeLevel>];
end;<\n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
 * setting of _last
 */
tokenRefBang(token,label,elementIndex) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Adaptor.AddChild(Root[<treeLevel>], <label>_tree);

```

```

<if(backtracking)>
end;
<endif>
<else> <! rewrite mode !>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>;
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions)
::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree, Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(..., postmatchCode={

```

```

<if(!rewriteMode)>
<if(backtracking)>if
  (State.Backtracking = 0) then begin <endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Adaptor.AddChild(Root[<treeLevel>], <label>_tree);
<if(backtracking)>end;<endif>
<endif>
}
)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then begin <endif>
<if(terminalOptions.node)>
<label>_tree := T<terminalOptions.node>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif><\n>
Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree,
  Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>end;<endif>
<endif>
}
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>

```

```

<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(!rewriteMode)>
Adaptor.AddChild(Root[<treeLevel>], <label>.Tree);
<else> <! rewrite mode !>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>.Tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[<treeLevel>] :=
Adaptor.BecomeRoot(<label>.Tree, Root[<treeLevel>]) as I<ASTLabelType>;
<endif>
>>

/**
^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".Tree",...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRootTrack(...)>
>>

```

```

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
 * change nextToken
 * to nextNode.
 */
createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
T<terminalOptions.node>.Create((Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode)
<else>
(Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

```

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Delphi/ASTTreeParser.stg

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*/

/** Templates for building ASTs during tree parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* Each combination has its own template except that label/no label

* is combined into tokenRef, ruleRef, ...

*/

group ASTTreeParser;

/** Add a variable to track last element matched */

ruleDeclarations()

::= <<

<super.ruleDeclarations()>

<ASTLabelType> _first_0 = null;

<ASTLabelType> _last = null;<\n>

>>

/** What to emit when there is no rewrite rule. For auto build

* mode, does nothing.

*/

noRewrite(rewriteBlockLevel, treeLevel) ::= <<

<if(backtracking)>if (state.backtracking==0) {<endif>

<if(rewriteMode)>

retval.tree = (<ASTLabelType>)_first_0;

```

if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
    retval.tree = (<ASTLabelType>)adaptor.getParent(retval.tree);
<endif>
<if(backtracking)></endif>
>>

/** match ^(root children) in tree parser; override here to
 * add tree construction actions.
 */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = null;
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if
    ( state.backtracking==0 )<endif>
<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
    match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
    <children:element()>
    match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
>>

// TOKEN AST STUFF

```

```

/** ID! and output=AST (same as plain tokenRef) 'cept add
 * setting of _last
 */
tokenRefBang(token,label,elementIndex) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.tokenRef(...)>
>>

/**
  ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.tokenRef(...)>
  <if(!rewriteMode)>
  <if(backtracking)>if ( state.backtracking==0 ) {<endif>
  <if(terminalOptions.node)>
  <label>_tree = new <terminalOptions.node>(<label>);
  <else>
  <label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
  <endif><\n>
  adaptor.addChild(root_<treeLevel>, <label>_tree);
  <if(backtracking)>}<endif>
  <else> <! rewrite mode !>
  <if(backtracking)>if ( state.backtracking==0 )<endif>
  if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
  <endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
  <tokenRef(...)>
  <listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.tokenRef(...)>
  <if(!rewriteMode)>
  <if(backtracking)>if
  ( state.backtracking==0 ) {<endif>
  <if(terminalOptions.node)>
  <label>_tree = new <terminalOptions.node>(<label>);
  <else>
  <label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
  <endif><\n>
  root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);

```



```

<endif(backtracking)>><endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.matchSet(..., postmatchCode={
  <if(!rewriteMode)>
  <if(backtracking)>if ( state.backtracking==0 ) {<endif>
  <if(terminalOptions.node)>
  <label>_tree = new <terminalOptions.node>(<label>);
  <else>
  <label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
  <endif><\n>
  adaptor.addChild(root_<treeLevel>, <label>_tree);
  <if(backtracking)>><endif>
  <endif>
  }
  )>
  >>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0")
  ::= <<
  <matchSet(...)>
  <noRewrite()> <! set return tree !>
  >>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.matchSet(...)>
  >>

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
  <super.matchSet(..., postmatchCode={
  <if(!rewriteMode)>
  <if(backtracking)>if ( state.backtracking==0 ) {<endif>
  <if(terminalOptions.node)>
  <label>_tree = new <terminalOptions.node>(<label>);
  <else>
  <label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);

```

```

<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
}
)>
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( state.backtracking==0 ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.getTree());
<else>
<! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>.tree;
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.becomeRoot(<label>.getTree(), root_<treeLevel>);
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+".getTree()",...)>
>>

/** Streams for token refs are tree nodes now; override to
* change nextToken to nextNode.
*/

```

```

createRewriteNodeFromElement(token,terminalOptions,scope) ::= <<
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

```

```

ruleCleanUp()
::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<\n><endif>
retval.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/Perl5/ASTTreeParser.stg
No license file was found, but licenses were detected in source scan.

```

/*

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*/

/*

* This code generating template and the associated C runtime was produced by:

* Jim Idle jimi|hereisanat|idle|dotgoeshere|ws.

* If it causes the destruction of the Universe, it will be pretty cool so long as

* I am in a different one at the time.

*/

cTypeInitMap ::= [

"int" : "0", // Integers start out being 0

"long" : "0", // Longs start out

being 0

"float" : "0.0", // Floats start out being 0

"double" : "0.0", // Doubles start out being 0

"ANTLR3_BOOLEAN" : "ANTLR3_FALSE", // Booleans start out being Antlr C for false

"byte" : "0", // Bytes start out being 0

"short" : "0", // Shorts start out being 0

"char" : "0" // Chars start out being 0

]

leadIn(type) ::=

<<

/** \file

* This <type> file was generated by \$ANTLR version <ANTLRVersion>

*

* - From the grammar source file : <fileName>

* - On : <generatedTimestamp>

<if(LEXER)>

* - for the lexer : <name>Lexer

<endif>

<if(PARSER)>

* - for the parser : <name>Parser

<endif>

<if(TREE_PARSER)>

* - for the tree parser : <name>TreeParser

<endif>

*

* Editing it, at least manually, is not wise.

*

* C language generator and runtime by Jim Idle, jimi|hereisanat|idle|dotgoeshere|ws.

*

*

>>

```

/** The overall file structure of a recognizer; stores methods for rules
 * and cyclic DFAs plus support code.
 */
outputFile( LEXER,
            PARSER,
            TREE_PARSER,
            actionScope,
            actions,
            docComment,
            recognizer,
            name,
            tokens,
            tokenNames,
            rules,
            cyclicDFAs,
            bitsets,
            buildTemplate,
            buildAST,
            rewriteMode,
            profile,
            backtracking,
            synpreds,
            memoize,
            numRules,
            fileName,
            ANTLRVersion,
            generatedTimestamp,
            trace,
            scopes,
            superClass,
            literals
        ) ::=

<<
<leadIn("C source")>
*/
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// THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
```

```
<if(actions.(actionScope).header)>
```

```
/* =====
```

```
* This is what the grammar programmer asked us to put at the top of every file.
```

```
*/
```

```
<actions.(actionScope).header>
```

```
/* End of Header action.
```

```
* =====
```

```
*/
```

```
<endif>
```

```
/* -----
```

```
* Include the ANTLR3 generated header file.
```

```
*/
```

```
#include "<name>.h"
```

```
<actions.(actionScope).postinclude>
```

```
/* ----- */
```

```
<docComment>
```

```
<if(literals)>
```

```
/** String
```

```
literals used by <name> that we must do things like MATCHS() with.
```

```
* C will normally just lay down 8 bit characters, and you can use L"xxx" to
```

```
* get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
```

```
* we perform this little trick of defining the literals as arrays of UINT32
```

```
* and passing in the address of these.
```

```
*/
```

```
<literals:{it | static ANTLR3_UCHAR lit_<i>[] = <it>;}; separator="\n">
```

<endif>

```
/* MACROS that hide the C interface implementations from the
 * generated code, which makes it a little more understandable to the human eye.
 * I am very much against using C pre-processor macros for function calls and bits
 * of code as you cannot see what is happening when single stepping in debuggers
 * and so on. The exception (in my book at least) is for generated code, where you are
 * not maintaining it, but may wish to read and understand it. If you single step it, you know that input()
 * hides some indirect calls, but is always referring to the input
 * stream. This is
 * probably more readable than ctx->input->istream->input(snarfle0->blarg) and allows me to rejig
 * the runtime interfaces without changing the generated code too often, without
 * confusing the reader of the generated output, who may not wish to know the gory
 * details of the interface inheritance.
 */
```

```
#define CTX ctx
```

```
/* Aids in accessing scopes for grammar programmers
```

```
*/
```

```
#undef SCOPE_TYPE
```

```
#undef SCOPE_STACK
```

```
#undef SCOPE_TOP
```

```
#define SCOPE_TYPE(scope) p<name>_##scope##_SCOPE
```

```
#define SCOPE_STACK(scope) p<name>_##scope##_Stack
```

```
#define SCOPE_TOP(scope) ctx->p<name>_##scope##_Top
```

```
#define SCOPE_SIZE(scope) ctx->p<name>_##scope##_Stack_limit
```

```
#define SCOPE_INSTANCE(scope, i) (ctx->SCOPE_STACK(scope)->get(ctx->SCOPE_STACK(scope),i))
```

```
<if(LEXER)>
```

```
/* Macros for accessing things in a lexer
```

```
*/
```

```
#undef LEXER
```

```
#undef RECOGNIZER
```

```
#undef RULEMEMO
```

```
#undef GETCHARINDEX
```

```
#undef GETLINE
```

```
#undef GETCHARPOSITIONINLINE
```

```
#undef EMIT
```

```
#undef EMITNEW
```

```
#undef
```

```
    MATCHC
```

```
#undef MATCHS
```

```

#undef MATCHRANGE
#undef LTOKEN
#undef HASFAILED
#undef FAILEDFLAG
#undef INPUT
#undef STRSTREAM
#undef LA
#undef HASEXCEPTION
#undef EXCEPTION
#undef CONSTRUCTEX
#undef CONSUME
#undef LRECOVER
#undef MARK
#undef REWIND
#undef REWINDLAST
#undef BACKTRACKING
#undef MATCHANY
#undef MEMOIZE
#undef HAVEPARSEDRULE
#undef GETTEXT
#undef INDEX
#undef SEEK
#undef PUSHSTREAM
#undef POPSTREAM
#undef SETTEXT
#undef SETTEXT8

#define LEXER ctx->pLexer
#define RECOGNIZER LEXER->rec
#define LEXSTATE RECOGNIZER->state
#define TOKSOURCE LEXSTATE->tokSource
#define GETCHARINDEX() LEXER->getCharIndex(LEXER)
#define GETLINE() LEXER->getLine(LEXER)
#define GETTEXT() LEXER->getText(LEXER)
#define GETCHARPOSITIONINLINE() LEXER->getCharPositionInLine(LEXER)
#define EMIT() LEXSTATE->type = _type; LEXER->emit(LEXER)
#define EMITNEW(t) LEXER->emitNew(LEXER,
t)
#define MATCHC(c) LEXER->matchc(LEXER, c)
#define MATCHS(s) LEXER->matchs(LEXER, s)
#define MATCHRANGE(c1,c2) LEXER->matchRange(LEXER, c1, c2)
#define MATCHANY() LEXER->matchAny(LEXER)
#define LTOKEN LEXSTATE->token
#define HASFAILED() (LEXSTATE->failed == ANTLR3_TRUE)
#define BACKTRACKING LEXSTATE->backtracking
#define FAILEDFLAG LEXSTATE->failed
#define INPUT LEXER->input
#define STRSTREAM INPUT

```



```

#define ISTREAM INPUT->istream
#define INDEX() ISTREAM->index(ISTREAM)
#define SEEK(n) ISTREAM->seek(ISTREAM, n)
#define EOF_TOKEN &(LEXSTATE->tokSource->eofToken)
#define HASEXCEPTION() (LEXSTATE->error == ANTLR3_TRUE)
#define EXCEPTION LEXSTATE->exception
#define CONSTRUCTEX() RECOGNIZER->exConstruct(RECOGNIZER)
#define LRECOVER() LEXER->recover(LEXER)
#define MARK() ISTREAM->mark(ISTREAM)
#define REWIND(m) ISTREAM->rewind(ISTREAM, m)
#define
    REWINDLAST() ISTREAM->rewindLast(ISTREAM)
#define MEMOIZE(ri,si) RECOGNIZER->memoize(RECOGNIZER, ri, si)
#define HAVEPARSEDRULE(r) RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define PUSHSTREAM(str) LEXER->pushCharStream(LEXER, str)
#define POPSTREAM() LEXER->popCharStream(LEXER)
#define SETTEXT(str) LEXSTATE->text = str
#define SKIP() LEXSTATE->token = &(TOKSOURCE->skipToken)
#define USER1 LEXSTATE->user1
#define USER2 LEXSTATE->user2
#define USER3 LEXSTATE->user3
#define CUSTOM LEXSTATE->custom
#define RULEMEMO LEXSTATE->ruleMemo
#define DBG RECOGNIZER->debugger

/* If we have been told we can rely on the standard 8 bit or UTF16 input
 * stream, then we can define our macros to use the direct pointers
 * in the input object, which is much faster than indirect calls. This
 * is really only significant to lexers with a lot of fragment rules (which
 * do not place LA(1) in a temporary at the moment) and even then
 * only if there is
 * a lot of input (order of say 1M or so).
 */
#if defined(ANTLR3_INLINE_INPUT_8BIT) || defined(ANTLR3_INLINE_INPUT_UTF16)

# ifdef ANTLR3_INLINE_INPUT_8BIT

/* 8 bit character set */

# define NEXTCHAR ((pANTLR3_UINT8)(INPUT->nextChar))
# define DATAP ((pANTLR3_UINT8)(INPUT->data))

# else

# define NEXTCHAR ((pANTLR3_UINT16)(INPUT->nextChar))
# define DATAP ((pANTLR3_UINT16)(INPUT->data))

# endif

```

```

#define LA(n) ((NEXTCHAR + n) > (DATAP + INPUT->sizeBuf) ? ANTLR3_CHARSTREAM_EOF :
(ANTLR3_UCHAR)(*NEXTCHAR + n - 1))
#define CONSUME()          \
{                          \
    if (NEXTCHAR < (DATAP + INPUT->sizeBuf)) \
    {                          \
        INPUT->charPositionInLine++; \
        if ((ANTLR3_UCHAR)(*NEXTCHAR) == INPUT->newlineChar) \
        {                          \
            INPUT->line++; \
            INPUT->charPositionInLine = 0; \
            INPUT->currentLine = (void *) (NEXTCHAR + 1); \
        } \
        INPUT->nextChar = (void *) (NEXTCHAR + 1); \
    } \
}

#else

// Pick up the input character by calling the input stream implementation.
//
#define CONSUME() INPUT->istream->consume(INPUT->istream)
#define LA(n) INPUT->istream->_LA(INPUT->istream, n)

#endif
<endif>

<if(PARSER)>
/* Macros for accessing things in the parser
*/

#undef PARSER
#undef RECOGNIZER
#undef HAVEPARSEDRULE
#undef MEMOIZE
#undef INPUT
#undef STRSTREAM
#undef HASEXCEPTION
#undef EXCEPTION
#undef MATCHT
#undef
    MATCHANYT
#undef FOLLOWSTACK
#undef FOLLOWPUSH
#undef FOLLOWPOP
#undef PRECOVER
#undef PREPORTERROR

```

```

#undef LA
#undef LT
#undef CONSTRUCTEX
#undef CONSUME
#undef MARK
#undef REWIND
#undef REWINDLAST
#undef PERRORRECOVERY
#undef HASFAILED
#undef FAILEDFLAG
#undef RECOVERFROMMISMATCHEDSET
#undef RECOVERFROMMISMATCHEDELEMENT
#undef INDEX
#undef ADAPTOR
#undef SEEK
#undef RULEMEMO
#undef DBG

#define PARSER ctx->pParser
#define RECOGNIZER PARSER->rec
#define PSRSTATE RECOGNIZER->state
#define HAVEPARSEDRULE(r) RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define MEMOIZE(ri,si) RECOGNIZER->memoize(RECOGNIZER, ri, si)
#define INPUT PARSER->tstream
#define STRSTREAM INPUT
#define ISTREAM INPUT->istream
#define INDEX() ISTREAM->index(INPUT->istream)
#define HASEXCEPTION() (PSRSTATE->error == ANTLR3_TRUE)
#define EXCEPTION PSRSTATE->exception
#define
    MATCH(t, fs) RECOGNIZER->match(RECOGNIZER, t, fs)
#define MATCHANYT() RECOGNIZER->matchAny(RECOGNIZER)
#define FOLLOWSTACK PSRSTATE->following
#ifdef SKIP_FOLLOW_SETS
#define FOLLOWPUSH(x)
#define FOLLOWPOP()
#else
#define FOLLOWPUSH(x) FOLLOWSTACK->push(FOLLOWSTACK, ((void *)&(x)), NULL)
#define FOLLOWPOP() FOLLOWSTACK->pop(FOLLOWSTACK)
#endif
#define PRECOVER() RECOGNIZER->recover(RECOGNIZER)
#define PREPORTERROR() RECOGNIZER->reportError(RECOGNIZER)
#define LA(n) INPUT->istream->_LA(ISTREAM, n)
#define LT(n) INPUT->_LT(INPUT, n)
#define CONSTRUCTEX() RECOGNIZER->exConstruct(RECOGNIZER)
#define CONSUME() ISTREAM->consume(ISTREAM)
#define MARK() ISTREAM->mark(ISTREAM)
#define REWIND(m) ISTREAM->rewind(ISTREAM, m)

```

```

#define REWINDLAST() ISTREAM->rewindLast(ISTREAM)
#define SEEK(n) ISTREAM->seek(ISTREAM, n)
#define PERRORRECOVERY PSRSTATE->errorRecovery
#define
    FAILEDFLAG PSRSTATE->failed
#define HASFAILED() (FAILEDFLAG == ANTLR3_TRUE)
#define BACKTRACKING PSRSTATE->backtracking
#define RECOVERFROMMISMATCHEDSET(s) RECOGNIZER->recoverFromMismatchedSet(RECOGNIZER,
s)
#define RECOVERFROMMISMATCHEDELEMENT(e) RECOGNIZER-
>recoverFromMismatchedElement(RECOGNIZER, s)
#define ADAPTOR          ctx->adaptor
#define RULEMEMO        PSRSTATE->ruleMemo
#define DBG            RECOGNIZER->debugger

<endif>

<if(TREE_PARSER)>
/* Macros for accessing things in the parser
*/

#undef  PARSER
#undef  RECOGNIZER
#undef  HAVEPARSEDRULE
#undef  INPUT
#undef  STRSTREAM
#undef  HASEXCEPTION
#undef  EXCEPTION
#undef  MATCHT
#undef  MATCHANYT
#undef  FOLLOWSTACK
#undef  FOLLOWPUSH
#undef  FOLLOWPOP
#undef  PRECOVER
#undef  PREPORTERROR
#undef  LA
#undef  LT
#undef  CONSTRUCTEX
#undef  CONSUME
#undef  MARK
#undef  REWIND
#undef  REWINDLAST
#undef  PERRORRECOVERY
#undef
    HASFAILED
#undef  FAILEDFLAG
#undef  RECOVERFROMMISMATCHEDSET
#undef  RECOVERFROMMISMATCHEDELEMENT

```

```

#undef BACKTRACKING
#undef ADAPTOR
#undef RULEMEMO
#undef SEEK
#undef INDEX
#undef DBG

#define PARSER ctx->pTreeParser
#define RECOGNIZER PARSER->rec
#define PSRSTATE RECOGNIZER->state
#define HAVEPARSEDRULE(r) RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define INPUT PARSER->ctnstream
#define ISTREAM INPUT->tstream->istream
#define STRSTREAM INPUT->tstream
#define HASEXCEPTION() (PSRSTATE->error == ANTLR3_TRUE)
#define EXCEPTION PSRSTATE->exception
#define MATCHT(t, fs) RECOGNIZER->match(RECOGNIZER, t, fs)
#define MATCHANYT() RECOGNIZER->matchAny(RECOGNIZER)
#define FOLLOWSTACK PSRSTATE->following
#define FOLLOWPUSH(x) FOLLOWSTACK->push(FOLLOWSTACK, ((void *)&(x)), NULL)
#define FOLLOWPOP() FOLLOWSTACK->pop(FOLLOWSTACK)
#define
    PRECOVER() RECOGNIZER->recover(RECOGNIZER)
#define PREPORTERROR() RECOGNIZER->reportError(RECOGNIZER)
#define LA(n) ISTREAM->_LA(ISTREAM, n)
#define LT(n) INPUT->tstream->_LT(INPUT->tstream, n)
#define CONSTRUCTEX() RECOGNIZER->exConstruct(RECOGNIZER)
#define CONSUME() ISTREAM->consume(ISTREAM)
#define MARK() ISTREAM->mark(ISTREAM)
#define REWIND(m) ISTREAM->rewind(ISTREAM, m)
#define REWINDLAST() ISTREAM->rewindLast(ISTREAM)
#define PERRORRECOVERY PSRSTATE->errorRecovery
#define FAILEDFLAG PSRSTATE->failed
#define HASFAILED() (FAILEDFLAG == ANTLR3_TRUE)
#define BACKTRACKING PSRSTATE->backtracking
#define RECOVERFROMMISMATCHEDSET(s) RECOGNIZER->recoverFromMismatchedSet(RECOGNIZER,
s)
#define RECOVERFROMMISMATCHEDELEMENT(e) RECOGNIZER-
>recoverFromMismatchedElement(RECOGNIZER, s)
#define ADAPTOR INPUT->adaptor
#define RULEMEMO PSRSTATE->ruleMemo
#define SEEK(n) ISTREAM->seek(ISTREAM,
n)
#define INDEX() ISTREAM->index(ISTREAM)
#define DBG RECOGNIZER->debugger

<endif>

```

```

#define TOKTEXT(tok, txt) tok, (pANTLR3_UINT8)txt

/* The 4 tokens defined below may well clash with your own #defines or token types. If so
 * then for the present you must use different names for your defines as these are hard coded
 * in the code generator. It would be better not to use such names internally, and maybe
 * we can change this in a forthcoming release. I deliberately do not #undef these
 * here as this will at least give you a redefined error somewhere if they clash.
 */
#define UP ANTLR3_TOKEN_UP
#define DOWN ANTLR3_TOKEN_DOWN
#define EOR ANTLR3_TOKEN_EOR
#define INVALID ANTLR3_TOKEN_INVALID

/* =====
 * Functions to create and destroy scopes. First come the rule scopes, followed
 * by the global
 * declared scopes.
 */

<rules: {r |<if(r.ruleDescriptor.ruleScope)>
<ruleAttributeScopeFuncDecl(scope=r.ruleDescriptor.ruleScope)>
<ruleAttributeScopeFuncs(scope=r.ruleDescriptor.ruleScope)>
<endif>}>

<recognizer.scopes:{it | <if(it.isDynamicGlobalScope)>
<globalAttributeScopeFuncDecl(it)>
<globalAttributeScopeFuncs(it)>
<endif>}>

/* ===== */

/* =====
 * Start of recognizer
 */

<recognizer>

/* End of code
 * =====
 */

>>
headerFileExtension() ::= ".h"

headerFile( LEXER,
            PARSER,

```

TREE_PARSER,
actionScope,
actions,
docComment,
recognizer,
name,
tokens,
tokenNames,
rules,
cyclicDFAs,
bitsets,
buildTemplate,

buildAST,
rewriteMode,
profile,
backtracking,
synpreds,
memoize,
numRules,
fileName,
ANTLRVersion,
generatedTimestamp,
trace,
scopes,
superClass,
literals

) ::=

<<

<leadIn("C header")>

<if(PARSER)>

* The parser <mainName()>

<endif>

<if(LEXER)>

* The lexer <mainName()>

<endif>

<if(TREE_PARSER)>

* The tree parser <mainName()>

<endif>

has the callable functions (rules) shown below,

* which will invoke the code for the associated rule in the source grammar

* assuming that the input stream is pointing to a token/text stream that could begin

* this rule.

*

* For instance if you call the first (topmost) rule in a parser grammar, you will

* get the results of a full parse, but calling a rule half way through the grammar will

* allow you to pass part of a full token stream to the parser, such as for syntax checking

* in editors

and so on.

*

- * The parser entry points are called indirectly (by function pointer to function) via
- * a parser context typedef p<name>, which is returned from a call to <name>New().

*

<if(LEXER)>

- * As this is a generated lexer, it is unlikely you will call it 'manually'. However
- * the methods are provided anyway.

*

<endif>

- * The methods in p<name> are as follows:

*

```
* <rules:{r | <if(!r.ruleDescriptor.isSynPred)> - <headerReturnType(ruleDescriptor=r.ruleDescriptor,...)>
p<name>-><r.ruleDescriptor.name>(p<name>)<endif>}; separator="\n * ">
```

*

- * The return type for any particular rule is of course determined by the source
- * grammar file.

*/

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```

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```

#ifndef _<name>_H
#define _<name>_H
<actions.(actionScope).preincludes>
/* =====
* Standard antlr3 C runtime definitions
*/
#include \<antlr3.h>

/* End of standard antlr 3 runtime definitions
* =====
*/
<actions.(actionScope).includes>

#ifdef __cplusplus
extern "C" {
#endif

// Forward declare the context typedef so that we can use it before it is
// properly defined. Delegates and delegates (from import statements) are
// interdependent and their context structures contain pointers to each other
// C only allows such things to be declared if you pre-declare the typedef.
//
typedef struct <name>_Ctx_struct
<name>, * p<name>;

<if(recognizer.grammar.delegates)>
// Include delegate definition header files
//
<recognizer.grammar.delegates: {g|#include \<<g.recognizerName>.h>}; separator="\n">

<endif>

<actions.(actionScope).header>

#ifdef ANTLR3_WINDOWS
// Disable: Unreferenced parameter, - Rules with parameters that are not used
// constant conditional, - ANTLR realizes that a prediction is always true (synpred usually)
// initialized but unused variable - tree rewrite variables declared but not needed
// Unreferenced local variable - lexer rule declares but does not always use _type
// potentially uninitialized variable used - retval always returned from a rule
// unreferenced local function has been removed - susually getTokenNames or freeScope, they can go without
warnigns
//
// These are only really displayed at warning level /W4 but that is the code ideal I am aiming at
// and the codegen must generate some of these

```

```

warnings by necessity, apart from 4100, which is
// usually generated when a parser rule is given a parameter that it does not use. Mostly though
// this is a matter of orthogonality hence I disable that one.
//
#pragma warning( disable : 4100 )
#pragma warning( disable : 4101 )
#pragma warning( disable : 4127 )
#pragma warning( disable : 4189 )
#pragma warning( disable : 4505 )
#pragma warning( disable : 4701 )
#endif
<if(backtracking)>

/* =====
* BACKTRACKING IS ENABLED
* =====
*/
<endif>

<rules:{r |<headerReturnScope(ruleDescriptor=r.ruleDescriptor,...)>}>

<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDecl(it)><endif>}>
<rules:{r |<ruleAttributeScopeDecl(scope=r.ruleDescriptor.ruleScope)>}>
<if(recognizer.grammar.delegators)>
// Include delegator definition header files
//
<recognizer.grammar.delegators: {g##include \<<g.recognizerName>.h}; separator="\n">

<endif>

/** Context tracking structure for <mainName()>
*/
struct
<name>_Ctx_struct
{
/** Built in ANTLR3 context tracker contains all the generic elements
* required for context tracking.
*/
<if(PARSER)>
pANTLR3_PARSER pParser;
<endif>
<if(LEXER)>
pANTLR3_LEXER pLexer;
<endif>
<if(TREE_PARSER)>
pANTLR3_TREE_PARSER pTreeParser;
<endif>

```

```

<if(recognizer.grammar.delegates)>
  <recognizer.grammar.delegates:
    {g|p<g.recognizerName> <g.delegateName(>); separator="\n">
  <endif>
<if(recognizer.grammar.delegators)>
  <recognizer.grammar.delegators:
    {g|p<g.recognizerName> <g.delegateName(>); separator="\n">
  <endif>
<scopes:{it | <if(it.isDynamicGlobalScope)>
  <globalAttributeScopeDef(it)>
<endif>}; separator="\n\n">
<rules: {r | <if(r.ruleDescriptor.ruleScope)>
  <ruleAttributeScopeDef(scope=r.ruleDescriptor.ruleScope)>
<endif>}>

<if(LEXER)>
  <rules:{r | <if(!r.ruleDescriptor.isSynPred)><headerReturnType(ruleDescriptor=r.ruleDescriptor)>
(*m<r.ruleDescriptor.name>) (struct <name>_Ctx_struct
  * ctx<if(r.ruleDescriptor.parameterScope)>,
<endif><r.ruleDescriptor.parameterScope:parameterScope(>);<endif>}; separator="\n">
<endif>
<if(!LEXER)>
  <rules:{r | <headerReturnType(ruleDescriptor=r.ruleDescriptor)> (*<r.ruleDescriptor.name>) (struct
<name>_Ctx_struct * ctx<if(r.ruleDescriptor.parameterScope)>,
<endif><r.ruleDescriptor.parameterScope:parameterScope(>);}; separator="\n">
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
  // Delegated rules
<recognizer.grammar.delegatedRules:{ruleDescriptor|
  <headerReturnType(ruleDescriptor)> (*<ruleDescriptor.name>)(struct <name>_Ctx_struct *
ctx<if(ruleDescriptor.parameterScope)>, <endif><ruleDescriptor.parameterScope:parameterScope(>);};
separator="\n">
<endif>

  const char * (*getGrammarFileName());
  void (*reset) (struct <name>_Ctx_struct * ctx);
  void (*free) (struct <name>_Ctx_struct * ctx);
  <@members>
  <@end>
  <actions.(actionScope).context>
};

//
Function prototypes for the constructor functions that external translation units
// such as delegators and delegates may wish to call.
//
ANTLR3_API p<name> <name>New (<inputType(>) instream<recognizer.grammar.delegators:{g|,
p<g.recognizerName> <g.delegateName(>}&>);

```

```

ANTLR3_API p<name> <name>NewSSD    (<inputType()> instream,
pANTLR3_RECOGNIZER_SHARED_STATE state<recognizer.grammar.delegators:{ g|, p<g.recognizerName>
<g.delegateName()>}>);
<if(!recognizer.grammar.grammarIsRoot)>
extern pANTLR3_UINT8  <recognizer.grammar.composite.rootGrammar.recognizerName>TokenNames[];
<endif>

/** Symbolic definitions of all the tokens that the <grammarType()> will work with.
* \{
*
* Antlr will define EOF, but we can't use that as it is too common in
* in C header files and that would be confusing. There is no way to filter this out at the moment
* so we just undef it here for now. That isn't the value we get back from C recognizers
* anyway. We are looking
* for ANTLR3_TOKEN_EOF.
*/
#ifdef EOF
#undef EOF
#endif
#ifdef Tokens
#undef Tokens
#endif
<tokens:{it | #define <it.name>    <it.type>}; separator="\n">
#ifdef EOF
#undef EOF
#define EOF ANTLR3_TOKEN_EOF
#endif

#ifdef TOKENSOURCE
#define TOKENSOURCE(lxr) lxr->pLexer->rec->state->tokSource
#endif

/* End of token definitions for <name>
* =====
*/
/** \} */

#ifdef __cplusplus
}
#endif

#endif

/* END - Note:Keep extra line feed to satisfy UNIX systems */

>>

```

```

inputType() ::= <<
<if(LEXER)>
pANTLR3_INPUT_STREAM
<endif>
<if(PARSER)>
pANTLR3_COMMON_TOKEN_STREAM
<endif>
<if(TREE_PARSER)>
pANTLR3_COMMON_TREE_NODE_STREAM
<endif>
>>

grammarType() ::= <<
<if(PARSER)>
parser
<endif>
<if(LEXER)>
lexer
<endif>
<if(TREE_PARSER)>
tree parser
<endif>
>>

mainName() ::= <<
<if(PARSER)>
<name>
<endif>
<if(LEXER)>
<name>
<endif>
<if(TREE_PARSER)>
<name>
<endif>
>>

headerReturnScope(ruleDescriptor) ::= "<returnScope(...)>"

headerReturnType(ruleDescriptor)
::= <<
<if(LEXER)>
<if(!ruleDescriptor.isSynPred)>
void
<else>
<returnType()>
<endif>
<else>
<returnType()>

```

```

<endif>
>>

// Produce the lexer output
//
lexer( grammar,
    name,
    tokens,
    scopes,
    rules,
    numRules,
    filterMode,
    superClass,
    labelType="pANTLR3_COMMON_TOKEN") ::= <<

<if(filterMode)>
/* Forward declare implementation function for ANTLR3_TOKEN_SOURCE interface when
* this is a filter mode lexer.
*/
static pANTLR3_COMMON_TOKEN <name>NextToken (pANTLR3_TOKEN_SOURCE toksource);

/* Override the normal MEMOIZE and HAVEALREADYPARSED macros as this is a filtering
* lexer. In filter mode, the memoizing and backtracking are gated at BACKTRACKING > 1 rather
* than just BACKTRACKING. In some cases this might generate code akin to:
* if (BACKTRACKING) if (BACKTRACKING > 1) memoize.
* However, I assume that the C compilers/optimizers are smart enough to work this one out
* these days -
Jim
*/
#undef MEMOIZE
#define MEMOIZE(ri,si) if (BACKTRACKING>1) { RECOGNIZER->memoize(RECOGNIZER, ri, si) }
#undef HAVEPARSEDRULE
#define HAVEPARSEDRULE(r) if (BACKTRACKING>1) { RECOGNIZER->alreadyParsedRule(RECOGNIZER,
r) }
<endif>

/* Forward declare the locally static matching functions we have generated and any predicate functions.
*/
<rules:{r | static ANTLR3_INLINE <headerReturnType(ruleDescriptor=r.ruleDescriptor)>
<if(!r.ruleDescriptor.isSynPred)>m<endif><r.ruleDescriptor.name> (p<name>
ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope(>>);};
separator="\n">
static void <name>Free(p<name> ctx);

/* =====
* Lexer matching rules end.
* =====
*/

```

```

<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<actions.lexer.members>

static void
<name>Free (p<name> ctx)
{
<if(memoize)>
if (RULEMEMO
!= NULL)
{
RULEMEMO->free(RULEMEMO);
RULEMEMO = NULL;
}
<endif>
<if(grammar.directDelegates)>
// Free the lexers that we delegated to
// functions to. NULL the state so we only free it once.
//
<grammar.directDelegates:
    {g|ctx-><g:delegateName()>->pLexer->rec->state = NULL;
    ctx-><g:delegateName()>->free(ctx-><g:delegateName()>);}; separator="\n">
<endif>
    LEXER->free(LEXER);

    ANTLR3_FREE(ctx);
}

static void
<name>Reset (p<name> ctx)
{
    RECOGNIZER->reset(RECOGNIZER);
}

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
static const char * getGrammarFileName()
{
    return fileName;
}

<if(filterMode)>
    <filteringNextToken()>

```

```

<endif>

/** \brief Create a new lexer called <name>
 *
 * \param[in] instream Pointer to an initialized input stream
 * \return
 * - Success p<name> initialized
 * for the lex start
 * - Fail NULL
 */
ANTLR3_API p<name> <name>New
(<inputType(> instream<grammar.delegators:{g|, p<g.recognizerName> <g.delegateName(>>>)
{
// See if we can create a new lexer with the standard constructor
//
return <name>NewSSD(instream, NULL<grammar.delegators:{g|, <g.delegateName(>>>);
}

/** \brief Create a new lexer called <name>
 *
 * \param[in] instream Pointer to an initialized input stream
 * \param[state] state Previously created shared recognizer stat
 * \return
 * - Success p<name> initialized for the lex start
 * - Fail NULL
 */
ANTLR3_API p<name> <name>NewSSD
(pANTLR3_INPUT_STREAM instream, pANTLR3_RECOGNIZER_SHARED_STATE
state<grammar.delegators:{g|, p<g.recognizerName> <g.delegateName(>>>)
{
p<name> ctx; // Context structure we will build and return

ctx = (p<name>) ANTLR3_CALLOC(1, sizeof(<name>));

if (ctx == NULL)
{
// Failed to allocate memory for lexer context
return NULL;
}

/*
-----
 * Memory for basic structure is allocated, now to fill in
 * in base ANTLR3 structures. We initialize the function pointers
 * for the standard ANTLR3 lexer function set, but upon return
 * from here, the programmer may set the pointers to provide custom
 * implementations of each function.
 *

```



```

* We don't use the macros defined in <name>.h here so you can get a sense
* of what goes where.
*/

/* Create a base lexer, using the supplied input stream
*/
ctx->pLexer = antlr3LexerNewStream(ANTLR3_SIZE_HINT, instream, state);

/* Check that we allocated the memory correctly
*/
if (ctx->pLexer == NULL)
{
ANTLR3_FREE(ctx);
return NULL;
}
<if(memoize)>
<if(grammar.grammarIsRoot)>
// Create a LIST for recording rule memos.
//
ctx->pLexer->rec->ruleMemo = antlr3IntTrieNew(15); /* 16 bit depth is enough for 32768 rules! */
<endif>
<endif>

/* Install the implementation of our <name> interface
*/
<rules:{r | <if(!r.ruleDescriptor.isSynPred)>ctx->m<r.ruleDescriptor.name> =
m<r.ruleDescriptor.name>;<endif>}>; separator="\n">

/** When the nextToken() call is made to this lexer's pANTLR3_TOKEN_SOURCE
* it will call mTokens() in this generated code, and will pass it the ctx
* pointer of this lexer, not the context of the base lexer, so store that now.
*/
ctx->pLexer->ctx = ctx;

/**Install the token matching function
*/
ctx->pLexer->mTokens = (void (*)(void *))(mTokens);

ctx->getGrammarFileName = getGrammarFileName;
ctx->free = <name>Free;
ctx->reset = <name>Reset;

<if(grammar.directDelegates)>
// Initialize the lexers that we are going to delegate some
// functions to.
//
<grammar.directDelegates:
{g|ctx-><g.delegateName()> = <g.recognizerName>NewSSD(instream, ctx->pLexer->rec->state,

```

```

ctx<grammar.delegators:{g|,<g:delegateName()>}>;
separator="\n">
<endif>
<if(grammar.delegators)>
// Install the pointers back to lexers that will delegate us to perform certain functions
// for them.
//
<grammar.delegators:
    {g|ctx-><g:delegateName()> = <g:delegateName()>; separator="\n">
<endif>
<if(filterMode)>
/* We have filter mode turned on, so install the filtering nextToken function
*/
ctx->pLexer->rec->state->tokSource->nextToken = <name>NextToken;
<endif>
<actions.lexer.apifuncs>

/* Return the newly built lexer to the caller
*/
return ctx;
}
<if(cyclicDFAs)>

/* =====
* DFA tables for the lexer
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* =====
* End of DFA tables for the lexer
*/
<endif>

/* =====
* Functions to match the lexer grammar defined tokens from
the input stream
*/

<rules; separator="\n\n">

/* =====
* Lexer matching rules end.
* =====
*/
<if(synpreds)>

/* =====
* Lexer syntactic predicates
*/

```

```

<synpreds:{p | <lexerSynpred(predname=p)>>
/* =====
* Lexer syntactic predicates end.
* =====
*/
<endif>

/* End of Lexer code
* =====
* =====
*/

>>

```

```

filteringNextToken() ::= <<
/** An override of the lexer's nextToken() method that backtracks over mTokens() looking
* for matches in lexer filterMode. No error can be generated upon error; just rewind, consume
* a token and then try again. BACKTRACKING
needs to be set as well.
* Make rule memoization happen only at levels above 1 as we start mTokens
* at BACKTRACKING==1.
*/
static pANTLR3_COMMON_TOKEN
<name>NextToken(pANTLR3_TOKEN_SOURCE toksource)
{
    pANTLR3_LEXER lexer;
    pANTLR3_RECOGNIZER_SHARED_STATE state;

    lexer = (pANTLR3_LEXER)(toksource->super);
    state = lexer->rec->state;

    /* Get rid of any previous token (token factory takes care of
    * any deallocation when this token is finally used up.
    */
    state ->token = NULL;
    state ->error = ANTLR3_FALSE; /* Start out without an exception */
    state ->failed = ANTLR3_FALSE;

    /* Record the start of the token in our input stream.
    */
    state->tokenStartCharIndex = lexer->input->istream->index(lexer->input->istream);
    state->tokenStartCharPositionInLine = lexer->input->getCharPositionInLine(lexer->input);
    state->tokenStartLine = lexer->input->getLine(lexer->input);
    state->text = NULL;

    /*

```

Now call the matching rules and see if we can generate a new token

```
*/
for (;;)
{
if (lexer->input->istream->_LA(lexer->input->istream, 1) == ANTLR3_CHARSTREAM_EOF)
{
/* Reached the end of the stream, nothing more to do.
*/
pANTLR3_COMMON_TOKEN teof = &(toksource->eofToken);

teof->setStartIndex (teof, lexer->getCharIndex(lexer));
teof->setStopIndex (teof, lexer->getCharIndex(lexer));
teof->setLine (teof, lexer->getLine(lexer));
return teof;
}

state->token = NULL;
state->error = ANTLR3_FALSE; /* Start out without an exception */

{
ANTLR3_MARKER m;

m = lexer->input->istream->mark(lexer->input->istream);
state->backtracking = 1; /* No exceptions */
state->failed = ANTLR3_FALSE;

/* Call the generated lexer, see if it can get a new token together.
*/
lexer->mTokens(lexer->ctx);
state->backtracking = 0;

<! mTokens backtracks with synpred at BACKTRACKING==2
and we set the synpredgate
to allow actions at level 1. !>

if (state->failed == ANTLR3_TRUE)
{
lexer->input->istream->rewind(lexer->input->istream, m);
lexer->input->istream->consume(lexer->input->istream); <! advance one char and try again !>
}
else
{
lexer->emit(lexer); /* Assemble the token and emit it to the stream */
return state->token;
}
}
}
}
```

>>

```
actionGate() ::= "BACKTRACKING==0"
```

```
filteringActionGate() ::= "BACKTRACKING==1"
```

```
/** How to generate a parser */
```

```
genericParser( grammar,  
  name,  
    scopes,  
    tokens,  
    tokenNames,  
    rules,  
    numRules,  
    bitsets,  
    inputStreamType,  
    superClass,  
    labelType,  
  members,  
  rewriteElementType, filterMode,  
    ASTLabelType="pANTLR3_BASE_TREE"  
  ) ::= <<
```

```
<if(grammar.grammarIsRoot)>
```

```
/** \brief Table of all token names in symbolic order, mainly used for
```

```
*
```

```
error reporting.
```

```
*/
```

```
pANTLR3_UINT8 <name>TokenNames[<length(tokenNames)>+4]
```

```
= {
```

```
  (pANTLR3_UINT8) "\<invalid>", /* String to print to indicate an invalid token */
```

```
  (pANTLR3_UINT8) "\<EOR>",
```

```
  (pANTLR3_UINT8) "\<DOWN>",
```

```
  (pANTLR3_UINT8) "\<UP>",
```

```
  <tokenNames:{it |(pANTLR3_UINT8) <it>; separator=",\n">
```

```
};
```

```
<endif>
```

```
<@members>
```

```
<@end>
```

```
<rules:{r |<ruleAttributeScopeFuncMacro(scope=r.ruleDescriptor.ruleScope)>>
```

```
<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScopeFuncMacro(it)><endif>>}
```

```
// Forward declare the locally static matching functions we have generated.
```

```
//
```

```
<rules:{r | static <headerReturnType(ruleDescriptor=r.ruleDescriptor)> <r.ruleDescriptor.name> (p<name>
```

```

ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope(>>);};
separator="\n">
static void <name>Free(p<name> ctx);
static void <name>Reset (p<name> ctx);

<if(!LEXER)>
<! generate rule/method definitions for
imported rules so they
appear to be defined in this recognizer. !>
<if(recognizer.grammar.delegatedRules)>
// Delegated rules
//
<recognizer.grammar.delegatedRules:{ruleDescriptor|static <headerReturnType(ruleDescriptor)>
<ruleDescriptor.name>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope(>>);}; separator="\n">

<endif>
<endif>

/* For use in tree output where we are accumulating rule labels via label += ruleRef
* we need a function that knows how to free a return scope when the list is destroyed.
* We cannot just use ANTLR3_FREE because in debug tracking mode, this is a macro.
*/
static void ANTLR3_CDECL freeScope(void * scope)
{
    ANTLR3_FREE(scope);
}

/** \brief Name of the grammar file that generated this code
*/
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code.
*/
static const char * getGrammarFileName()
{
    return fileName;
}

/** \brief Create a
new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
ANTLR3_API p<name>
<name>New (<inputStreamType> instream<grammar.delegators: {g|, p<g.recognizerName>
<g:delegateName(>>)>>)

```

```

{
// See if we can create a new parser with the standard constructor
//
return <name>NewSSD(instream, NULL<grammar.delegators:{g|, <g:delegateName()>>});
}

/** \brief Create a new <name> parser and return a context for it.
*
* \param[in] instream Pointer to an input stream interface.
*
* \return Pointer to new parser context upon success.
*/
ANTLR3_API p<name>
<name>NewSSD (<inputStreamType> instream, pANTLR3_RECOGNIZER_SHARED_STATE
state<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>>})
{
    p<name> ctx; /* Context structure we will build and return */

    ctx = (p<name>) ANTLR3_CALLOC(1, sizeof(<name>));

    if (ctx == NULL)
    {
        // Failed to allocate memory
        for parser context
        //
        return NULL;
    }

    /* -----
    * Memory for basic structure is allocated, now to fill in
    * the base ANTLR3 structures. We initialize the function pointers
    * for the standard ANTLR3 parser function set, but upon return
    * from here, the programmer may set the pointers to provide custom
    * implementations of each function.
    *
    * We don't use the macros defined in <name>.h here, in order that you can get a sense
    * of what goes where.
    */

<if(PARSER)>
    /* Create a base parser/recognizer, using the supplied token stream
    */
    ctx->pParser = antlr3ParserNewStream(ANTLR3_SIZE_HINT, instream->tstream, state);
<endif>
<if(TREE_PARSER)>
    /* Create a base Tree parser/recognizer, using the supplied tree node stream
    */
    ctx->pTreeParser = antlr3TreeParserNewStream(ANTLR3_SIZE_HINT, instream, state);

```

```

<endif>

/* Install the implementation
of our <name> interface
*/
<rules: {r | ctx-><r.ruleDescriptor.name> = <r.ruleDescriptor.name>;}; separator="\n">
<if(grammar.delegatedRules)>
// Install the delegated methods so that they appear to be a part of this
// parser
//
<grammar.delegatedRules: {ruleDescriptor | ctx-><ruleDescriptor.name> = <ruleDescriptor.name>;};
separator="\n">
<endif>

ctx->free = <name>Free;
ctx->reset = <name>Reset;
ctx->getGrammarFileName = getGrammarFileName;

/* Install the scope pushing methods.
*/
<rules: {r |<if(r.ruleDescriptor.ruleScope)>
<ruleAttributeScope(scope=r.ruleDescriptor.ruleScope)><\n>
<endif>}>
<recognizer.scopes: {it |<if(it.isDynamicGlobalScope)>
<globalAttributeScope(it)><\n>
<endif>}>
<@apifuncs>

<@end>
<if(grammar.directDelegates)>
// Initialize the parsers that we are going to delegate some
// functions to.
//
<grammar.directDelegates:
{g|ctx-><g.delegateName()> = <g.recognizerName>NewSSD(instream, PSRSTATE,
ctx<grammar.delegators: {g|, <g.delegateName()>}>);}; separator="\n">
<endif>
<if(grammar.delegators)>
// Install the pointers back to parsers that will delegate us to perform certain functions
// for them.
//
<grammar.delegators:
{g|ctx-><g.delegateName()> = <g.delegateName()>;}; separator="\n">
<endif>
<actions.parser.apifuncs>
<actions.treeparser.apifuncs>
<if(memoize)>
<if(grammar.grammarIsRoot)>

```



```

/* Create a LIST for recording rule memos.
*/
RULEMEMO = antlr3IntTrieNew(15); /* 16 bit depth is enough for 32768 rules! */<\n>
<endif>
<endif>
/* Install the token table
*/
PSRSTATE->tokenNames = <grammar.composite.rootGrammar.recognizerName>TokenNames;

<@debugStuff()>

/* Return the newly built parser to the caller
*/
return ctx;
}

static void
<name>Reset (p<name> ctx)
{
    RECOGNIZER->reset(RECOGNIZER);
}

/** Free the parser resources
*/
static void
<name>Free(p<name> ctx)
{
    /* Free any scope memory
    */
    <rules: {r
|<if(r.ruleDescriptor.ruleScope)><ruleAttributeScopeFree(scope=r.ruleDescriptor.ruleScope)><\n><endif> }>
    <recognizer.scopes: {it |<if(it.isDynamicGlobalScope)><globalAttributeScopeFree(it)><\n><endif> }>

    <@cleanup>
    <@end>
<if(grammar.directDelegates)>
    // Free the parsers that we delegated to
    // functions to.NULL the state so we only free it once.
    //
    <grammar.directDelegates:
        {g| ctx-><g:delegateName()>-><if(TREE_PARSER)>pTreeParser<else>pParser<endif>->rec->state = NULL;
        ctx-><g:delegateName()>->free(ctx-><g:delegateName()>);}; separator="\n">
    <endif>
<if(memoize)>
<if(grammar.grammarIsRoot)>
    if (RULEMEMO != NULL)
    {
        RULEMEMO->free(RULEMEMO);

```

```

RULEMEMO = NULL;
}
<endif>
<endif>
// Free this parser
//
<if(TREE_PARSER)>
    ctx->pTreeParser->free(ctx->pTreeParser);<\n>
<else>
    ctx->pParser->free(ctx->pParser);<\n>
<endif>

    ANTLR3_FREE(ctx);

/* Everything is released, so we can return
*/
return;
}

/**
Return token names used by this <grammarType()>
*
* The returned pointer is used as an index into the token names table (using the token
* number as the index).
*
* \return Pointer to first char * in the table.
*/
static pANTLR3_UINT8 *getTokenNames()
{
    return <grammar.composite.rootGrammar.recognizerName>TokenNames;
}

<members>

/* Declare the bitsets
*/
<bitsets:{it | <bitsetDeclare(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
    words64=it.bits)>>}>

<if(cyclicDFAs)>

/* =====
* DFA tables for the parser
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* =====
* End of DFA tables for the parser

```

```

*/
<endif>

/* =====
* Parsing rules
*/
<rules; separator="\n\n">
<if(grammar.delegatedRules)>
// Delegated methods that appear to be a part of this
//
parser
//
<grammar.delegatedRules:{ruleDescriptor|
  <returnType()> <ruleDescriptor.name>(p<name> ctx<if(ruleDescriptor.parameterScope.attributes)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)
  \{
    <if(ruleDescriptor.hasReturnValue)>return <endif>ctx-><ruleDescriptor.grammar:delegateName()>-
  ><ruleDescriptor.name>(ctx-
  ><ruleDescriptor.grammar:delegateName()><if(ruleDescriptor.parameterScope.attributes)>,
  <endif><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", ">);
  \}); separator="\n\n">

<endif>
/* End of parsing rules
* =====
*/

/* =====
* Syntactic predicates
*/
<synpreds:{p | <synpred(predname=p)>}>
/* End of syntactic predicates
* =====
*/

>>

parser( grammar,
  name,
  scopes,
  tokens,
  tokenNames,
  rules,
  numRules,

```

```

    bitsets,
    ASTLabelType,
    superClass="Parser",
    labelType="pANTLR3_COMMON_TOKEN",
    members={ <actions.parser.members> }
  )
  ::= <<
<genericParser(inputStreamType="pANTLR3_COMMON_TOKEN_STREAM", rewriteElementType="TOKEN",
...)>
>>

/** How to generate a tree parser; same as parser except the input
 * stream is a different type.
 */
treeParser( grammar,
  name,
  scopes,
  tokens,
  tokenNames,
  globalAction,
  rules,
  numRules,
  bitsets,
  filterMode,
  labelType={ <ASTLabelType> },
  ASTLabelType="pANTLR3_BASE_TREE",
  superClass="TreeParser",
  members={ <actions.treeparser.members> }
) ::= <<
<genericParser(inputStreamType="pANTLR3_COMMON_TREE_NODE_STREAM",
rewriteElementType="NODE", ...) >
>>

/** A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 * nor parameters etc..., just give simplest possible method. Don't do
 * any of the normal memoization stuff in here either; it's a waste.
 * As predicates cannot be inlined into the invoking rule,
 * they need to
 * be in a rule by themselves.
 */
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
static void <ruleName>_fragment(p<name> ctx <ruleDescriptor.parameterScope:parameterScope()>)
{
  <ruleLabelDefs()>
  <ruleLabelInitializations()>

```

```

<if(trace)>
  ANTLR3_PRINTF("enter <ruleName> %d failed = %d, backtracking = %d\n",LT(1),failed,BACKTRACKING);
  <block>
  ANTLR3_PRINTF("exit <ruleName> %d, failed = %d, backtracking = %d\n",LT(1),failed,BACKTRACKING);

<else>
  <block>
<endif>
<ruleCleanUp()>
}
// $ANTLR end <ruleName>
>>

```

```

synpred(predname) ::= <<
static ANTLR3_BOOLEAN <predname>(p<name> ctx)
{
  ANTLR3_MARKER start;
  ANTLR3_BOOLEAN success;

  BACKTRACKING++;
  <@start()>
  start = MARK();
  <predname>_fragment(ctx); // can never throw exception
  success = !(FAILEDFLAG);
  REWIND(start);
  <@stop()>
  BACKTRACKING--;
  FAILEDFLAG = ANTLR3_FALSE;
  return success;
}<\n>
>>

```

```

lexerSynpred(predname)
::= <<
<synpred(predname)>
>>

```

```

ruleMemoization(rname) ::= <<
<if(memoize)>
if ( (BACKTRACKING>0) && (HAVEPARSEDRULE(<ruleDescriptor.index>)) )
{
  <if(ruleDescriptor.hasMultipleReturnValues)>
  <if(!ruleDescriptor.isSynPred)>
  retval.start = 0;<\n>
<endif>
<endif>
  <(ruleDescriptor.actions.after):execAfter()>
  <finalCode(finalBlock=finally)>

```

```

<if(!ruleDescriptor.isSynPred)>
  <scopeClean()><\n>
<endif>
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
if (HASEXCEPTION())
{
  goto rule<ruleDescriptor.name>Ex;
}
<if(backtracking)>
if (HASFAILED())
{
  <scopeClean()>
  <@debugClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if (BACKTRACKING>0)
{
  FAILEDFLAG = <>true_value()>;
  <scopeClean()>
  return <ruleReturnValue()>;
}
<endif>
>>

/** How to generate
code for a rule. This includes any return type
* data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
/**
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
static <returnType()>
<ruleName>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope()>)

```

```

{
  <if(trace)>ANTLR3_PRINTF("enter <ruleName> %s failed=%d, backtracking=%d\n", LT(1),
BACKTRACKING);<endif>
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <ruleLabelDefs()>
  <ruleInitializations()>
  <ruleDescriptor.actions.init>
  <ruleMemoization(rname=ruleName)>
  <ruleLabelInitializations()>
  <@preamble()>
  {
    <block>
  }

  <ruleCleanUp()>
  <if(exceptions)>
    if (HASEXCEPTION())
    {
      <exceptions: {e|<catch(decl=e.decl,action=e.action)><\n>}>
    }
    else
    {
      <(ruleDescriptor.actions.after):execAfter()>
    }
  <else>
    <if(!emptyRule)>
      <if(actions.(actionScope).rulecatch)>
        <actions.(actionScope).rulecatch>
      <else>
        if (HASEXCEPTION())
        {
          PREPORTERROR();
          PRECOVER();
          <@setErrorReturnValue()>
        }
        <if(ruleDescriptor.actions.after)>
        else
        {
          <(ruleDescriptor.actions.after):execAfter()>
        }<\n>
        <endif>
      <endif>
    <endif>
  <endif>

  <if(trace)>ANTLR3_PRINTF("exit <ruleName> %d failed=%s backtracking=%s\n", LT(1), failed,
BACKTRACKING);<endif>

```

```

    <memoize(>
<if(finally)>
    <finalCode(finalBlock=finally)>
<endif>
    <scopeClean(>
    <@postamble(>
    return <ruleReturnValue(>;
}
/* $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{
    <finalBlock>
}

>>

catch(decl,action) ::= <<
/* catch(decl,action)
*/
{
    <e.action>
}

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(>
    retval;<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name>;
}>
<endif>
<if(memoize)>
ANTLR3_MARKER <ruleDescriptor.name>_StartIndex;
<endif>
>>

ruleInitializations() ::= <<
/* Initialize rule variables
*/
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.returnScope.attributes:{ a |
<if(a.initValue)>retval.<a.name> = <a.initValue>;<endif>
}>

```



```

<else>
<ruleDescriptor.returnScope.attributes:{ a |
<if(a.initValue)><a.name> = <a.initValue>;<endif>
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_startIndex = INDEX();<\n>
<endif>
<ruleDescriptor.useScopes:{ it |<scopeTop(it)> = <scopePush(it)>;}; separator="\n">
<ruleDescriptor.ruleScope:{ it |<scopeTop(it.name)> = <scopePush(it.name)>;}; separator="\n">
>>

```

```

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
: {it |<labelType> <it.label.text>;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
: {it |pANTLR3_VECTOR list_<it.label.text>;};
separator="\n"
>
<[ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
: ruleLabelDef(); separator="\n"
>
>>

```

```

ruleLabelInitializations() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
: {it |<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
: {it |list_<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
: ruleLabelInitVal(); separator="\n"
>
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!ruleDescriptor.isSynPred)>
retval.start = LT(1); retval.stop = retval.start;<\n>
<endif>
<endif>
>>

```

```

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it |<labelType> <it.label.text>;}; separator="\n"
>

```

```

<ruleDescriptor.charLabels:{it |ANTLR3_UINT32 <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleListLabels]
: {it |pANTLR3_INT_TRIE list_<it.label.text>;}; separator="\n"
>
>>

```

```

lexerRuleLabelInit() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it |<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleListLabels]
: {it |list_<it.label.text> = antlr3IntTrieNew(31);}; separator="\n"
>
>>

```

```

lexerRuleLabelFree() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it |<it.label.text> = NULL;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleListLabels]
: {it |list_<it.label.text>->free(list_<it.label.text>);}; separator="\n"
>
>>

```

```

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

```

```
memoize()
```

```

 ::= <<
 <if(memoize)>
 <if(backtracking)>
 if ( BACKTRACKING>0 ) { MEMOIZE(<ruleDescriptor.index>, <ruleDescriptor.name>_startIndex); }
 <endif>
 <endif>
 >>

```

```

 ruleCleanUp() ::= <<

 // This is where rules clean up and exit
 //
 goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
 rule<ruleDescriptor.name>Ex: ;
 <if(ruleDescriptor.hasMultipleReturnValues)>
 <if(!TREE_PARSER)>
 <if(!ruleDescriptor.isSynPred)>
 retVal.stop = LT(-1);<\n>
 <endif>
 <endif>
 <endif>
 >>

```

```

 scopeClean() ::= <<
 <ruleDescriptor.useScopes:{ it |<scopePop(it)>}; separator="\n">
 <ruleDescriptor.ruleScope:{ it |<scopePop(it.name)>}; separator="\n">

 >>

 /** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules, which do not produce tokens.
 */
 lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
 // Comes from: <block.description>
 /** \brief Lexer rule generated by ANTLR3
 *
 * $ANTLR start <ruleName>
 *
 * Looks to match the characters the constitute the
 token <ruleName>
 * from the attached input stream.
 *
 *
 * \remark
 * - lexer->error == ANTLR3_TRUE if an exception was thrown.
 */
 static ANTLR3_INLINE
 void m<ruleName>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
 <endif><ruleDescriptor.parameterScope:parameterScope()>)

```

```

{
  ANTLR3_UINT32 _type;
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <lexerRuleLabelDefs()>
  <if(trace)>System.out.println("enter <ruleName> "+(char)LA(1)+"
line="+GETLINE()+": "+GETCHARPOSITIONINLINE()+" failed="+failed+"
backtracking="+BACKTRACKING);<endif>

<if(nakedBlock)>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  <ruleDescriptor.actions.init>

  <block><\n>
<else>
  <ruleMemoization(rname=ruleName)>
  <lexerRuleLabelInit()>
  _type = <ruleName>;

  <ruleDescriptor.actions.init>

  <block>
  LEXSTATE->type = _type;
<endif>
  <if(trace)> ANTLR3_FPRINTF(stderr, "exit <ruleName> '%c' line=%d:%d failed = %d, backtracking
=%d\n",LA(1),GETLINE(),GETCHARPOSITIONINLINE(),failed,BACKTRACKING);<endif>
  <ruleCleanUp()>
  <lexerRuleLabelFree()>
  <(ruleDescriptor.actions.after):execAfter()>
  <memoize>
}
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
/** This is the entry point in to the lexer from an object that
 * wants to generate the next token, such as a pCOMMON_TOKEN_STREAM
 */
static void
mTokens(p<name> ctx)
{
  <block><\n>

  goto ruleTokensEx; /* Prevent compiler warnings */

```

```
ruleTokensEx ;
```

```
}
```

```
>>
```

```
// S U B R U L E S
```

```
/** A (...) subrule with multiple alternatives */
```

```
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
```

```
// <fileName>:<description>
```

```
{
```

```
  int alt<decisionNumber>=<maxAlt>;
```

```
  <decls>
```

```
  <@predecision()>
```

```
  <decision>
```

```
  <@postdecision()>
```

```
  <@prebranch()>
```

```
  switch (alt<decisionNumber>)
```

```
  {
```

```
    <alts:{ a | <altSwitchCase(i,a)> }>
```

```
  }
```

```
  <@postbranch()>
```

```
}
```

```
>>
```

```
/** A rule block with multiple alternatives */
```

```
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
```

```
{
```

```
  // <fileName>:<description>
```

```
  ANTLR3_UINT32 alt<decisionNumber>;
```

```
  alt<decisionNumber>=<maxAlt>;
```

```
  <decls>
```

```
  <@predecision()>
```

```
  <decision>
```

```
  <@postdecision()>
```

```
  switch (alt<decisionNumber>)
```

```
  {
```

```
    <alts:{ a | <altSwitchCase(i,a)> }>
```

```
  }
```

```
}
```

```
>>
```

```
ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
```

```
// <fileName>:<description>
```

```
<decls>
```

```

<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
n)
::= <<
// <fileName>:<description>
{
  int cnt<decisionNumber>=0;
  <decls>
  <@preloop()>

  for (;)
  {
    int alt<decisionNumber>=<maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
    switch (alt<decisionNumber>)
    {
      <alts:{ a | <altSwitchCase(i,a)>}>
      default:

    if ( cnt<decisionNumber> >= 1 )
    {
      goto loop<decisionNumber>;
    }
    <ruleBacktrackFailure()>
    <earlyExitEx()>
    <@earlyExitException()>
    goto rule<ruleDescriptor.name>Ex;
  }
  cnt<decisionNumber>++;
  }
  loop<decisionNumber>; /* Jump to here if this rule does not match */
  <@postloop()>

```

```

}
>>

earlyExitEx() ::= <<
/* mismatchedSetEx()
*/
CONSTRUCTEX();
EXCEPTION->type = ANTLR3_EARLY_EXIT_EXCEPTION;
EXCEPTION->name = (void *)ANTLR3_EARLY_EXIT_NAME;
<\n>
>>
positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
::= <<

// <fileName>:<description>
<decls>

<@preloop()>
for (;;)
{
    int alt<decisionNumber>=<maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
    switch (alt<decisionNumber>)
    {
    <alts:{ a | <altSwitchCase(i,a)> }>
    default:
        goto loop<decisionNumber>; /* break out of the loop */
        break;
    }
}
loop<decisionNumber>; /* Jump out to here if this rule does not match */
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by antlr before code generation
* so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

```

```

/** A case in a switch that jumps to an alternative given the alternative
 * number. A DFA predicts the alternative and then a simple switch
 * does the jump to the code that actually matches that alternative.
 */
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
  <@prealt()>
  <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
  <@declarations()>
  <@initializations()>
  <elements:element()>
  <rew>
  <@cleanup()>
}
>>

// E L E M E N T S
/** What to emit when there is no rewrite. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> = (<labelType>)<endif> MATCHT(<token>,
&FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

```



```

listLabel(label,elem) ::= <<
if (list_<label> == NULL)
{
    list_<label>=ctx->vectors->newVector(ctx->vectors);
}
list_<label>->add(list_<label>,
    <elem>, NULL);
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHC(<char>);
<checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHRANGE(<a>, <b>);
<checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= LA(1);<\n>
<else>
<label>=(<labelType>)LT(1);<\n>
<endif>
<endif>
if ( <s> )
{
    CONSUME();
    <postmatchCode>
<if(!LEXER)>
    PERRORRECOVERY=ANTLR3_FALSE;
<endif>
    <if(backtracking)>FAILEDFLAG=ANTLR3_FALSE;<\n><endif>
}
else
{

```

```

    <ruleBacktrackFailure()>
    <mismatchedSetEx()>
    <@mismatchedSetException()>
<if(LEXER)>
    LRECOVER();
<else>
    RECOVERFROMMISMATCHEDSET(&FOLLOW_set_in_<ruleName><elementIndex>);
<endif>

    goto rule<ruleDescriptor.name>Ex;
}<\n>
>>

mismatchedSetEx() ::= <<
CONSTRUCTEX();
EXCEPTION->type      = ANTLR3_MISMATCHED_SET_EXCEPTION;
EXCEPTION->name      = (void *)ANTLR3_MISMATCHED_SET_NAME;
<if(PARSER)>
EXCEPTION->expectingSet = &FOLLOW_set_in_<ruleName><elementIndex>;
<endif>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
<label>Start = GETCHARINDEX();
MATCHS(<string>);
<checkRuleBacktrackFailure()>
<label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
<label>->setType(<label>, ANTLR3_TOKEN_INVALID);
<label>->setStartIndex(<label>, <label>Start);
<label>->setStopIndex(<label>, GETCHARINDEX()-1);
<label>->input = INPUT->tstream->istream;
<else>
MATCHS(<string>);
<checkRuleBacktrackFailure()><\n>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<if(label)>

```

```

<label>=(<labelType>)LT(1);<\n>
<endif>
MATCHANYT();
<checkRuleBacktrackFailure()>
>>

```

```

wildcardAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

```

```

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = LA(1);<\n>
<endif>
MATCHANY();
<checkRuleBacktrackFailure()>
>>

```

```

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>

```

```

/** Match a rule reference by invoking it possibly with arguments
 * and a return value or values. The 'rule' argument was the
 * target rule name, but now is type Rule, whose toString is
 * same: the rule name. Now though you can access full rule
 * descriptor stuff.
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
FOLLOWPUSH(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)>ctx-><scope:delegateName()>-><endif><rule.name>(ctx<if(scope)>-
-><scope:delegateName()><endif><if(args)>,
<args; separator=","><endif>);<\n>
FOLLOWPOP();
<checkRuleBacktrackFailure()>
>>

```

```

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

```

```

/** A lexer rule reference

```

```

* The 'rule' argument was the target rule name, but now
* is type Rule, whose toString is same: the rule name.
* Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
/* <description> */
<if(label)>
{
  ANTLR3_MARKER <label>Start<elementIndex> = GETCHARINDEX();
  <if(scope)>ctx-><scope.delegateName()-><endif>m<rule.name>(ctx<if(scope)>-
><scope.delegateName()-><endif> <if(args)>, <endif><args; separator=", ">;
  <checkRuleBacktrackFailure()->
  <label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
  <label>->setType(<label>, ANTLR3_TOKEN_INVALID);
  <label>->setStartIndex(<label>, <label>Start<elementIndex>);
  <label>->setStopIndex(<label>, GETCHARINDEX()-1);

  <label>->input = INPUT;
}
<else>
<if(scope)>ctx-><scope.delegateName()-><endif>m<rule.name>(ctx<if(scope)>-
><scope.delegateName()-><endif> <if(args)>, <endif><args; separator=", ">;
<checkRuleBacktrackFailure()->
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
{
  ANTLR3_UINT32 <label>Start<elementIndex>;
  <labelType> <label>;
  <label>Start<elementIndex> = GETCHARINDEX();
  MATCHC(ANTLR3_CHARSTREAM_EOF);
  <checkRuleBacktrackFailure()->
  <label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
  <label>->setType(<label>, ANTLR3_TOKEN_EOF);
  <label>->setStartIndex(<label>, <label>Start<elementIndex>);
  <label>->setStopIndex(<label>, GETCHARINDEX()-1);
  <label>->input = INPUT->tstream->istream;
}
<else>

```

```

MATCHC(ANTLR3_CHARSTREAM_EOF);
<checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()          ::= "int <recRuleArg()>"
recRuleArg()             ::= "_p"
recRuleAltPredicate(ruleName,opPrec) ::= "<recRuleArg()> |<= <opPrec>"
recRuleSetResultAction() ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name)    ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( LA(1)==ANTLR3_TOKEN_DOWN ) {
    MATCHT(ANTLR3_TOKEN_DOWN, NULL);
    <checkRuleBacktrackFailure()>
    <children:element()>
    MATCHT(ANTLR3_TOKEN_UP, NULL);
    <checkRuleBacktrackFailure()>
}
<else>
MATCHT(ANTLR3_TOKEN_DOWN, NULL);
<checkRuleBacktrackFailure()>
<children:element()>
MATCHT(ANTLR3_TOKEN_UP, NULL);
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate
(even when it is
* also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !( <evalPredicate(...)> ) )
{
    <ruleBacktrackFailure()>
    <newFPE(...)>
}
>>

newFPE() ::= <<
CONSTRUCTEX();
EXCEPTION->type    = ANTLR3_FAILED_PREDICATE_EXCEPTION;

```

```

    EXCEPTION->message    = (void *)"<description>";
    EXCEPTION->ruleName  = (void *)"<ruleName>";
    <\n>
>>

// F i x e d D F A (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<

{
    int LA<decisionNumber>_<stateNumber> = LA(<k>);
    <edges; separator="\nelse ">
    else
    {
<if(eotPredictsAlt)>
        alt<decisionNumber>=<eotPredictsAlt>;
<else>
        <ruleBacktrackFailure()>

        <newNVException()>
        goto rule<ruleDescriptor.name>Ex;

<endif>
    }
}
>>

newNVException() ::= <<
CONSTRUCTEX();
EXCEPTION->type        = ANTLR3_NO_VIABLE_ALT_EXCEPTION;
EXCEPTION->message    = (void *)"<description>";
EXCEPTION->decisionNum
    = <decisionNumber>;
EXCEPTION->state      = <stateNumber>;
<@noViableAltException()>
<\n>
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
    int LA<decisionNumber>_<stateNumber> = LA(<k>);
    <edges; separator="\nelse ">
}

```

```

>>

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */

dfaLoopbackStateDecls() ::= <<
ANTLR3_UINT32 LA<decisionNumber>_<stateNumber>;
>>

dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
{
/* dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
 */
int LA<decisionNumber>_<stateNumber> = LA(<k>);
<edges; separator="\nelse "><<\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else
{
alt<decisionNumber>=<eotPredictsAlt>;
}<\n>
<endif>
<endif>
}
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.
 */
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( <if(predicates)><predicates> && <endif><labelExpr> )
{
<targetState>
}
>>

// F i x e d D F A (switch case)

```

```

/** A DFA state where a SWITCH may be generated.
    The code generator
    * decides if this is possible: CodeGenerator.canGenerateSwitch().
    */
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k> )
{
<edges; separator="\n">

default:
<if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>;
<else>
    <ruleBacktrackFailure()>
    <newNVException()>
    goto rule<ruleDescriptor.name>Ex;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k> )
{
    <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k> )
{
<edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
    alt<decisionNumber>=<eotPredictsAlt>;
    break;<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it |case <it>:}; separator="\n">
{
    <targetState>
}
    break;
>>

// C y c l i c D F A

```



```

/** The code to initiate execution of
    a cyclic DFA; this is used
    * in the rule to predict an alt just like the fixed DFA case.
    * The <name> attribute is inherited via the parser, lexer, ...
    */
dfaDecision(decisionNumber,description) ::= <<
    alt<decisionNumber> = cdfa<decisionNumber>.predict(ctx, RECOGNIZER, ISTREAM,
    &cdfa<decisionNumber>);
    <checkRuleBacktrackFailure()>
    >>

/* Dump DFA tables as static initialized arrays of shorts(16 bits)/characters(8 bits)
    * which are then used to statically initialize the dfa structure, which means that there
    * is no runtime initialization whatsoever, other than anything the C compiler might
    * need to generate. In general the C compiler will lay out memory such that there is no
    * runtime code required.
    */
cyclicDFA(dfa) ::= <<
/** Static dfa state tables for Cyclic dfa:
    * <dfa.description>
    */
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_eot[<dfa.numberofStates>] =
    {
    <dfa.eot; wrap="\n", separator=", ", null="-1">
    };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_eof[<dfa.numberofStates>]
=
    {
    <dfa.eof; wrap="\n", separator=", ", null="-1">
    };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_min[<dfa.numberofStates>] =
    {
    <dfa.min; wrap="\n", separator=", ", null="-1">
    };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_max[<dfa.numberofStates>] =
    {
    <dfa.max; wrap="\n", separator=", ", null="-1">
    };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_accept[<dfa.numberofStates>] =
    {
    <dfa.accept; wrap="\n", separator=", ", null="-1">
    };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_special[<dfa.numberofStates>] =
    {
    <dfa.special; wrap="\n", separator=", ", null="-1">
    };

```

```

/** Used when there is no transition table entry for a particular state */
#define dfa<dfa.decisionNumber>_T_empty  NULL

<dfa.edgeTransitionClassMap.keys:{ table |
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_T<i0>[] =
{
<table; separator=", ", wrap="\n", null="-1">
\};}; null = "">

/* Transition tables are
a table of sub tables, with some tables
* reused for efficiency.
*/
static const ANTLR3_INT32 * const dfa<dfa.decisionNumber>_transitions[] =
{
<dfa.transitionEdgeTables:{ xref|dfa<dfa.decisionNumber>_T<xref>}; separator=", ", wrap="\n", null="_empty">
};

<if(dfa.specialStateSTs)>
static ANTLR3_INT32 dfa<dfa.decisionNumber>_sst(p<name> ctx, pANTLR3_BASE_RECOGNIZER recognizer,
pANTLR3_INT_STREAM is, pANTLR3_CYCLIC_DFA dfa, ANTLR3_INT32 s)
{
ANTLR3_INT32  _s;

_s  = s;
switch (s)
{
<dfa.specialStateSTs:{state |
case <i0>:

<state>}; separator="\n">
}
<if(backtracking)>
if (BACKTRACKING > 0)
{
FAILEDFLAG = ANTLR3_TRUE;
return -1;
}
<endif>

CONSTRUCTEX();
EXCEPTION->type      = ANTLR3_NO_VIABLE_ALT_EXCEPTION;
EXCEPTION->message   = (void *)"<dfa.description>";
EXCEPTION->decisionNum = <dfa.decisionNumber>;
EXCEPTION->state     = _s;
<@noViableAltException()>
return -1;
}

```

```

<endif>

<@errorMethod()>

/*
Declare tracking structure for Cyclic DFA <dfa.decisionNumber>
*/
static
ANTLR3_CYCLIC_DFA cdfa<dfa.decisionNumber>
= {
    <dfa.decisionNumber>, /* Decision number of this dfa */
    /* Which decision this represents: */
    (const pANTLR3_UCHAR)"<dfa.description>",
<if(dfa.specialStateSTs)>
    (CDFA_SPECIAL_FUNC) dfa<dfa.decisionNumber>_sst,
<else>
    (CDFA_SPECIAL_FUNC) antlr3dfaspecialStateTransition, /* Default special state transition function */
<endif>

    antlr3dfaspecialTransition, /* DFA specialTransition is currently just a default function in the runtime */
    antlr3dfapredict, /* DFA simulator function is in the runtime */
    dfa<dfa.decisionNumber>_eot, /* EOT table */
    dfa<dfa.decisionNumber>_eof, /* EOF table */
    dfa<dfa.decisionNumber>_min, /* Minimum tokens for each state */
    dfa<dfa.decisionNumber>_max, /* Maximum tokens for each state */
    dfa<dfa.decisionNumber>_accept, /* Accept
table
    dfa<dfa.decisionNumber>_special, /* Special transition states
    dfa<dfa.decisionNumber>_transitions /* Table of transition tables

};
/* End of Cyclic DFA <dfa.decisionNumber>
* -----
*/
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
* state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
    ANTLR3_UINT32 LA<decisionNumber>_<stateNumber>;<\n>
    ANTLR3_MARKER index<decisionNumber>_<stateNumber>;<\n>

    LA<decisionNumber>_<stateNumber> = LA(1);<\n>
    <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
    index<decisionNumber>_<stateNumber> = INDEX();<\n>
    REWINDLAST();<\n>

```

```

<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
SEEK(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s>=0 )
{
return s;
}
}
break;
>>

/** Just like
a fixed DFA edge, test the lookahead and indicate what
* state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( <if(predicates)><predicates> && <endif><(<labelExpr>) )
{
s = <targetStateNumber>;
}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
* always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>

// D F A E X P R E S S I O N S

andPredicates(left,right) ::= "( (<left>) && (<right>) )"

orPredicates(operands) ::= "(<operands:{o|(<o>)}; separator=\"||\">)"

notPredicate(pred) ::= "!( <evalPredicate(pred,{ })> )"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>(ctx)"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable

```

```

* somewhere. Must ask for the lookahead
directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
((LA<decisionNumber>_<stateNumber> >= <lower>) && (LA<decisionNumber>_<stateNumber> \<= <upper>))
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(LA(<k>) >= <lower>) &&
(LA(<k>) \<= <upper>))"

setTest(ranges) ::= "<ranges; separator=\\ \" \| \>"

// A T T R I B U T E S

makeScopeSet() ::= <<
/* makeScopeSet()
*/
/** Definition of the <scope.name> scope variable tracking
* structure. An instance of this structure is created by calling
* <name>_<scope.name>Push().
*/
typedef struct <scopeStruct(sname=scope.name,...)>_struct
{
/** Function that the user may provide to be called when the
* scope is destroyed (so you can free pANTLR3_HASH_TABLES and so on)
*
* \param PPointer to an instance of this typedef/struct
*/
void (ANTLR3_CDECL *free) (struct <scopeStruct(sname=scope.name,...)>_struct
* frame);

/* =====
* Programmer defined variables...
*/
<scope.attributes:{it |<it.decl>;}; separator="\n">

/* End of programmer defined variables
* =====
*/
}
<scopeStruct(sname=scope.name,...)>, * <scopeType(sname=scope.name,...)>;

>>

globalAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>

```

```

/* globalAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

ruleAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDecl(scope)
*/
<makeScopeSet(...)>
<endif>
>>

globalAttributeScopeFuncDecl(scope) ::=
<<
/* globalAttributeScopeFuncDecl(scope)
*/
<if(scope.attributes)>
/* -----
* Function declaration for creating a <name>_<scope.name> scope set
*/
static <scopeType(sname=scope.name,...)>
    <scopePushName(sname=scope.name,...)>(p<name> ctx);
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope);
/* ----- */

<endif>
>>

globalAttributeScopeFuncMacro(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeFuncMacro(scope)
*/
/** Function for popping the top value from a <scopeStack(sname=scope.name)>
*/
void
<scopePopName(sname=scope.name,...)>(p<name> ctx)
{
    // First see if the user defined a function they want to be called when a
    // scope is popped/freed.
    //
    // If the user supplied the scope entries with a free function, then call it first
    //
    if (SCOPE_TOP(<scope.name>)->free != NULL)
    {
        SCOPE_TOP(<scope.name>)->free(SCOPE_TOP(<scope.name>));
    }
}

```

```

// Now we decrement the scope's upper limit bound. We do not actually pop the scope as
// we want to reuse scope entries if we do continuous push and pops. Most scopes don't
// next too far so we don't want to keep freeing and allocating them
//
ctx-><scopeStack(sname=scope.name,...)>_limit--;
SCOPE_TOP(<scope.name>) = (<scopeType(sname=scope.name)>)(ctx-><scopeStack(sname=scope.name,...)>-
>get(ctx-><scopeStack(sname=scope.name,...)>, ctx-><scopeStack(sname=scope.name,...)>_limit - 1));
}
<endif>
>>

```

```

ruleAttributeScopeFuncDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncDecl(scope)
*/
/* -----
* Function declarations for creating a <name>_<scope.name> scope set
*/
static <scopeType(sname=scope.name,...)> <scopePushName(sname=scope.name,...)>(p<name> ctx);
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope);
/* ----- */

<endif>
>>

```

```

ruleAttributeScopeFuncMacro(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncMacro(scope)
*/
/** Function
for popping the top value from a <scopeStack(sname=scope.name,...)>
*/
void
<scopePopName(sname=scope.name,...)>(p<name> ctx)
{
// First see if the user defined a function they want to be called when a
// scope is popped/freed.
//
// If the user supplied the scope entries with a free function, then call it first
//
if (SCOPE_TOP(<scope.name>)->free != NULL)
{
SCOPE_TOP(<scope.name>)->free(SCOPE_TOP(<scope.name>));
}
}

```

```

// Now we decrement the scope's upper limit bound. We do not actually pop the scope as
// we want to reuse scope entries if we do continuous push and pops. Most scopes don't

```

```

// next too far so we don't want to keep freeing and allocating them
//
ctx-><scopeStack(sname=scope.name,...)>_limit--;
SCOPE_TOP(<scope.name>) = (<scopeType(sname=scope.name)>)(ctx-><scopeStack(sname=scope.name,...)>-
>get(ctx-><scopeStack(sname=scope.name,...)>, ctx-><scopeStack(sname=scope.name,...)>_limit - 1));
}

<endif>
>>

globalAttributeScopeDef(scope)
::=
<<
/* globalAttributeScopeDef(scope)
*/
<if(scope.attributes)>
/** Pointer to the <scope.name> stack for use by <scopePushName(sname=scope.name)>()
* and <scopePopName(sname=scope.name,...)>()
*/
pANTLR3_STACK <scopeStack(sname=scope.name)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name)>_limit;
/** Pointer to the top of the stack for the global scope <scopeStack(sname=scope.name)>
*/
<scopeType(sname=scope.name,...)> (*<scopePushName(sname=scope.name,...)>)(struct <name>_Ctx_struct *
ctx);
<scopeType(sname=scope.name,...)> <scopeTopDecl(sname=scope.name,...)>;

<endif>
>>

ruleAttributeScopeDef(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDef(scope)
*/
/** Pointer to the <scope.name> stack for use by <scopePushName(sname=scope.name)>()
* and <scopePopName(sname=scope.name,...)>()
*/
pANTLR3_STACK <scopeStack(sname=scope.name,...)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name,...)>_limit;
<scopeType(sname=scope.name,...)> (*<scopePushName(sname=scope.name,...)>)(struct
<name>_Ctx_struct * ctx);
<scopeType(sname=scope.name,...)> <scopeTopDecl(sname=scope.name,...)>;

<endif>
>>

globalAttributeScopeFuncs(scope) ::= <<
<if(scope.attributes)>

```



```

/* globalAttributeScopeFuncs(scope)
*/
<attributeFuncs(scope)>
<endif>
>>

ruleAttributeScopeFuncs(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncs(scope)
*/
<attributeFuncs(scope)>
<endif>
>>

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScope(scope)
*/
ctx-><scopePushName(sname=scope.name,...)> = <scopePushName(sname=scope.name,...)>;
ctx-><scopeStack(sname=scope.name,...)> = antlr3StackNew(0);
ctx-><scopeStack(sname=scope.name,...)>_limit = 0;
<scopeTop(sname=scope.name,...)> = NULL;
<endif>
>>

ruleAttributeScope(scope) ::=
<<
<if(scope.attributes)>
/* ruleAttributeScope(scope)
*/
ctx-><scopePushName(sname=scope.name,...)> = <scopePushName(sname=scope.name,...)>;
ctx-><scopeStack(sname=scope.name,...)> = antlr3StackNew(0);
ctx-><scopeStack(sname=scope.name,...)>_limit
= 0;
<scopeTop(sname=scope.name,...)> = NULL;
<endif>
>>
globalAttributeScopeFree(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScope(scope)
*/
ctx-><scopeStack(sname=scope.name,...)>->free(ctx-><scopeStack(sname=scope.name,...)>);
<endif>
>>

ruleAttributeScopeFree(scope) ::=
<<
<if(scope.attributes)>

```

```

/* ruleAttributeScope(scope)
*/
ctx-><scopeStack(sname=scope.name,...)>->free(ctx-><scopeStack(sname=scope.name,...)>);
<endif>
>>

scopeTopDecl(sname) ::= <<
p<name>_<sname>Top
>>

scopeTop(sname) ::= <<
ctx-><scopeTopDecl(sname=sname,...)>
>>

scopePop(sname) ::= <<
<scopePopName(sname=sname,...)>(ctx);
>>

scopePush(sname) ::= <<
p<name>_<sname>Push(ctx)
>>

scopePopName(sname) ::= <<
p<name>_<sname>Pop
>>

scopePushName(sname) ::= <<
p<name>_<sname>Push
>>

scopeType(sname) ::= <<
p<name>_<sname>_SCOPE
>>

scopeStruct(sname) ::= <<
<name>_<sname>_SCOPE
>>

scopeStack(sname) ::= <<
p<name>_<sname>Stack
>>

attributeFuncs(scope)
::= <<
<if(scope.attributes)>
/* attributeFuncs(scope)
*/

```

```

static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope)
{
    ANTLR3_FREE(scope);
}

/** \brief Allocate initial memory for a <name> <scope.name> scope variable stack entry and
 *     add it to the top of the stack.
 *
 * \remark
 * By default the structure is freed with ANTLR_FREE(), but you can use the
 * the \@init action to install a pointer to a custom free() routine by
 * adding the code:
 * \code
 * <scopeTop(sname=scope.name)>->free = myroutine;
 * \endcode
 *
 * With lots of comments of course! The routine should be declared in
 * \@members { } as:
 * \code
 * void ANTLR3_CDECL myfunc( <scopeType(sname=scope.name)> ptr).
 * \endcode
 *
 * It should perform any custom freeing stuff that you need (call ANTLR_FREE3, not free())
 * NB: It should not free the pointer it is given, which is the scope stack entry itself
 * and will be freed by the function that calls your custom
 * free routine.
 */
static <scopeType(sname=scope.name)>
<scopePushName(sname=scope.name)>(p<name> ctx)
{
    /* Pointer used to create a new set of attributes
     */
    <scopeType(sname=scope.name)>    newAttributes;

    /* Allocate the memory for a new structure if we need one.
     */
    if (ctx-><scopeStack(sname=scope.name)>->size(ctx-><scopeStack(sname=scope.name)>) > ctx-
    ><scopeStack(sname=scope.name)>_limit)
    {
        // The current limit value was less than the number of scopes available on the stack so
        // we can just reuse one. Our limit tracks the stack count, so the index of the entry we want
        // is one less than that, or conveniently, the current value of limit.
        //
        newAttributes = (<scopeType(sname=scope.name)>)ctx-><scopeStack(sname=scope.name)>->get(ctx-
    ><scopeStack(sname=scope.name)>, ctx-><scopeStack(sname=scope.name)>_limit);
    }
    else

```

```

{
    // Need a new allocation
    //
    newAttributes = (<scopeType(sname=scope.name)>)
ANTLR3_MALLOC(sizeof(<scopeStruct(sname=scope.name)>));
    if (newAttributes != NULL)
    {
        /* Standard ANTLR3 library implementation
        */
        ctx-><scopeStack(sname=scope.name)>->push(ctx-><scopeStack(sname=scope.name)>, newAttributes,
(void (*)(void *))<scope.name>Free);
    }
}

// Blank out any previous free pointer, the user might or might install a new one.
//
newAttributes->free = NULL;

// Indicate the position in the available stack that the current level is at
//
ctx-><scopeStack(sname=scope.name)>_limit++;

/* Return value is the pointer to the new entry, which may be used locally
* without de-referencing via the context.
*/
return newAttributes;
}<n>

<endif>
>>
returnStructName(r) ::= "<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
<endif>
<else>
ANTLR3_BOOLEAN
<endif>
%>

```

```

/**
Generate the C type associated with a single or multiple return
* value(s).
*/
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.grammar.recognizerName>_<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
%>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "0".
*/
initValue(typeName) ::= <<
= <cTypeInitMap.(typeName)>
>>

/** Define a rule label */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text>;
#undef RETURN_TYPE_<label.label.text>
#define RETURN_TYPE_<label.label.text> <ruleLabelType(referencedRule=label.referencedRule)><\n>
>>
/**
Rule label default value */
ruleLabelInitVal(label) ::= <<
>>

ASTLabelType() ::=
"<if(recognizer.ASTLabelType)><recognizer.ASTLabelType><else>pANTLR3_BASE_TREE<endif>"

/** Define a return struct for a rule if the code needs to access its
* start/stop tokens, tree stuff, attributes, ... Leave a hole for
* subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>

```

```

typedef struct <ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>_struct
{
<if(!TREE_PARSER)>
  /** Generic return elements for ANTLR3 rules that are not in tree parsers or returning trees
  */
  pANTLR3_COMMON_TOKEN start;
  pANTLR3_COMMON_TOKEN stop;
<else>
  <recognizer.ASTLabelType> start;
  <recognizer.ASTLabelType> stop;
<endif>
  <@ruleReturnMembers()>
  <ruleDescriptor.returnScope.attributes:{it |<it.type> <it.name>;}; separator="\n">
}
  <ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>;<\n><\n>
<endif>
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>;}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name>=<expr>";

/** Note that the scopeAttributeRef does not have access to the
* grammar name directly
*/
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
  ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get( ctx->SCOPE_STACK(<scope>), ctx->SCOPE_STACK(<scope>)->size(ctx->SCOPE_STACK(<scope>)) - <negIndex> - 1 ))-><attr.name>
<else>
<if(index)>
  ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get(ctx->SCOPE_STACK(<scope>),
(ANTLR3_UINT32)<index> ) ))-><attr.name>
<else>
  (SCOPE_TOP(<scope>))-><attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
  ((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get( ctx->SCOPE_STACK(<scope>),
ctx->SCOPE_STACK(<scope>)->size(ctx->SCOPE_STACK(<scope>)) - <negIndex> - 1 ))-><attr.name> =
<expr>;

```

```

<else>
<if(index)>
((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>)->get(ctx->SCOPE_STACK(<scope>),
(ANTLR3_UINT32)<index> ) )-><attr.name> = <expr>;
<else>
(SCOPE_TOP(<scope>))-><attr.name>=<expr>;
<endif>
<endif>
%>

```

```

/** $x is either global scope or x is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "ctx->SCOPE_STACK(<scope>)"

```

```

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<scope>.<attr.name>
<else>
<scope>
<endif>
>>

```

```

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>

```

```

returnSetAttributeRef(ruleDescriptor,attr,expr)
::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>=<expr>;
<else>
<attr.name>=<expr>;
<endif>
>>

```

```

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

```

```

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

```

```

// not sure the next are the right approach
//
tokenLabelPropertyRef_text(scope,attr) ::= "<scope>->getText(<scope>)"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>->getType(<scope>)"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>->getLine(<scope>)"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>->getCharPositionInLine(<scope>)"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>->getChannel(<scope>)"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>->getTokenIndex(<scope>)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>->tree"
tokenLabelPropertyRef_int(scope,attr) ::= "<scope>->getText(<scope>->toInt32(<scope>->getText(<scope>)))"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr)
 ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
(STRSTREAM->toStringSS(STRSTREAM, <scope>.start, <scope>.start))
<else>
(STRSTREAM->toStringTT(STRSTREAM, <scope>.start, <scope>.stop))
<endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "<scope>->getType(<scope>)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "<scope>->getLine(<scope>)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "<scope>->getCharPositionInLine(<scope>)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "<scope>->getChannel(<scope>)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "<scope>->getTokenIndex(<scope>)"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "<scope>->getText(<scope>)"

// Somebody may ref $template
// or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
INPUT->toStringSS(INPUT, ADAPTOR->getTokenStartIndex(ADAPTOR, retval.start), ADAPTOR-
>getTokenStopIndex(ADAPTOR, retval.start))
<else>
STRSTREAM->toStringTT(STRSTREAM, retval.start, LT(-1))
<endif>

```



```

>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "LEXER->getText(LEXER)"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "LEXSTATE->tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "LEXSTATE->tokenStartCharPositionInLine"
lexerRulePropertyRef_channel(scope,attr) ::= "LEXSTATE->channel"
lexerRulePropertyRef_start(scope,attr) ::= "LEXSTATE->tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(LEXER->getCharIndex(LEXER)-1)"
lexerRulePropertyRef_index(scope,attr)
::= "-1" // undefined token index in lexer
lexerRulePropertyRef_int(scope,attr) ::= "LEXER->getText(LEXER)->toInt32(LEXER->getText(LEXER))"

// setting $st and $tree is allowed in local rule. everything else is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree=<expr>";
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st=<expr>";

/** How to deal with an @after for C targets. Because we cannot rely on
 * any garbage collection, after code is executed even in backtracking
 * mode. Must be documented clearly.
 */
execAfter(action) ::= <<
{
  <action>
}
>>

/** How to execute an action (when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> )
{
  <action>
}
<else>
if ( BACKTRACKING == 0 )
{
  <action>
}
<endif>
<else>
{
  <action>
}

```

```

<endif>
>>

// M I S C (properties, etc...)

bitsetDeclare(name, words64) ::= <<

/** Bitset defining follow
    set for error recovery in rule state: <name> */
static ANTLR3_BITWORD <name>_bits[] = { <words64:{it |ANTLR3_UINT64_LIT(<it>)}; separator=", "> };
static ANTLR3_BITSET_LIST <name> = { <name>_bits, <length(words64)> };
>>

bitset(name, words64) ::= <<
antlr3BitsetSetAPI(&<name>);<\n>
>>

codeFileExtension() ::= ".c"

true_value() ::= "ANTLR3_TRUE"
false_value() ::= "ANTLR3_FALSE"

```

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/C/C.stg

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```

/*
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 *
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*/

```
dfa(decisionRanks,states,edges,rankdir,startState,useBox) ::= <<
```

```
digraph NFA {  
<if(rankdir)>rankdir=<rankdir>;<endif>  
<decisionRanks; separator="\n">  
<states; separator="\n">  
<edges; separator="\n">  
}  
>>
```

```
nfa(decisionRanks,states,edges,rankdir,startState) ::= <<
```

```
digraph NFA {  
rankdir=LR;  
<decisionRanks; separator="\n">  
<states;  
separator="\n">  
<edges; separator="\n">  
}  
>>
```

```
decision-rank(states) ::= <<
```

```
{rank=same; rankdir=TB; <states; separator=" "; >}  
>>
```

```
edge(src,target,label,arrowhead) ::= <<
```

```
<src> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7, label = "<label>"<if(arrowhead)>, arrowhead =  
<arrowhead><endif>];  
>>
```

```
action-edge(src,target,label,arrowhead) ::= <<
```

```
<src> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7, label = "<label>"<if(arrowhead)>, arrowhead =  
<arrowhead><endif>];  
>>
```

```
epsilon-edge(src,target,label,arrowhead) ::= <<
```

```
<src> -> <target> [fontname="Times-Italic", label = "e"];  
>>
```

```
state(name,useBox) ::= <<
node [fontsize=11, shape = <if(useBox)>box<else>circle, fixedsize=true, width=.4<endif>]; <name>
>>
```

```
stopstate(name,useBox) ::= <<
node [fontsize=11, shape = <if(useBox)>polygon,sides=4,peripheries=2<else>doublecircle, fixedsize=true,
width=.6<endif>]; <name>
>>
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/tool/templates/dot/dot.stg
No license file was found, but licenses were detected in source scan.
```

```
/*
```

```
[The "BSD license"]
```

```
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```

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```
*/
```

```
@outputFile.imports() ::= <<
```

```
<@super.imports(>
```

```
<if(!TREE_PARSER)><! tree parser would already have imported !>
```

```
import org.antlr.runtime.tree.*;<\n>
```

```
<endif>
```

```

>>

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
protected TreeAdaptor adaptor = new CommonTreeAdaptor();

public void setTreeAdaptor(TreeAdaptor adaptor) {
    this.adaptor = adaptor;
    <grammar.directDelegates: {g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>
}
public
TreeAdaptor getTreeAdaptor() {
    return adaptor;
}
>>

@returnScope.ruleReturnMembers() ::= <<
<ASTLabelType> tree;
@Override
public <ASTLabelType> getTree() { return tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0 = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<if(!ruleDescriptor.isSynPred)>
<[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
ruleDescriptor.wildcardTreeListLabels]:{it | <ASTLabelType> <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{it | <ASTLabelType> <it.label.text>_tree=null;}; separator="\n">
<if(ruleDescriptor.supportsLabelOptimization)>
<ruleDescriptor.allTokenRefsInRewrites
:{it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInRewrites
:{it | RewriteRuleSubtreeStream
stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");}; separator="\n">
<else>
<ruleDescriptor.allTokenRefsInAltsWithRewrites

```

```

: {it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
: {it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");};
separator="\n">
<endif>
<endif>
>>

/** When doing auto AST construction, we must define some variables;
 * These should be turned off if doing rewrites. This must be a "mode"
 * as a rule could have both rewrite and AST within the same alternative
 * block.
 */
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode && !ruleDescriptor.isSynPred)>
root_0 = (<ASTLabelType>)adaptor.nil();<\n>
<endif>
<endif>
<endif>
>>

// Tracking Rule Elements

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,terminalOptions={})
::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
 * to the tracking list stream_ID for use in the rewrite.
 */
tokenRefTrackAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label, ...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */

```

```

tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,terminalOptions={ }) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label, ...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope)
::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.getTree());
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(label, {<label>.getTree()})>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.getTree());
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(label, {<label>.getTree()})>
>>

// R e w r i t e

rewriteCode(
alts, description,
referencedElementsDeep, // ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,
referencedWildcardListLabels,
rewriteBlockLevel,
enclosingTreeLevel, treeLevel) ::=
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">

```

```

// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
<endif>
<prevRuleRootRef(>.tree = root_0;
<rewriteCodeLabels(>
root_0 = (<ASTLabelType>)adaptor.nil();
<alts:rewriteAlt(> separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef(>.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
input.replaceChildren(adaptor.getParent(retval.start),
    adaptor.getChildIndex(retval.start),
    adaptor.getChildIndex(_last),
    retval.tree);
<endif>
<endif>
<!
if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef(>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef(>.tree = root_0;
<endif>
<endif>
<endif>
<endif>
}
<endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
: {it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>)};
separator="\n"
>
<referencedTokenListLabels
: {it | RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>)};
separator="\n"
>
<referencedWildcardLabels
: {it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>)};

```



```

separator="\n"
>
<referencedWildcardListLabels
:{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",list_<it>)};
separator="\n"
>
<referencedRuleLabels
:{it | RewriteRuleSubtreeStream
stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>",<it>!=null?<it>.getTree():null)};
separator="\n"
>
<referencedRuleListLabels
:{it | RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"token <it>",list_<it>)};
separator="\n"
>
>>

```

```

/** Generate code for an optional rewrite block; note it uses the deep ref'd element

```

```

* list rather shallow like other blocks.

```

```

*/

```

```

rewriteOptionalBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext()}; separator="||"> ) {
<alt>
}
<referencedElementsDeep:{el | stream_<el>.reset();<n>}>
>>

```

```

rewriteClosureBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
// <fileName>:<description>
while ( <referencedElements:{el
| stream_<el>.hasNext()}; separator="||"> ) {
<alt>
}
<referencedElements:{el | stream_<el>.reset();<n>}>
>>

```

```

rewritePositiveClosureBlock(

```

```

alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::=
<<
if ( !( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) ) {
  throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}>
>>

```

```

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
  <a.alt>
}<\n>
<else>
{
  <a.alt>
}<\n>
<endif>
>>

```

```

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

```

```

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
  <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
  <root:rewriteElement()>
  <children:rewriteElement()>
  adaptor.addChild(root_<enclosingTreeLevel>,
    root_<treeLevel>);
}<\n>
>>

```

```

rewriteElementList(elements) ::= "<elements:rewriteElement()>"

```

```

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

```

```

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,args,terminalOptions={}) ::= <<
adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args]
...) */
rewriteTokenRefRoot(token,elementIndex,args,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);
>>

rewriteImaginaryTokenRef(args,token,elementIndex,terminalOptions={}) ::= <<
adaptor.addChild(root_<treeLevel>, <createImaginaryNode(token,args,terminalOptions)>);
>>

rewriteImaginaryTokenRefRoot(args,token,elementIndex,terminalOptions={}) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<createImaginaryNode(token,args,terminalOptions)>,
root_<treeLevel>);
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;
>>

/** What is the name of the previous value of this rule's root tree? This
* let's us refer to $rule to mean previous value. I am reusing the
* variable 'tree' sitting in retval struct to hold the value of root_0 right
* before I set it during rewrites. The assign will be to retval.tree.

```

```

*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule)
 ::= <<
 adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());
 >>

rewriteRuleRefRoot(rule) ::= <<
 root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>);
 >>

rewriteNodeAction(action) ::= <<
 adaptor.addChild(root_<treeLevel>, <action>);
 >>

rewriteNodeActionRoot(action) ::= <<
 root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<action>, root_<treeLevel>);
 >>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
 adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
 >>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
 adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
 >>

/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
 root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
 >>

/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label)
 ::= <<
 root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
 >>

rewriteWildcardLabelRef(label) ::= <<
 adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
 >>

createImaginaryNode(tokenType,args,terminalOptions={ }) ::= <%
 <if(terminalOptions.node)>

```

```

<! new MethodNode(IDLabel, args) !>
new <terminalOptions.node>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.create(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>"<endif>)
<endif>
%>

```

```

createRewriteNodeFromElement(token,args,terminalOptions={}) ::= <%
<if(terminalOptions.node)>
new <terminalOptions.node>(stream_<token>.nextToken(<if(args)>, <args; separator=", "><endif>)
<else>
<if(args)> <! must create new node from old !>
adaptor.create(<token>, <args; separator=", ">)
<else>
stream_<token>.nextNode()
<endif>
<endif>
%>

```

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Java/AST.stg
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/*

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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance

* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.

*/

```
parserMembers() ::= <<
protected DebugTreeAdaptor adaptor =
    new DebugTreeAdaptor(null,new CommonTreeAdaptor());
public void setTreeAdaptor(TreeAdaptor adaptor) {
    this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
}
public TreeAdaptor getTreeAdaptor()
{
    return adaptor;
}<\n>
>>
```

```
parserCtorBody() ::= <<
```

```
>>
```

```
createListenerAndHandshake() ::= <<
<super.createListenerAndHandshake(>
>>
```

```
ctorForPredefinedListener() ::= <<
```

```
>>
```

```
@rewriteElement.pregen() ::= ""
```

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/C/ASTDbg.stg

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*/

group Delphi;

```
csharpTypeInitMap ::= [
  "int": "0",
  "uint": "0",
  "long": "0",
  "ulong": "0",
  "float": "0.0",
  "double": "0.0",
  "bool": "False",
  "byte": "0",
  "sbyte": "0",
  "short": "0",
  "ushort": "0",
  "char": "#0",
  "string": "",
  "String": "",
  default: "nil" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods
for rules
* and cyclic DFAs plus support code.
* LEXER (Boolean): should we generate lexer code?
* PARSER (Boolean): should we generate parser code?
* TREE_PARSER (Boolean): should we generate tree parser code?
* actionScope (String): 'lexer', 'parser', 'tree_parser' or custom scope
* actions (HashMap):
```

```

* docComment (String): document comment
* recognizer (Object): recognizer class generator
* name (String): name of grammar
* tokens (HashMap<name: String, type: Integer>):
* tokenNames:
* rules:
* cyclicDFAs:
* bitsets:
* buildTemplate (Boolean): should we generate a string template?
* buildAST (Boolean): should we generate an AST?
* rewriteMode (Boolean): are we rewriteing nodes?
* profile (Boolean):
* backtracking (Boolean): backtracking mode?
* synpreds (): syntactic predicates
* memoize (Boolean): should we memoize?
* numRules (Integer): number of rules
* fileName (String): fully qualified name of original .g file
* ANTLRVersion
(String): ANTLR version in Major.Minor.Build format
* generatedTimestamp (String): date/time when the file is generated
* trace (Boolean): should we trace input/output?
* scopes:
* superClass (String): name of base class, or empty string
* literals:
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
    docComment, recognizer,
    name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::=
<<
unit <name>;

{$HINTS OFF}

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<actions.(actionScope).header>

interface

<@imports>
uses<\n>
<@end>
<actions.(actionScope).usesInterface>
<if(TREE_PARSER)>

```



```

Antlr.Runtime.Tree,<\n>
<endif>
Antlr.Runtime,
Antlr.Runtime.Collections,
Antlr.Runtime.Tools;

<docComment>
<recognizer>
>>

/** Generates source code for the
lexer class
* grammar (Grammar object)
*/
lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
    filterMode, superClass="Lexer") ::= <<
type
I<grammar.recognizerName> = interface(I<@superClassName><superClass><@end>)
end;

T<grammar.recognizerName> = class(T<@superClassName><superClass><@end>,
I<grammar.recognizerName>)
strict private
    FCnt: array [0..<grammar.numberOfDecisions>] of Byte;
    FLA: array [0..<grammar.numberOfDecisions>, 0..255] of Integer;
    FException: ERecognitionException;
    procedure InitializeCyclicDFAs;
    <cyclicDFAs:cyclicDFADeclaration()>
public
    const
        <tokens:{<it.name> = <it.type>;}; separator="\n">
        <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
strict private
    <actions.(actionScope).memberDeclarations>
public
    // delegates
    <grammar.delegates: {g|<g.delegateName(): I<superClass>; {<g.recognizerName>}}; separator="\n">
public
    // delegators
    <grammar.delegators:
{g|<g.delegateName(): Pointer; {<g.recognizerName>}}; separator="\n">
    <last(grammar.delegators):{g|gParent: Pointer; {<g.recognizerName>}}>
protected
    { IBaseRecognizer }
    function GetGrammarFileName: String; override;
<if(filterMode)>
    function AlreadyParsedRule(const Input: IIntStream;
        const RuleIndex: Integer): Boolean; override;

```

```

    procedure Memoize(const Input: IIntStream; const RuleIndex,
        RuleStartIndex: Integer); override;
protected
    { ILexer }
    function NextToken: IToken; override;<\n>
<endif>
protected
    { ILexer }
    procedure DoTokens; override;
public
    constructor Create; overload;
    constructor Create(const AInput: ICharStream<grammar.delegators:{g|; const A<g:delegateName():
IBaseRecognizer{<g.recognizerName>}}>); overload;
    constructor Create(const AInput: ICharStream; const AState: IRecognizerSharedState<grammar.delegators:{g|;
const A<g:delegateName(): IBaseRecognizer{<g.recognizerName>}}>); overload;

    <rules: {r | <if(!r.ruleDescriptor.isSynPred)><lexerRuleDeclaration(r)><endif>}>
    <synpreds: {p | <lexerSynpredDeclaration(p)>}; separator="\n">
end;

```

implementation

uses

```

<grammar.delegates: {g|<g.recognizerName>,}; separator="\n">
<grammar.delegators: {g|<g.recognizerName>,}; separator="\n">
<actions.(actionScope).usesImplementation>
SysUtils,
StrUtils,
Math;

```

```
{ T<grammar.recognizerName> }
```

```
constructor T<grammar.recognizerName>.Create;
```

```
begin
```

```
    InitializeCyclicDFAs;
```

```
end;
```

```
constructor T<grammar.recognizerName>.Create(const AInput: ICharStream<grammar.delegators:{g|; const
A<g:delegateName(): IBaseRecognizer{<g.recognizerName>}}>);
```

```
begin
```

```
    Create(AInput, nil<grammar.delegators:{g|, A<g:delegateName()>>);
```

```
end;
```

```
constructor T<grammar.recognizerName>.Create(const AInput: ICharStream; const AState:
```

```
IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName():
```

```
IBaseRecognizer{<g.recognizerName>}}>);
```

```
begin
```

```
    inherited Create(AInput, AState);
```

```

InitializeCyclicDFAs;
{ TODO: Necessary in Delphi??? Not removed yet. }
<if(memoize)>
<if(grammar.grammarIsRoot)>
State.RuleMemoCount := <numRules>+1;<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.directDelegates:
  {g|<g.delegateName()> := T<g.recognizerName>.Create(AInput, State<trunc(g.delegators):{p|,
<p.delegateName()>>, Self);}; separator="\n">
<grammar.delegators:
  {g|<g.delegateName()> := Pointer(A<g.delegateName()>);}; separator="\n">
<last(grammar.delegators):{g|gParent := Pointer(A<g.delegateName()>);}>
<actions.(actionScope).memberInitializations>
end;
<actions.(actionScope).memberImplementations>
function T<grammar.recognizerName>.GetGrammarFileName: String;
begin
  Result := '<fileName>';
end;

<if(filterMode)>
<filteringNextToken()>
<endif>

<rules; separator="\n\n">
<synpreds:{p | <lexerSynpred(p)>>}>

procedure T<grammar.recognizerName>.InitializeCyclicDFAs;
begin
  <cyclicDFAs:{ dfa | FDFA<dfa.decisionNumber> :=
TDFA<dfa.decisionNumber>.Create(Self<@debugAddition()>);};
  separator="\n">
  <cyclicDFAs:{ dfa | <if(dfa.specialStateSTs)>FDFA<dfa.decisionNumber>.SpecialStateTransitionHandler :=
DFA<dfa.decisionNumber>_SpecialStateTransition;<endif>}; separator="\n">
end;

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
end.>>

lexerRuleDeclaration(rule) ::= <<
procedure m<rule.ruleName>>(<rule.ruleDescriptor.parameterScope:parameterScope(scope=rule)>);<\n>
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 *

```

```

* Make rule memoization happen only at levels above 1 as we start mTokens
* at backtracking==1.
*/
filteringNextToken() ::= <<
function T<grammar.recognizerName>.NextToken: IToken;
var
  M: Integer;
begin
  while (True) do
  begin
    if (Input.LA(1) = Integer(cscEOF)) then
      Exit(TToken.EOF_TOKEN);

    State.Token := nil;
    State.Channel := TToken.DEFAULT_CHANNEL;
    State.TokenStartCharIndex := Input.Index;
    State.TokenStartCharPositionInLine := Input.CharPositionInLine;
    State.TokenStartLine := Input.Line;
    State.Text := "";
    try
      M := Input.Mark();
      State.Backtracking := 1; <! means we won't throw slow exception !>
      State.Failed := False;
      mTokens();
      State.Backtracking := 0;
    <!
      mTokens backtracks with synpred at backtracking==2
      and we set the synpredgate to allow actions at level 1.
    !>
    if (State.Failed) then
    begin
      Input.Rewind(M);
      Input.Consume; <! // advance one char and try again !>
    end
    else
    begin
      Emit;
      Exit(State.Token);
    end;
  except
    on RE: ERecognitionException do
    begin
      // shouldn't happen in backtracking mode, but...
      ReportError(RE);
      Recover(RE);
    end;
  end;
end;
end;

```

```

end;

function T<grammar.recognizerName>.AlreadyParsedRule(const Input: IIntStream;
const
RuleIndex: Integer): Boolean;
begin
if (State.Backtracking > 1) then
Result := inherited AlreadyParsedRule(Input, RuleIndex)
else
Result := False;
end;

procedure T<grammar.recognizerName>.Memoize(const Input: IIntStream; const RuleIndex,
RuleStartIndex: Integer);
begin
if (State.Backtracking > 1) then
inherited Memoize(Input, RuleIndex, RuleStartIndex);
end;

>>

filteringActionGate() ::= "(State.Backtracking = 1)"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
bitsets, inputStreamType, superClass, filterMode,
ASTLabelType="ANTLRInterface", labelType, members, rewriteElementType) ::= <<
type
<rules: {r | <genericParserRuleReturnType(rule=r, ruleDescriptor=r.ruleDescriptor)>>>
I<grammar.recognizerName> = interface(I<@superClassName><superClass><@end>)
<rules: {r | <genericParserRuleInterface(rule=r, ruleDescriptor=r.ruleDescriptor)>>>
end;

T<grammar.recognizerName>
= class(T<@superClassName><superClass><@end>, I<grammar.recognizerName>)
<if(grammar.grammarIsRoot)>
public
const
TOKEN_NAMES: array [0..<length(tokenNames)>+3] of String = (
'\<invalid>',
'\<EOR>',
'\<DOWN>',
'\<UP>',
<tokenNames; separator=",\n">);
<endif>
public
const
<tokens: {<it.name> = <it.type>;}; separator="\n">

```

```

public
  // delegates
  <grammar.delegates: {g|<g:delegateName(): I<superClass>; {<g.recognizerName>}}; separator="\n">
public
  // delegators
  <grammar.delegators: {g|<g:delegateName(): Pointer; {<g.recognizerName>}}; separator="\n">
  <last(grammar.delegators):{g|gParent: Pointer; {<g.recognizerName>}}>

  <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScopeDeclaration(scope=it)><endif>}>
<@members>
  <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
public
  constructor Create(const AInput: <inputStreamType><grammar.delegators:{g|; const A<g:delegateName():
IBaseRecognizer{<g.recognizerName>}}>); overload;
  constructor Create(const AInput: <inputStreamType>; const AState:
IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName():
IBaseRecognizer{<g.recognizerName>}}>); overload;
<@end>
protected
  { IBaseRecognizer }
  function GetTokenNames: TStringArray; override;
  function GetGrammarFileName: String; override;
strict private
  <actions.(actionScope).memberDeclarations>
  <rules: {r | <genericParserRuleDeclaration(rule=r, ruleDescriptor=r.ruleDescriptor)>}>

  <! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
  // Delegated rules
  <grammar.delegatedRules:{ruleDescriptor| <delegatedRuleDeclaration(ruleDescriptor)>}>

  <synpreds:{p | <synpredDeclaration(p)>}; separator="\n">
  <cyclicDFAs:cyclicDFADeclaration()>
strict private
  FException: ERecognitionException;
  FLA: array [0..<grammar.numberofDecisions>, 0..255] of Integer;
  FCnt:
array [0..<grammar.numberofDecisions>] of Byte;
  procedure InitializeCyclicDFAs;
  <if(bitsets)>
public
  class var
    <bitsets.bitsetDecl(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>})>
public
  class procedure InitializeBitsets; static;<\n>
  <endif>
end;

```

implementation

uses

```
<grammar.delegates: {g|<g.recognizerName>,}; separator="\n">
```

```
<grammar.delegates: {g|<g.recognizerName>,}; separator="\n">
```

```
<actions.(actionScope).usesImplementation>
```

```
SysUtils,
```

```
StrUtils,
```

```
Math;
```

```
{ T<grammar.recognizerName> }
```

```
constructor T<grammar.recognizerName>.Create(const AInput: <inputStreamType><grammar.delegates:{g|; const  
A<g:delegateName(): IBaseRecognizer{<g.recognizerName>}}>);
```

```
begin
```

```
Create(AInput, TRecognizerSharedState.Create<grammar.delegates: {g|, A<g:delegateName()>}>);
```

```
end;
```

```
constructor T<grammar.recognizerName>.Create(const AInput: <inputStreamType>;
```

```
const AState: IRecognizerSharedState<grammar.delegates: {g|; const A<g:delegateName()>);
```

```
IBaseRecognizer{<g.recognizerName>}}>);
```

```
begin
```

```
inherited Create(AInput, AState);
```

```
<@membersConstructor>
```

```
<@end>
```

```
<parserCtorBody()>
```

```
<grammar.directDelegates: {g|<g:delegateName()> := T<g.recognizerName>.Create(Input,  
State<trunc(g.delegates): {p|, <p:delegateName()>}, Self);}; separator="\n">
```

```
<grammar.indirectDelegates: {g | <g:delegateName()> := <g.delegate:delegateName()>.<g:delegateName()>;};  
separator="\n">
```

```
<last(grammar.delegates): {g|gParent := Pointer(A<g:delegateName()>);}>
```

```
<rules: {r | <ruleAttributeScopeInit(scope=r.ruleDescriptor.ruleScope)>}>
```

```
<scopes: {<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
```

```
<actions.(actionScope).memberInitializations>
```

```
end;
```

```
<actions.(actionScope).memberImplementations>
```

```
<grammar.delegatedRules: {ruleDescriptor| <delegatedRuleImplementation(ruleDescriptor)>}; separator="\n">
```

```
procedure T<grammar.recognizerName>.InitializeCyclicDFAs;
```

```
begin
```

```
<cyclicDFAs: {dfa | FDFA<dfa.decisionNumber> := TDFA<dfa.decisionNumber>.Create(Self);}; separator="\n">
```

```
<cyclicDFAs: {dfa | <if(dfa.specialStateSTs)>FDFA<dfa.decisionNumber>.SpecialStateTransitionHandler :=  
DFA<dfa.decisionNumber>_SpecialStateTransition;<endif>}; separator="\n">
```

```
end;
```

```
<if(bitsets)>
```

```
class procedure T<grammar.recognizerName>.InitializeBitsets;
```

```
begin
```

```

<bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>
end;
<endif>

<@membersImplementation>
<@end>

function T<grammar.recognizerName>.GetTokenNames: TStringArray;
var
  I: Integer;
begin
  SetLength(Result,Length(T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES));
  for I := 0 to Length(T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES) - 1 do
    Result[I] := T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES[I];
  end;
end;

function T<grammar.recognizerName>.GetGrammarFileName: String;
begin
  Result := '<fileName>';
end;

<rules; separator="\n\n">
<synpreds: {p | <synpred(p)>}>

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
<if(bitsets)>
initialization
  T<grammar.recognizerName>.InitializeBitsets;<\n>
<endif>
end.>>

delegatedRuleDeclaration(ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):
<returnType()>;<\n>
<else>
procedure <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);<\n>
<endif>
<endif>
>>

delegatedRuleImplementation(ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
function

```



```

T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
): I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
): <returnType()>;<\n>
<else>
procedure
T<grammar.recognizerName>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>
);<\n>
<endif>
<endif>
begin
<if(ruleDescriptor.hasReturnValue)>Result :=<endif>
T<ruleDescriptor.grammar.recognizerName>(<ruleDescriptor.grammar:delegateName()>.Implementor).<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attributes: {a|<a.name>}; separator=", ">);
end;

```

```
>>
```

```

parserCtorBody() ::= <<
InitializeCyclicDFAs;
<if(memoize)>
<if(grammar.grammarIsRoot)>
State.RuleMemoCount := <length(grammar.allImportedRules)>+1;<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators: {g|<g:delegateName()> := Pointer(A<g:delegateName()>); separator="\n">
>>

```

```

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType, superClass="Parser",
labelType="Token", members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="Token", ...)>
>>

```

```

/** How to generate a tree parser; same as parser except the input
 * stream is a different type.
 */

```

```

treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType={<ASTLabelType>}, ASTLabelType="object", superClass="TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

```

```

/** A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 * nor parameters etc..., just give simplest possible method. Don't do

```

```

* any of the normal memoization stuff in here either; it's a waste.
* As predicates cannot be inlined into the invoking rule, they need to
* be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start "<ruleName>"
procedure
T<grammar.recognizerName>.<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)
;
var
Alt: array [0..<grammar.numberOfDecisions>]
of Integer;
<ruleLabelDefVars()>
begin
<ruleLabelDefs()>
<if(trace)>
TraceIn('<ruleName>_fragment', <ruleDescriptor.index>);
try
<block>
finally
TraceOut('<ruleName>_fragment', <ruleDescriptor.index>);
end;
<else>
<block>
<endif>
end;
// $ANTLR end "<ruleName>"
>>

synpredDecls(name) ::= <<
SynPredPointer <name>;<\n>
>>

synpred(name) ::= <<

function T<grammar.recognizerName>.<name>: Boolean;
var
Start: Integer;
Success: Boolean;
begin
State.Backtracking := State.Backtracking + 1;
<@start()>
Start := Input.Mark;
try
<name>_fragment(); // can never throw exception
except
on RE: ERecognitionException do

```

```

    WriteLn('Impossible: ' + RE.ToString);
end;
Success := not State.Failed;
Input.Rewind(Start);
<@stop()>
State.Backtracking := State.Backtracking - 1;
State.Failed := False;
Result := Success;
end;<\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

lexerSynpredDeclaration(name) ::= <<
function
<name>: Boolean;
procedure <name>_fragment;
>>

synpredDeclaration(name) ::= <<
function <name>: Boolean;
procedure <name>_fragment;
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ((State.Backtracking > 0) and AlreadyParsedRule(Input, <ruleDescriptor.index>)) then
Exit(<ruleReturnValue()>);
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)><\n>if (State.Failed) then Exit(<ruleReturnValue()>);<\n><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (State.Backtracking > 0) then
begin
State.Failed := True;
Exit(<ruleReturnValue()>);
end;<endif>
>>

genericParserRuleDeclaration(rule, ruleDescriptor) ::= <<

```

```

<if(ruleDescriptor.isSynPred)>
<else>
<ruleAttributeScopeDeclaration(scope=ruleDescriptor.ruleScope)>
<returnScopeDeclaration(scope=ruleDescriptor.returnScope)>
public
<if(ruleDescriptor.hasMultipleReturnValues)>
function <rule.ruleName>:
I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function <rule.ruleName>: <returnType()>;<\n>
<else>
procedure <rule.ruleName>;<\n>
<endif>
<endif>
<endif>
>>

genericParserRuleInterface(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.isSynPred)>
<else>
<if(ruleDescriptor.hasMultipleReturnValues)>
function <rule.ruleName>: I<returnType()>;<\n>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function <rule.ruleName>: <returnType()>;<\n>
<else>
procedure <rule.ruleName>;<\n>
<endif>
<endif>
<endif>
>>

genericParserRuleReturnType(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(ruleDescriptor.isSynPred)>
<else>
I<returnType()> = interface(I<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope)
end;<\n>
<endif>
<endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize)

```

```

 ::= <<
 <ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
 <returnScope(scope=ruleDescriptor.returnScope)>

 // $ANTLR start "<ruleName>"
 (* <fileName>:<description> *)
 <if(ruleDescriptor.hasMultipleReturnValues)>
 function T<grammar.recognizerName>.<ruleName>( <ruleDescriptor.parameterScope:parameterScope(scope=it)>):
 I<returnType()>;
 <else>
 <if(ruleDescriptor.hasSingleReturnValue)>
 function T<grammar.recognizerName>.<ruleName>( <ruleDescriptor.parameterScope:parameterScope(scope=it)>):
 <returnType()>;
 <else>
 procedure
 T<grammar.recognizerName>.<ruleName>( <ruleDescriptor.parameterScope:parameterScope(scope=it)>);
 <endif>
 <endif>

 var
 <ruleDescriptor.actions.vars>
 Locals: TLocalStorage;
 <if(ruleDescriptor.hasMultipleReturnValues)>
 RetVal: I<returnType()>;<\n>
 <else>
 <if(ruleDescriptor.hasSingleReturnValue)>
 RetVal: <returnType()>;<\n>
 <else>
 <endif>
 <endif>
 Alt: array [0..<grammar.numberOfDecisions>] of Integer;
 <ruleDeclarationVars()>
 <ruleLabelDefVars()>
 begin
 Locals.Initialize;
 try
 <if(trace)>TraceIn('<ruleName>', <ruleDescriptor.index>);<endif>
 <ruleScopeSetUp()>
 <ruleDeclarations()>
 <ruleLabelDefs()>
 <ruleDescriptor.actions.init>
 <@preamble()>
 try
 try
 <ruleMemoization(name=ruleName)>
 <block>
 <ruleCleanUp()>
 <(ruleDescriptor.actions.after):execAction()>

```

```

<if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n}>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
  <actions.(actionScope).rulecatch>
<else>
  except
  on RE: ERecognitionException do
  begin
    ReportError(RE);
    Recover(Input,RE);
    <@setErrorReturnValue()>
  end;<\n>
<endif>
<endif>
<endif>
  end;
  finally
    <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <memoize()>
    <ruleScopeCleanUp()>
    <finally>
  end;
  <@postamble()>
  finally
    Locals.Finalize;
  end;
  Exit(<ruleReturnValue()>);
end;
//
$ANTLR end "<ruleName>"
>>

catch(decl,action) ::= <<
catch (<e.decl>)
{
  <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal := T<returnType()>.Create;
RetVal.Start := Input.LT(1);<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> := <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;

```

```

}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_startIndex := Input.Index();
<endif>
>>

ruleDeclarationVars() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<else>
<ruleDescriptor.returnScope.attributes: { a |
<a.name>: <a.type>;
}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_startIndex: Integer;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes: { <it>Stack.Push(T<it>Scope.Create); }; separator="\n">
<ruleDescriptor.ruleScope: { <it.name>Stack.Push(T<it.name>Scope.Create); }; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes: { <it>Stack.Pop(); }; separator="\n">
<ruleDescriptor.ruleScope: { <it.name>Stack.Pop(); };
separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]: { <it.label.text> := nil; }; separator="\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]: { list_<it.label.text> := nil; }; separator="\n">
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels: { ll|<ll.label.text> := nil; }; separator="\n">
>>

ruleLabelDefVars() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]: { <it.label.text>: I<labelType>; }; separator="\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]: { list_<it.label.text>: IList<IANTLRInterface>; };
separator="\n">
<ruleDescriptor.ruleLabels:ruleLabelDefVar(label=it); separator="\n">
<ruleDescriptor.ruleListLabels: { ll|<ll.label.text>: <ruleLabelType(referencedRule=ll.referencedRule)>; };
separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,

```

```

ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
  :{<it.label.text> := nil;}; separator="\n"
>
<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleListLabels]
  :{List_<it.label.text> := nil;}; separator="\n"
>
>>

```

```

lexerRuleLabelDefDeclarations() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
  :{<it.label.text>: I<labelType>;}; separator="\n"
>
<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleListLabels]
  :{List_<it.label.text>: IList;}; separator="\n"
>
>>

```

```

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
RetVal
<endif>
<else>
<! nil !>
<endif>
<endif>
>>

```

```

ruleCleanup() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
RetVal.Stop
:= Input.LT(-1);
<endif>
<endif>
>>

```



```

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (State.Backtracking > 0) then
  Memoize(Input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex);
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
<ruleDescriptor.parameterScope>
procedure
T<grammar.recognizerName>.m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);
var
  <ruleDescriptor.actions.vars>
  Locals: TLocalStorage;
  TokenType, Channel: Integer;
  Alt: array [0..<grammar.numberofDecisions>] of Integer;
  <lexerRuleLabelDefDeclarations()>
begin
  Locals.Initialize;
  try
    <ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
    <if(trace)>TraceIn("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeSetUp()>
    <ruleDeclarations()>
    try
      <if(nakedBlock)>

        <ruleMemoization(name=ruleName)>
        <lexerRuleLabelDefs()>
        <ruleDescriptor.actions.init>
        <block><\n>
      <else>
        TokenType := <ruleName>;
        Channel := DEFAULT_TOKEN_CHANNEL;
        <ruleMemoization(name=ruleName)>
        <lexerRuleLabelDefs()>
        <ruleDescriptor.actions.init>
        <block>
        <ruleCleanUp()>
        State.TokenType := TokenType;
        State.Channel := Channel;
      </else>
    end try;
  end try;
end;

```

```

    <(ruleDescriptor.actions.after):execAction(>
<endif>
    finally
        <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
        <ruleScopeCleanUp(>
        <memoize(>
    end;
finally
    Locals.Finalize;
end;
end;
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
procedure T<grammar.recognizerName>.mTokens;
var
    Alt: array [0..<grammar.numberOfDecisions>] of Integer;
begin
    <block>
end;

procedure T<grammar.recognizerName>.DoTokens;
begin
    mTokens;
end;
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
Alt[<decisionNumber>] := <maxAlt>;
<decls>
<@predecision(>
<decision>
<@postdecision(>
<@prebranch(>
case Alt[<decisionNumber>] of
    <alts:altSwitchCase(>
end;
<@postbranch(>
>>

```

```

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
Alt[<decisionNumber>] := <maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
case Alt[<decisionNumber>] of
  <alts:altSwitchCase()>
end;
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
(* <fileName>:<description> *)
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule
with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
(* <fileName>:<description> *)
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
FCnt[<decisionNumber>] := 0;
<decls>
<@preloop()>
while (True) do
begin
  Alt[<decisionNumber>] := <maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  case Alt[<decisionNumber>] of
    <alts:altSwitchCase()>
  else
    begin

```

```

    if (FCnt[<decisionNumber>] >= 1) then
        Break;
        <ruleBacktrackFailure()>
        raise EEarlyExitException.Create(<decisionNumber>, Input);
        <@earlyExitException()>
    end;
end;
Inc(FCnt[<decisionNumber>]);
end;
<@postloop()>
>>

```

positiveClosureBlockSingleAlt ::= positiveClosureBlock

```

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
(* <fileName>:<description> *)
<decls>
<@preloop()>
while (True) do
begin
Alt[<decisionNumber>] := <maxAlt>;
<@predecision()>
<decision>
<@postdecision()>
case Alt[<decisionNumber>] of
<alts:altSwitchCase()>
else
Break;
end;
end;
<@postloop()>
>>

```

closureBlockSingleAlt ::= closureBlock

```

/** Optional blocks (x)? are translated to (x|) by before code generation
* so we can just use the normal block template
*/

```

optionalBlock ::= block

optionalBlockSingleAlt ::= block

```

/** A case in a switch that jumps to an alternative given the alternative
* number. A DFA predicts the alternative and then a simple switch
* does the jump to the code that actually matches that alternative.
*/

```

```

altSwitchCase() ::= <<
<i>:
<@prealt()>
<it><\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew)
::= <<
(* <fileName>:<description> *)
begin
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
end;
>>

/** What to emit when there is no rewrite. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element() ::= <<
<@prematch()>
<it.el>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label> := <endif>Match(Input, <token>,
FOLLOW_<token>_in_<ruleName><elementIndex>)<if(label)> as
I<labelType><endif>;<\n><checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label> = nil) then list_<label> := TList<<IANTLRInterface>>.Create;
list_<label>.Add(<elem>);<\n>
>>

```

```

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
Match(<char>);
<checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
MatchRange(<a>, <b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label> := Input.LA(1);<\n>
<else>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
<endif>
if (<s>) then
begin
Input.Consume;
<postmatchCode>
<if(!LEXER)>
State.ErrorRecovery := False;<endif>
<if(backtracking)>State.Failed := False;<endif>
end
else
begin
<ruleBacktrackFailure()>
FException := EMismatchedSetException.Create(nil, Input);
<@mismatchedSetException()>
<if(LEXER)>
Recover(FException);
raise FException;<\n>
<else>
raise FException;
<! use following code to make it recover inline; remove throw mse;
RecoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);

```

```

!>
<endif>
end;<\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <<
<if(label)>
Locals.AsInteger['<label>Start'] := CharIndex;
Match(<string>); <checkRuleBacktrackFailure()>
<label> := TCommonToken.Create(Input, TToken.INVALID_TOKEN_TYPE, TToken.DEFAULT_CHANNEL,
Locals.AsInteger['<label>Start'], CharIndex-1);
<else>
Match(<string>); <checkRuleBacktrackFailure()>
<endif>
>>

wildcard(label,elementIndex) ::= <<
<if(label)>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label,
elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>

```

```

>>

/** Match a rule reference by invoking it possibly with arguments
 * and a return value or values. The 'rule' argument was the
 * target rule name, but now is type Rule, whose toString is
 * same: the rule name. Now though you can access full rule
 * descriptor stuff.
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)>
<label> := <if(scope)><scope.delegateName().<endif><rule.name><args; separator=", "><\n>
<else>
<if(scope)>T<scope.recognizerName>(IANTLRObject(<scope.delegateName()>).Implementor).<endif><rule.name
><args; separator=", "><\n>
<endif>
State.FollowingStackPointer := State.FollowingStackPointer - 1;
<checkRuleBacktrackFailure()>
>>

/** ids+=1 */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>

/** A lexer rule reference.
 *
 * The 'rule' argument was
 * the target rule name, but now
 * is type Rule, whose toString is same: the rule name.
 * Now though you can access full rule descriptor stuff.
 */
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
Locals.AsInteger['<label>Start<elementIndex>'] := CharIndex;
<if(scope)><scope.delegateName().<endif>m<rule.name><args; separator=", ">;
<checkRuleBacktrackFailure()>
<label> := TCommonToken.Create(Input, TToken.INVALID_TOKEN_TYPE, TToken.DEFAULT_CHANNEL,
Locals.AsInteger['<label>Start<elementIndex>'], CharIndex - 1);
<else>
<if(scope)><scope.delegateName().Implementor as T<scope.recognizerName>.<endif>m<rule.name><args;
separator=", ">; <checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<

```



```

<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
Locals.AsInteger['<label>Start<elementIndex>'] := CharIndex;
Match(EOF);
<checkRuleBacktrackFailure()>
Locals['<label>'] := TCommonToken.Create(Input, EOF, TToken.DEFAULT_CHANNEL,
Locals.AsInteger['<label>Start<elementIndex>'], CharIndex-1);
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (Input.LA(1) = TToken.DOWN) then
begin
Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
<children:element()>
Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
end;
<else>
Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
<children:element()>
Match(Input, TToken.UP, nil);<\n><checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
* also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if (not (<evalPredicate(...)>))
then
begin
<ruleBacktrackFailure()>
raise EFailedPredicateException.Create(Input, '<ruleName>', '<description>');
end;<\n>
>>

```

```

// Fixed DFA (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);<\n>
<edges; separator="\nelse ">
else
begin
<if(eotPredictsAlt)>
Alt[<decisionNumber>] := <eotPredictsAlt>;<\n>
<else>
<ruleBacktrackFailure()>
raise ENoViableAltException.Create('<description>', <decisionNumber>, <stateNumber>, Input);<\n>
<endif>
end;
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);<\n>
<edges;
separator="\nelse ">;
>>

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);
<edges; separator="\nelse ">;<\n>
<if(eotPredictsAlt)>
<if(!edges)>
Alt[<decisionNumber>] := <eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else
begin
Alt[<decisionNumber>] := <eotPredictsAlt>;
end;<\n>
<endif>
<endif>
>>

```

```

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "Alt[<decisionNumber>] := <alt>";

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions,
 * we may
 * have to evaluate some predicates for this edge.
 */
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> and (<predicates>)<endif>) then
begin
  <targetState>
end <! no ; here !>
>>

// F i x e d D F A (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
 * decides if this is possible: CodeGenerator.canGenerateSwitch().
 */
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
case Input.LA(<k>) of
  <edges; separator="\n">
else
  begin
    <if(eotPredictsAlt)>
      Alt[<decisionNumber>] := <eotPredictsAlt>;
    <else>
      <ruleBacktrackFailure()>
      <@noViableAltException()>
      raise ENoViableAltException.Create('<description>', <decisionNumber>, <stateNumber>, Input);<\n>
    <endif>
  end;
end;<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
case Input.LA(<k>) of
  <edges; separator="\n">
end;<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState)
 ::= <<
case Input.LA(<k>) of
  <edges; separator="\n"><\n>
  <if(eotPredictsAlt)>
else

```

```

Alt[<decisionNumber>] := <eotPredictsAlt>;<\n>
<endif>
end;<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{<it>}; separator=",\n">:
begin
  <targetState>
end;
>>

// C y c l i c D F A

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */
dfaDecision(decisionNumber,description) ::= <<
Alt[<decisionNumber>] := FDFA<decisionNumber>.Predict(Input);
>>

/* Dump DFA tables.
 */
cyclicDFADeclaration(dfa) ::= <<
strict protected
type
  TDFA<dfa.decisionNumber> = class(TDFA)
  protected
    { IDFA }
    function Description: String; override;
  public
    constructor Create(const ARecognizer: IBaseRecognizer);
  end;
var
  FDFA<dfa.decisionNumber>: IDFA;
<if(dfa.specialStateSTs)>
strict
protected
function DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S: Integer;
  const AInput: IIntStream): Integer;<endif>
>>

cyclicDFA(dfa) ::= <<
{ T<grammar.recognizerName>.TDFA<dfa.decisionNumber> }

constructor T<grammar.recognizerName>.TDFA<dfa.decisionNumber>.Create(const ARecognizer:
IBaseRecognizer);

```

```

const
DFA<dfa.decisionNumber>_EOT = '<dfa.javaCompressedEOT; wrap=""+\n  "'>;
DFA<dfa.decisionNumber>_EOF = '<dfa.javaCompressedEOF; wrap=""+\n  "'>;
DFA<dfa.decisionNumber>_MIN = '<dfa.javaCompressedMin; wrap=""+\n  "'>;
DFA<dfa.decisionNumber>_MAX = '<dfa.javaCompressedMax; wrap=""+\n  "'>;
DFA<dfa.decisionNumber>_ACCEPT = '<dfa.javaCompressedAccept; wrap=""+\n  "'>;
DFA<dfa.decisionNumber>_SPECIAL = '<dfa.javaCompressedSpecial; wrap=""+\n  "'>;
DFA<dfa.decisionNumber>_TRANSITION: array [0..<length(dfa.javaCompressedTransition)>-1] of String = (
  <dfa.javaCompressedTransition:{s|<s; wrap=""+\n">'}; separator=",\n">);
begin
  inherited Create;
  Recognizer := ARecognizer;
  DecisionNumber := <dfa.decisionNumber>;
  EOT := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_EOT);
  EOF := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_EOF);
  Min := TDFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_MIN);
  Max := TDFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_MAX);
  Accept := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_ACCEPT);
  Special := TDFA.UnpackEncodedString(DFA<dfa.decisionNumber>_SPECIAL);
  Transition := TDFA.UnpackEncodedStringArray(DFA<dfa.decisionNumber>_TRANSITION);
end;

function T<grammar.recognizerName>.TDFA<dfa.decisionNumber>.Description: String;
begin
  Result := '<dfa.description>';
end;<\n>
<if(dfa.specialStateSTs)>
function T<grammar.recognizerName>.DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S:
Integer;
const AInput: IIntStream): Integer;
var
  Locals: TLocalStorage;
  <if(LEXER)>
  Input: IIntStream;
  <endif>
  <if(PARSER)>
  Input: ITokenStream;
  <endif>
  <if(TREE_PARSER)>
  Input: ITreeNodeStream;
  <endif>
  _S: Integer;
  NVAE: ENoViableAltException;
begin
  Result := -1;
  Locals.Initialize;
  try
    <if(LEXER)>

```

```

Input := AInput;
<endif>
<if(PARSER)>
Input := AInput as ITokenStream;
<endif>
<if(TREE_PARSER)>
Input := AInput as ITreeNodeStream;
<endif>
_S := S;
case S of
  <dfa.specialStateSTs:{state | <i0>: begin<! compressed special state numbers 0..n-1 !>
  <state> <\n> end;}; separator="\n">
end;
<if(backtracking)>
if (State.Backtracking > 0) then
begin
  State.Failed := True;
  Exit(-1);
end;<\n>
<endif>
NVAE := ENoViableAltException.Create(DFA.Description, <dfa.decisionNumber>, _S, Input);
DFA.Error(NVAE);
raise NVAE;
finally
  Locals.Finalize;
end;
end;<\n>
<endif>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
 * state.
 */
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState)
::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
Locals.AsInteger['index<decisionNumber>_<stateNumber>'] := Input.Index;
Input.Rewind;<\n>
<endif>
S := -1;
<edges; separator="\nelse ">;
<if(semPredState)> <! return input cursor to state before we rewound !>
Input.Seek(Locals.AsInteger['index<decisionNumber>_<stateNumber>']);<\n>
<endif>
if (S >= 0) then
  Exit(S);
>>

```

```

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ((<labelExpr><if(predicates)> and (<predicates><endif>) then
  S := <targetStateNumber>
>>

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
S := <targetStateNumber>;<\n>
>>

//
D F A E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "(<operands:{o|<o>}); separator=\" or \">"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "FLA[<decisionNumber>,<stateNumber>] = <atomAsInt>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt) ::= "Input.LA(<k>) = <atomAsInt>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
((FLA[<decisionNumber>,<stateNumber>] \>= <lowerAsInt>) and (FLA[<decisionNumber>,<stateNumber>] \<=
<upperAsInt>))
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(Input.LA(<k>) \>=
<lowerAsInt>) and (Input.LA(<k>) \<= <upperAsInt>)"

setTest(ranges) ::= "<ranges; separator=\"\" or (\">"

```

```
// A T T R I B U T E S
```

```
globalAttributeScope(scope) ::= <<  
<scope.name>Stack := TStackList<I<scope.name>Scope>.Create;<\n>  
<endif>  
>>
```

```
globalAttributeScopeDeclaration(scope) ::= <<  
<if(scope.attributes)>  
strict protected  
type  
  I<scope.name>Scope = interface(IANTLRObject)  
  end;  
  T<scope.name>Scope = class(TANTLRObject, I<scope.name>Scope)  
  protected  
    <scope.attributes:{<it.name>: <it.type>;}; separator="\n">  
  end;  
strict protected  
<scope.name>Stack: IStackList<I<scope.name>Scope>;  
<endif>  
>>
```

```
ruleAttributeScopeDeclaration(scope) ::= <<  
<if(scope.attributes)>  
strict protected  
type  
  I<scope.name>Scope = interface(IANTLRObject)  
  end;  
  T<scope.name>Scope = class(TANTLRObject, I<scope.name>Scope)  
  protected  
    <scope.attributes:{<it.name>: <it.type>;}; separator="\n">  
  end;  
strict protected  
<scope.name>Stack: IStackList<I<scope.name>Scope>;  
<endif>  
>>
```

```
ruleAttributeScope(scope) ::= <<  
<! protected Stack <scope.name>Stack = new  
  Stack();<\n> !>  
>>
```

```
ruleAttributeScopeInit(scope) ::= <<  
<if(scope)>  
<scope.name>Stack := TStackList<I<scope.name>Scope>.Create;<\n>  
<endif>  
>>
```



```

returnStructName() ::= "<it.name>_return"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()>
<! I<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope !>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
<! Pointer/void !>
<endif>
<endif>
>>

/** Generate the C# type associated with a single or multiple return
 * values.
 */
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
I<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

delegateName() ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "null".
 */
initValue(typeName) ::= <<
<csharpTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<label.label.text> := <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
>>

ruleLabelDefVar(label) ::= <<
<label.label.text>: <ruleLabelType(referencedRule=label.referencedRule)>;

```

```
>>
```

```
/** Define a return struct for a rule if the code needs to access its  
 * start/stop tokens, tree stuff, attributes, ... Leave a hole for  
 * subgroups to stick in members.  
 */
```

```
returnScope(scope) ::= <<  
<if(ruleDescriptor.hasMultipleReturnValues)>  
{ T<ruleDescriptor:returnStructName()> }  
  
<scope.attributes:{public <it.decl>;}; separator="\n">  
<@ruleReturnMembers()>  
<endif>  
>>
```

```
returnScopeDeclaration(scope) ::= <<  
<if(ruleDescriptor.hasMultipleReturnValues)>  
public  
type  
  T<ruleDescriptor:returnStructName()> =  
class(T<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope, I<ruleDescriptor:returnStructName()>)  
  <scope.attributes:{public  
<it.decl>;}; separator="\n">  
  <@ruleReturnMembers()>  
  end;  
<endif>  
>>
```

```
parameterScope(scope) ::= <<  
<scope.attributes:{<it.decl>;}; separator=", ">  
>>
```

```
parameterAttributeRef(attr) ::= "<attr.name>"  
parameterSetAttributeRef(attr,expr) ::= "<attr.name> := <expr>";
```

```
scopeAttributeRef(scope,attr,index,negIndex) ::= <<  
<if(negIndex)>  
(<scope>Stack[<scope>Stack.Count-<negIndex>-1] as T<scope>Scope).<attr.name>  
<else>  
<if(index)>  
(<scope>Stack[<index>] as T<scope>Scope).<attr.name>  
((<scope>_scope)<scope>_stack[<index>]).<attr.name>  
<else>  
(<scope>Stack.Peek.Implementor as T<scope>Scope).<attr.name>  
<endif>  
<endif>  
>>
```

```

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
<if(negIndex)>
(<scope>Stack[<scope>Stack.Count-<negIndex>-1] as T<scope>Scope).<attr.name> := <expr>;<\n>
<else>
<if(index)>
(<scope>Stack[<index>] as T<scope>Scope).<attr.name> := <expr>;<\n>
<else>
(<scope>Stack.Peek.Implementor as T<scope>Scope).<attr.name> := <expr>;<\n>
<endif>
<endif>
>>

```

```

/** $x is
either global scope or x is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>Stack"

```

```

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(IfThen(Assigned(<scope>),Def(<scope>).<attr.name>,<initValue(attr.type)>))
<else>
<scope>
<endif>
>>

```

```

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal.<attr.name>
<else>
<attr.name>
<endif>
>>

```

```

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
RetVal.<attr.name> := <expr>;
<else>
<attr.name> := <expr>;
<endif>
>>

```

```

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

```

```

/** ids+=ID {$ids} or e+=expr {$e} */

```

```

listLabelRef(label) ::= "list_<label>"

// not sure the next
// are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(Def(<scope>).Text)"
tokenLabelPropertyRef_type(scope,attr) ::= "(Def(<scope>).TokenType)"
tokenLabelPropertyRef_line(scope,attr) ::= "(Def(<scope>).Line)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(Def(<scope>).CharPositionInLine)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(Def(<scope>).Channel)"
tokenLabelPropertyRef_index(scope,attr) ::= "(Def(<scope>).TokenIndex)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(StrToIntDef(Def(<scope>).Text,0))"

ruleLabelPropertyRef_start(scope,attr) ::= "(IfThen(Assigned(<scope>), Def(<scope>).Start, nil) as I<labelType>)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(Def(<scope>).Stop as I<labelType>)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(Def(Def(<scope>).Tree as I<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
IfThen(Assigned(<scope>), Input.TokenStream.ToString(
  Input.TreeAdaptor.GetTokenStartIndex(Def(<scope>).Start),
  Input.TreeAdaptor.GetTokenStopIndex(Def(<scope>).Start)), ")
<else>
IfThen(Assigned(<scope>), Input.ToString(
  (Def(<scope>).Start) as IToken,(Def(<scope>).Stop) as IToken), ")
<endif>
>>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> != null) ? <scope>.ST : null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(Def(<scope>).TokenType)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(Def(<scope>).Line)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(IfThen(Assigned(<scope>),Def(<scope>).CharPositionInLine,-1))"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(Def(<scope>).Channel)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(Def(<scope>).TokenIndex)"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(Def(<scope>).Text)"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "(StrToIntDef(Def(<scope>).Text,0))"

// Somebody may ref $template
// or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(RetVal.Start as I<labelType>)"
rulePropertyRef_stop(scope,attr) ::= "(RetVal.Stop as I<labelType>)"
rulePropertyRef_tree(scope,attr) ::= "(RetVal.Tree as I<ASTLabelType>)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>

```

```

Input.TokenStream.ToString(
  Input.TreeAdaptor.GetTokenStartIndex(RetVal.Start),
  Input.TreeAdaptor.GetTokenStopIndex(RetVal.Start))
<else>
Input.ToString(RetVal.Start as IToken,Input.LT(-1))
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "RetVal.ST"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "TokenType"
lexerRulePropertyRef_line(scope,attr) ::= "State.TokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "State.TokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "Channel"
lexerRulePropertyRef_start(scope,attr) ::= "State.TokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr)
::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "StrToInt(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "RetVal.Tree := <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "RetVal.ST := <expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if (<actions.(actionScope).synpredgate>) then
begin
  <action>
end;
<else>
if (State.Backtracking = 0) then
begin
  <action>
end;<\n>
<endif>
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

```

```
// M I S C (properties, etc...)
```

```
bitset(name, words64) ::= <<  
<name> := TBitSet.Create([<words64: {<it>} ; separator="," >]); <\n>  
>>
```

```
bitsetDecl(name) ::= <<  
<name>: IBitSet; <\n>  
>>
```

```
codeFileExtension() ::= ".pas"
```

```
true()  
::= "True"  
false() ::= "False"
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-  
jar/org/antlr/codegen/templates/Delphi/Delphi.stg
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
[The "BSD license"]
```

```
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*/

/*

* Template group file for the Objective C code generator.

* Heavily based on Java.stg

*

* Written by Kay Roepke <kroepke(at)classdump.org>

* Modified by Alan Condit <acondit(at)ipns.com>

*

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*/

objcTypeInitMap ::= [

"int" : "0", // Integers start out being 0

"long" : "0", // Longs start out being 0

"float"

: "0.0", // Floats start out being 0

"double" : "0.0", // Doubles start out being 0

"BOOL" : "NO", // Booleans start out being Antlr ObjC for false

"byte" : "0", // Bytes start out being 0

"short" : "0", // Shorts start out being 0

"char" : "0", // Chars start out being 0

"id" : "nil", // ids start out being nil

default : "nil" // anything other than an atomic type

]

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"

// The Java version of Boolean returns "true" and "false", so they map to themselves here.

booleanLiteral ::= [

"True": "true",

"False": "false",

"true": "YES",

"false": "NO",

default: "NO"

]

className() ::= "<name><!<if(LEXER)>Lexer<else><if(TREE_PARSER)>Tree<endif>Parser<endif>!>"

leadIn(type)

::=

<<

/** \file

* This <type> file was generated by \$ANTLR version <ANTLRVersion>

*

* - From the grammar source file : <fileName>

* - On : <generatedTimestamp>

<if(LEXER)>

```

* -          for the lexer : <name>Lexer
<endif>
<if(PARSER)>
* -          for the parser : <name>Parser
<endif>
<if(TREE_PARSER)>
* -          for the tree parser : <name>TreeParser
<endif>
*
* Editing it, at least manually, is not wise.
*
* ObjC language generator and runtime by Alan Condit, acondit|hereisanat|ipns|dotgoeshere|com.
*
*
>>

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile( LEXER,
            PARSER,
            TREE_PARSER,
            actionScope,
            actions,
            docComment,
            recognizer,
            name,
            tokens,
            tokenNames,
            rules,
            cyclicDFAs,
            bitsets,
            buildTemplate,
            buildAST,
            rewriteMode,
            profile,
            backtracking,
            synpreds,
            memoize,
            numRules,
            fileName,
            ANTLRVersion,
            generatedTimestamp,
            trace,
            scopes,
            superClass,
            literals
) ::=

```



```

<<
<leadIn("OBJC source")>
*/
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<! <if(actions.(actionScope).header)>
/* =====
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* =====
*/
<endif> !>

/* -----
* Include the ANTLR3 generated header file.
*/
#import "<name><!<if(LEXER)>Lexer<else><if(TREE_PARSER)>Tree<endif>Parser<endif>!>.h"
<actions.(actionScope).postinclude>
/*
----- */

<docComment>

<if(literals)>
/** String literals used by <name> that we must do things like MATCHS() with.
* C will normally just lay down 8 bit characters, and you can use L"xxx" to
* get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
* we perform this little trick of defining the literals as arrays of UINT32
* and passing in the address of these.
*/
<literals:{it | static ANTLR3_UCHAR lit_<i>[] = <it>;}; separator="\n">

<endif>

/* ===== */
/* ===== */
* Start of recognizer
*/
<recognizer>
>>
headerFileExtension() ::= ".h"

headerFile( LEXER,
            PARSEr,
            TREE_PARSER,
            actionScope,

```

```

    actions,
    docComment,
    recognizer,
    name,
    tokens,

tokenNames,
    rules,
    cyclicDFAs,
    bitsets,
    buildTemplate,
    buildAST,
    rewriteMode,
    profile,
    backtracking,
    synpreds,
    memoize,
    numRules,
    fileName,
    ANTLRVersion,
    generatedTimestamp,
    trace,
    scopes,
    superClass,
    literals
) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>
<actions.(actionScope).preincludes>
/* =====
* Standard antlr OBJC runtime definitions
*/
#import \<Cocoa/Cocoa.h>
#import \<ANTLR/ANTLR.h>
/* End of standard antlr3 runtime definitions
* =====
*/
<actions.(actionScope).includes>
<@end>

<if(LEXER)>
<lexerHeaderFile(...)>
<endif>
<if(PARSER)>
<parserHeaderFile(...)>
<endif>

```

```
<if(TREE_PARSER)>
<treeParserHeaderFile(...)>
<endif>
<docComment>
>>
```

```
lexerHeaderFile(
LEXER,
    PARSEr,
    TREE_PARSER,
    actionScope,
    actions,
    docComment,
    recognizer,
    name,
    tokens,
    tokenNames,
    rules,
    cyclicDFAs,
    bitsets,
    buildTemplate,
    profile,
    backtracking,
    synpreds,
    memoize,
    numRules,
    fileName,
    ANTLRVersion,
    generatedTimestamp,
    trace,
    scopes,
    superClass="Lexer"
) ::=
<<
```

```
<if(actions.(actionScope).header)>
```

```
/* =====
* This is what the grammar programmer asked us to put at the top of every file.
*/
```

```
<actions.(actionScope).header>
```

```
/* End of Header action.
```

```
/* =====
*/
```

```
<endif>
```

```
/* Start cyclicDFAInterface */
```

```
<cyclicDFAs:cyclicDFAInterface(>
```

```

#pragma mark Rule return scopes Interface start
<rules:{rule |
<rule.ruleDescriptor:{ruleDescriptor | <returnScopeInterface(scope=ruleDescriptor.returnScope)>>>}>
#pragma mark Rule return scopes Interface end
#pragma mark Tokens
#ifndef TOKENLISTAlreadyDefined
#define TOKENLISTAlreadyDefined 1
#ifdef EOF
#undef EOF
#endif
<tokens:{it | #define <it.name> <it.type>}; separator="\n">
#endif
/* interface lexer class */
@interface <className()> <@superClassName>: <superClass><@end> { // line 283
<cyclicDFAs:{dfa | DFA<dfa.decisionNumber> *dfa<dfa.decisionNumber>;}; separator="\n">
<synpreds:{pred | SEL <pred>Selector;}; separator="\n">
/* ObjC start of actions.lexer.memVars */
<actions.lexer.memVars>
/* ObjC end of actions.lexer.memVars */
}
+ (void) initialize;
+ (<className()> *)new<className()>WithCharStream:(id<CharStream>)anInput;
/* ObjC start actions.lexer.methodsDecl */
<actions.lexer.methodsDecl>
/* ObjC
end actions.lexer.methodsDecl */
<rules:{rule |
- (<rule.ruleDescriptor:{ruleDescriptor|<returnType()>>})
<if(!rule.ruleDescriptor.isSynPred)>m<rule.ruleName><else><rule.ruleName>_fragment<endif>
<if(rule.ruleDescriptor.parameterScope)><rule.ruleDescriptor.parameterScope:parameterScope()><endif>; };
separator="\n"><\n>
@end /* end of <className()> interface */<\n>
>>

headerReturnScope(ruleDescriptor) ::= "<returnScopeInterface(...)>"
headerReturnType(ruleDescriptor) ::= <<
<if(LEXER)>
<if(!r.ruleDescriptor.isSynPred)>
void
<else>
<ruleDescriptor:returnType()>
<endif>
<else>
<ruleDescriptor:returnType()>
<endif>
>>
// Produce the lexer output
lexer( grammar,

```

```

    name,
    tokens,
    scopes,
    rules,
    numRules,
    filterMode,
    labelType="CommonToken",
    superClass="Lexer"
) ::= <<
<cyclicDFAs:cyclicDFA(>

/** As per Terence: No returns for lexer rules! */
<!
#pragma mark Rule return scopes start
<rules:{rule | <rule.ruleDescriptor:{ruleDescriptor
|
<returnScopeImplementation(scope=ruleDescriptor.returnScope)>>
}>
#pragma mark Rule return scopes end
!>
@implementation <grammar.recognizerName> // line 330

+ (void) initialize
{
    [BaseRecognizer setGrammarFileName:@"<fileName>"];
}

+ (NSString *) tokenNameForType:(NSInteger)aTokenType
{
    return [[self getTokenNames] objectAtIndex:aTokenType];
}

+ (<grammar.recognizerName> *)new<grammar.recognizerName>WithCharStream:(id<CharStream>)anInput
{
    return [[<grammar.recognizerName> alloc] initWithCharStream:anInput];
}

- (id) initWithCharStream:(id<CharStream>)anInput
{
    self = [super initWithCharStream:anInput State:[RecognizerSharedState
newRecognizerSharedStateWithRuleLen:<numRules>+1]];
    if ( self != nil ) {
<if(memoize)>
        if ( state.ruleMemo == nil ) {
            state.ruleMemo = [[RuleStack newRuleStackWithSize:<numRules>+1] retain];
        }
        if ( [state.ruleMemo count] == 0 ) {
            // initialize the memoization cache

```

```

- the indices are 1-based in the runtime code!
    <! [state.ruleMemo addObject:[NSNull null]]; /* dummy entry to ensure 1-basedness. */ !>
    for (NSUInteger i = 0; i \< <numRules>; i++) {
        [state.ruleMemo addObject:[HashRule newHashRuleWithLen:17]];
    }
}
<endif>
    <synpreds:{ pred | <lexerSynpred(name=pred)>};separator="\n">
    <cyclicDFAs:{ dfa | dfa<dfa.decisionNumber> = [DFA<dfa.decisionNumber>
newDFA<dfa.decisionNumber>WithRecognizer:self];}; separator="\n">
    <actions.lexer.init>
}
return self;
}

- (void) dealloc
{
    <cyclicDFAs:{ dfa | [dfa<dfa.decisionNumber> release];}; separator="\n">
<actions.lexer.dealloc>
    [super dealloc];
}

/* ObjC Start of actions.lexer.methods */
<actions.lexer.methods>
/* ObjC end of actions.lexer.methods */
/* ObjC start methods() */
<@methods()>
/* ObjC end methods() */

<if(actions.lexer.reset)>
- (void) reset
{
    <actions.lexer.reset>
    [super reset];
}
<endif>

<if(filterMode)>
<filteringNextToken()>
<endif>
/*
Start of Rules */
<rules; separator="\n">

@end /* end of <grammar.recognizerName> implementation line 397 */
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking

```

- * for matches. No error can be generated upon error; just rewind, consume
- * a token and then try again. backtracking needs to be set as well.
- * Make rule memoization happen only at levels above 1 as we start mTokens
- * at backtracking==1.

*/

filteringNextToken() ::= <<

- (id\<Token>) nextToken

{

while (YES) {

if ([input LA:1] == CharStreamEOF) {

return [<labelType> eofToken];

}

state.token = nil;

state.channel = TokenChannelDefault;

state.tokenStartCharIndex = input.index;

state.tokenStartCharPositionInLine = input.charPositionInLine;

state.tokenStartLine = input.line;

state.text = nil;

@try {

NSInteger m = [input mark];

state.backtracking

= 1; /* means we won't throw slow exception */

state.failed = NO;

[self mTokens];

state.backtracking = 0;

/* mTokens backtracks with synpred at backtracking==2

and we set the synpredgate to allow actions at level 1. */

if (state.failed) {

[input rewind:m];

[input consume]; /* advance one char and try again */

} else {

[self emit];

return state.token;

}

}

@catch (RecognitionException *re) {

// shouldn't happen in backtracking mode, but...

[self reportError:re];

[self recover:re];

}

}

}

- (void)memoize:(id\<IntStream\>)anInput

RuleIndex:(NSInteger)ruleIndex

StartIndex:(NSInteger)ruleStartIndex

{

if (state.backtracking > 1) [super memoize:anInput RuleIndex:ruleIndex StartIndex:ruleStartIndex];

```

}

- (BOOL)alreadyParsedRule:(id)<IntStream>anInput
RuleIndex:(NSInteger)ruleIndex
{
    if ( state.backtracking > 1 ) return [super alreadyParsedRule:anInput RuleIndex:ruleIndex];
    return NO;
}
>>

```

```

actionGate() ::= "state.backtracking == 0"

```

```

filteringActionGate() ::= "state.backtracking == 1"

```

```

parserHeaderFile( LEXER,
    PARSER,
    TREE_PARSER,
    actionScope,
    actions,
    docComment,
    recognizer,
    name,
    tokens,
    tokenNames,
    rules,
    cyclicDFAs,
    bitsets,
    buildTemplate,
    profile,
    backtracking,
    synpreds,
    memoize,
    numRules,
    fileName,
    ANTLRVersion,
    generatedTimestamp,
    trace,
    scopes,
    literals,
    superClass="Parser"
) ::= <<
/* parserHeaderFile */
<genericParserHeaderFile(inputStreamType="id<TokenStream>"...)>
>>

```

```

treeParserHeaderFile(
    LEXER,
    PARSER,

```



```

TREE_PARSER,
actionScope,
actions,
docComment,
recognizer,
name,
tokens,
tokenNames,
rules,
cyclicDFAs,
bitsets,
buildTemplate,
profile,
backtracking,
synpreds,
memoize,
numRules,
fileName,
ANTLRVersion,
generatedTimestamp,
trace,
scopes,
literals,
superClass="TreeParser"
) ::= <<
/* treeParserHeaderFile */
<genericParserHeaderFile(inputStreamType="id\<TreeNodeStream>",...)>
>>

```

```

genericParserHeaderFile( LEXER,
    PARSER,
    TREE_PARSER,
    actionScope,
    actions,
    docComment,
    recognizer,
    name,
    tokens,
    tokenNames,
    rules,
    cyclicDFAs,
    bitsets,
    buildTemplate,
    profile,
    backtracking,
    synpreds,
    memoize,
    numRules,

```

```

    fileName,
    ANTLRVersion,
    generatedTimestamp,
    trace,
    scopes,
    superClass,
    literals,
    inputStreamType
) ::=
<<
<if(actions.(actionScope).header)>
/* =====
* This is what the grammar programmer asked us to put at the top of every file.
*/
<actions.(actionScope).header>
/* End of Header action.
* =====
*/
<endif>

#ifndef ANTLR3TokenTypeAlreadyDefined
#define ANTLR3TokenTypeAlreadyDefined
typedef enum {
    ANTLR_EOF = -1,
    INVALID,
    EOR,
    DOWN,
    UP,
    MIN
} ANTLR3TokenType;
#endif

<cyclicDFAs:cyclicDFAInterface(>
#pragma mark Tokens
#ifndef TOKENLISTAlreadyDefined
#define TOKENLISTAlreadyDefined
1
#ifdef EOF
#undef EOF
#endif
<tokens:{it | #define <it.name> <it.type>}; separator="\n">
#endif
#pragma mark Dynamic Global Scopes globalAttributeScopeInterface
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeInterface(scope=it)><endif>>>
#pragma mark Dynamic Rule Scopes ruleAttributeScopeInterface
<rules:{rule |
<rule.ruleDescriptor:{ ruleDescriptor | <ruleAttributeScopeInterface(scope=ruleDescriptor.ruleScope)>>>>
#pragma mark Rule Return Scopes returnScopeInterface

```

```

<rules:{rule |<rule.ruleDescriptor:{ ruleDescriptor |
<returnScopeInterface(scope=ruleDescriptor.returnScope)>>>}>

/* Interface grammar class */
@interface <className()> <@superClassName> : <superClass><@end> { /* line 572 */
#pragma mark Dynamic Rule Scopes ruleAttributeScopeDecl
<rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScopeDecl(scope=rule.ruleDescriptor.ruleScope)>>}>
#pragma mark Dynamic Global Rule Scopes globalAttributeScopeMemVar
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeMemVar(scope=it)><endif>}><\n>
/*
ObjC start of actions.(actionScope).memVars */
<actions.(actionScope).memVars>
/* ObjC end of actions.(actionScope).memVars */
/* ObjC start of memVars */
<@memVars()>
/* ObjC end of memVars */

<cyclicDFAs:{ dfa | DFA<dfa.decisionNumber> *dfa<dfa.decisionNumber>;}; separator="\n">
<synpreds:{ pred | SEL <pred>Selector;}; separator="\n">
}

/* ObjC start of actions.(actionScope).properties */
<actions.(actionScope).properties>
/* ObjC end of actions.(actionScope).properties */
/* ObjC start of properties */
<@properties()>
/* ObjC end of properties */

+ (void) initialize;
+ (<className()> *) new<className()>:(<inputStreamType>)aStream;
/* ObjC start of actions.(actionScope).methodsDecl */
<actions.(actionScope).methodsDecl>
/* ObjC end of actions.(actionScope).methodsDecl */

/* ObjC start of methodsDecl */
<@methodsDecl()>
/* ObjC end of methodsDecl */

<rules:{rule |
-
(<rule.ruleDescriptor:{ ruleDescriptor|<returnType()>}><if(!rule.ruleDescriptor.isSynPred)><rule.ruleName><else
><rule.ruleName>_fragment<endif><if(rule.ruleDescriptor.parameterScope)><rule.ruleDescriptor.parameterScope:
parameterScope()><endif>;
}; separator="\n"><\n>

@end /* end of <className()> interface */<\n>
>>

```

```

parser( grammar,
    name,
    scopes,
    tokens,
    tokenNames,
    rules,
    numRules,
    bitsets,
    ASTLabelType="CommonTree",
    superClass="Parser",
    labelType="CommonToken",
    members={<actions.parser.members>}
) ::= <<
<genericParser(inputStreamType="id<TokenStream>", rewriteElementType="Token", ...)>
>>

/** How to generate a tree parser; same as parser except the input
 * stream is a different type.
 */
treeParser( grammar,
    name,
    scopes,
    tokens,
    tokenNames,
    globalAction,
    rules,
    numRules,
    bitsets,
    filterMode,
    labelType={<ASTLabelType>},
    ASTLabelType="CommonTree",
    superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
    members={<actions.treeparser.members>}
) ::= <<
<genericParser(inputStreamType="id<TreeNodeStream>", rewriteElementType="Node", ...)>
>>

/** How to generate a parser */
genericParser( grammar,
    name,
    scopes,
    tokens,
    tokenNames,
    rules,
    numRules,
    cyclicDFAs,    // parser init -- initializes the DFAs
    bitsets,
    labelType,

```

```

    ASTLabelType,
    superClass,
    members,
    filterMode,
    rewriteElementType,
    inputStreamType
  ) ::= <<
<cyclicDFAs:cyclicDFA()>

#pragma mark Bitsets
<bitsets:{it | <bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>>>>

#pragma mark Dynamic Global globalAttributeScopeImplementation
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScopeImplementation(scope=it)><endif>>>>

#pragma mark Dynamic
Rule Scopes ruleAttributeScopeImplementation
<rules:{rule |
<rule.ruleDescriptor:{ ruleDescriptor | <ruleAttributeScopeImplementation(scope=ruleDescriptor.ruleScope)>>>>>

#pragma mark Rule Return Scopes returnScopeImplementation
<rules:{rule | <rule.ruleDescriptor:{ ruleDescriptor |
<returnScopeImplementation(scope=ruleDescriptor.returnScope)>>>>>

@implementation <grammar.recognizerName> // line 637

/* ObjC start of ruleAttributeScope */
#pragma mark Dynamic Rule Scopes ruleAttributeScope
<rules:{rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScope()>>>
/* ObjC end of ruleAttributeScope */
#pragma mark global Attribute Scopes globalAttributeScope
/* ObjC start globalAttributeScope */
<scopes:{it | <if(it.isDynamicGlobalScope)><globalAttributeScope()><endif>>>
/* ObjC end globalAttributeScope */
/* ObjC start actions.(actionScope).synthesize */
<actions.(actionScope).synthesize>
/* ObjC start synthesize() */
<@synthesize()>

+ (void) initialize
{
  #pragma mark Bitsets

  <bitsets:{it | <bitsetInit(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>>>
  [BaseRecognizer setTokenNames:[NSMutableArray arrayWithObjects:@"\<invalid>", @"\<EOR>",
  @"\<DOWN>", @"\<UP>", <tokenNames:{it | @<it>}; separator=", ", wrap="\n", nil] retain]];
  [BaseRecognizer setGrammarFileName:@"<fileName>"];
  <synpreds:{pred | <synpred(pred)>>>

```

```

}

+ (<grammar.recognizerName> *)new<grammar.recognizerName>:(<inputStreamType>)aStream
{
<if(PARSER)>
    return [[<grammar.recognizerName> alloc] initWithTokenStream:aStream];
<else><! TREE_PARSER !>
    return [[<grammar.recognizerName> alloc] initWithStream:aStream];
<endif>
}

<if(PARSER)>
- (id) initWithTokenStream:(<inputStreamType>)aStream
{
    self = [super initWithTokenStream:aStream State:[[RecognizerSharedState
newRecognizerSharedStateWithRuleLen:<numRules>+1] retain]];
    if ( self != nil ) {
<else><! TREE_PARSER !>
- (id) initWithStream:(<inputStreamType>)aStream
{
    self = [super initWithStream:aStream
State:[[RecognizerSharedState newRecognizerSharedStateWithRuleLen:<numRules>+1] retain]];
    if ( self != nil ) {
<endif>
        <! <parserCtorBody()> !>
        <cyclicDFAs:{ dfa | dfa<dfa.decisionNumber> = [DFA<dfa.decisionNumber>
newDFA<dfa.decisionNumber>WithRecognizer:self];}; separator="\n">
        <scopes:{ it | <if(it.isDynamicGlobalScope)><globalAttributeScopeInit(scope=it)><endif> }>
        <rules:{ rule | <rule.ruleDescriptor.ruleScope:ruleAttributeScopeInit()> }>
        /* start of actions-actionScope-init */
        <actions.(actionScope).init>
        /* start of init */
        <@init()>
    }
    return self;
}

- (void) dealloc
{
    <cyclicDFAs:{ dfa | [dfa<dfa.decisionNumber> release];}; separator="\n">
    <scopes:{ it | <if(it.isDynamicGlobalScope)><globalAttributeScopeDealloc(scope=it)><endif> }>
    <actions.(actionScope).dealloc>
    <@dealloc()>
    [super dealloc];
}

/* ObjC start actions.(actionScope).methods */
<actions.(actionScope).methods>

```

```

/* ObjC
end actions.(actionScope).methods */
/* ObjC start methods() */
<@methods()>
/* ObjC end methods() */
/* ObjC start rules */
<rules; separator="\n">
/* ObjC end rules */

@end /* end of <grammar.recognizerName> implementation line 692 */<\n>
>>

parserCtorBody() ::= <<
<if(memoize)> /* parserCtorBody */
<if(grammar.grammarIsRoot)>
state.ruleMemo = [[RuleStack newRuleStack:<numRules>+1] retain];<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
>>

/** A simpler version of a rule template that is specific to the imaginary
* rules created for syntactic predicates. As they never have return values
* nor parameters etc..., just give simplest possible method. Don't do
* any of the normal memoization stuff in here either; it's a waste.
* As predicates cannot be inlined into the invoking rule, they need to
* be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock)
::=
<<
// $ANTLR start <ruleName>_fragment
- (void) <ruleName>_fragment
{
  <ruleLabelDefs()>
  <if(trace)>
    [self traceIn:@"<ruleName>_fragment" Index:<ruleDescriptor.index>];
    @try {
      <block>
    }
    @finally {
      [self traceOut:@"<ruleName>_fragment" Index:<ruleDescriptor.index>];
    }
  <else>
    <block>
  <endif>
} // $ANTLR end <ruleName>_fragment

```

>>

```
synpred(name) ::= <<
SEL <name>Selector = @selector(<name>_fragment);
<! // $ANTLR start <name>
- (BOOL) <name>
{
    state.backtracking++;
    <@start(>
    NSInteger start = [input mark];
    @try {
        [self <name>_fragment]; // can never throw exception
    }
    @catch (RecognitionException *re) {
        NSLog(@"impossible: %@\n", re.name);
    }
    BOOL success = (state.failed == NO);
    [input rewind:start];
    <@stop(>
    state.backtracking--;
    state.failed=NO;
    return success;
} // $ANTLR end <name> <\n> !>
>>
```

```
lexerSynpred(name) ::= <<
<synpred(name)>
>>
```

```
ruleMemoization(name)
::= <<
<if(memoize)>
if ( state.backtracking > 0 && [self alreadyParsedRule:input RuleIndex:<ruleDescriptor.index>] ) { return
<ruleReturnValue(>; }
<endif>
>>
```

```
/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if (backtracking)>if ( state.failed ) return <ruleReturnValue(>;<endif>
>>
```

```
/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if ( state.backtracking > 0 ) { state.failed = YES; return <ruleReturnValue(>; }<\n><endif>
>>
```

```
/** How to generate code for a rule.
```



```

* The return type aggregates are declared in the header file (headerFile template)
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<

/*
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
- (<returnType(>) <ruleName><ruleDescriptor.parameterScope:parameterScope(>)
{
  <if(trace)>[self traceIn:\@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
  <if(trace)>NSLog(@"enter
<ruleName> %@ failed=%@ backtracking=%d", [input LT:1], (state.failed==YES)?@"YES":@"NO",
state.backtracking);<endif>
  <ruleScopeSetUp(>
  <ruleDeclarations(>
  <ruleDescriptor.actions.init>
  <@preamble(>
  @try {
    <ruleMemoization(name=ruleName)>
    <ruleLabelDefs(>
    <block>
    <ruleCleanUp(>
    <(ruleDescriptor.actions.after):execAction(>
  }
  <if(exceptions)>
    <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n}>
  <else><if(!emptyRule)><if(actions.(actionScope).rulecatch)>
    <actions.(actionScope).rulecatch>
  <else>
    @catch (RecognitionException *re) {
      [self reportError:re];
      [self recover:input Exception:re];
      <@setErrorReturnValue(>
    }<\n>
  <endif><endif><endif>
  @finally {
    <if(trace)>[self traceOut:@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
    <memoize(>
    <ruleScopeCleanUp(>
    <finally>
  }
  <@postamble(>
  return <ruleReturnValue(>;
}
/*
$ANTLR end <ruleName> */
>>

```

```

finalCode(finalBlock) ::= <<
{
  <finalBlock>
}
>>

catch(decl,action) ::= <<
@catch (<e.decl>) {
  <e.action>
}
>>

ruleDeclarations() ::= <<
/* ruleDeclarations */
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType> retval = [<ruleDescriptor:returnStructName()> new<ruleDescriptor:returnStructName()>];
[retval setStart:[input LT:1]];<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
NSInteger <ruleDescriptor.name>_startIndex = input.index;
<endif>
>>

ruleScopeSetUp() ::= <<
/* ruleScopeSetUp */
<ruleDescriptor.useScopes:{ it | [<it>_stack push:[<it>_Scope new<it>_Scope]];}>
<ruleDescriptor.ruleScope:{ it | [<it.name>_stack push:[<it.name>_Scope new<it.name>_Scope]];}>
>>

ruleScopeCleanUp() ::= <<
/* ruleScopeCleanUp */
<ruleDescriptor.useScopes:{ it | [<it>_stack pop];}; separator="\n">
<ruleDescriptor.ruleScope:{ it | [<it.name>_stack
pop];}; separator="\n">
>>

ruleLabelDefs() ::= <%
/* ruleLabelDefs entry */<\n">
<[ruleDescriptor.tokenLabels, ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
: {it | <labelType> *<it.label.text> = nil;}; separator="\n"><\n">
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
: {it | AMutableArray *list_<it.label.text> = nil;}; separator="\n"><\n">

```

```

<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n"><"\n">
<ruleDescriptor.ruleListLabels:{|l|ParserRuleReturnScope *<l.label.text> = nil;}; separator="\n"><"\n">
%>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it |<labelType> *<it.label.text>=nil;}; separator="\n"
>
<ruleDescriptor.charLabels:{|NSInteger <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels]:{it |AMutableArray
*list_<it.label.text>=nil; }; separator="\n">
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
/* token+rule list labels */
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:{it |[list_<it.label.text> release];}; separator="\n">
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
[retval setStop:[input LT:-1]];<\n>
<endif><endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (state.backtracking > 0) [self memoize:input RuleIndex:<ruleDescriptor.index>
StartIndex:<ruleDescriptor.name>_StartIndex];
<endif><endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
* fragment rules.
*/

```

```

lexerRule(ruleName, nakedBlock, ruleDescriptor, block, memoize) ::= <<
// $ANTLR start "<ruleName>"
- (void)
m<ruleName><if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope:parameterScope(scope=it)><en
dif>
{
  //<if(trace)>[self traceIn:\@"<ruleName>" Index:<ruleDescriptor.index>];<endif>
  <if(trace)>NSLog(@"enter <ruleName> %C line=%d:%d failed=%@ backtracking=%d",
    [input LA:1],
    self.line,
    self.charPositionInLine,
    (state.failed==YES) ? @"YES" : @"NO",
    state.backtracking);
  <endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  @try {
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block><\n>
<else>
  NSInteger _type = <ruleName>;
  NSInteger _channel = TokenChannelDefault;
  <ruleMemoization(name=ruleName)>
  <lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
  <ruleCleanUp()>
  state.type = _type;
  state.channel = _channel;
  <(ruleDescriptor.actions.after):execAction()>
<endif>
  }
  @finally {

  //<if(trace)>[self traceOut:[NSString stringWithFormat:@"<ruleName> %d\n", <ruleDescriptor.index>]];<endif>
  <if(trace)>NSLog(@"exit <ruleName> %C line=%d:%d failed=%@ backtracking=%d",
    [input LA:1], self.line, self.charPositionInLine,
    (state.failed==YES) ? @"YES" : @"NO", state.backtracking);<endif>
  <ruleScopeCleanUp()>
  <memoize()>
  }
  return;
}
/* $ANTLR end "<ruleName>" */
>>

```

```

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
- (void) mTokens
{
  <block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description> // block
NSInteger alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>)
{
  <alts:{ a | <altSwitchCase(i, a)>}>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description> //ruleblock
NSInteger alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
  <alts:{ a | <altSwitchCase(i, a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description> // ruleBlockSingleAlt
<decls>
<@prealt()>
<alts>
<@postalt()>

```

>>

*/** A special case of a (...) subrule with a single alternative */*

blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<

// <fileName>:<description> // blockSingleAlt

<decls>

<@prealt()>

<alts>

<@postalt()>

>>

*/** A (..)+ block with 1 or more alternatives */*

positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
n)

::= <<

// <fileName>:<description> // positiveClosureBlock

NSInteger cnt<decisionNumber> = 0;

<decls>

<@preloop()>

do {

 NSInteger alt<decisionNumber> = <maxAlt>;

 <@predecision()>

 <decision>

 <@postdecision()>

 switch (alt<decisionNumber>) {

 <alts:{a | <altSwitchCase(i, a)>}>

 default :

 if (cnt<decisionNumber> >= 1)

 goto loop<decisionNumber>;

 <ruleBacktrackFailure()>

 EarlyExitException *eee =

 [EarlyExitException newException:input decisionNumber:<decisionNumber>];

 <@earlyExitException()>

 @throw eee;

 }

 cnt<decisionNumber>++;

 } while (YES);

loop<decisionNumber>; ;

<@postloop()>

>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

*/** A (..)* block with 0 or more alternatives */*

closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=

<<

<decls>

<@preloop()>

```

do {
    NSInteger alt<decisionNumber>=<maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
    switch (alt<decisionNumber>) {
        <alts:{ a | <altSwitchCase(i, a)>}>
        default :
            goto loop<decisionNumber>;
    }
} while (YES);
loop<decisionNumber>; ;
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
 * so we can just use the normal block template
 */
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
 * number. A DFA predicts the alternative and then a simple switch
 * does the jump to the code that actually matches that alternative.
 */
altSwitchCase(altNum, alt) ::= <<
case <altNum> : ;
    <@prealt()>
    <alt>
    break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew)
::= <<
// <fileName>:<description> // alt
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

/** What to emit when there is no rewrite. For auto build

```

```

* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= << <@prematch(><\n><e.el><\n> >>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions) ::= <<
<if(label)><label>=(<labelType> *)<endif>[self match:input TokenType:<token>
Follow:FOLLOW_<token>_in_<ruleName><elementIndex>]; <checkRuleBacktrackFailure(>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label> == nil) list_<label> = [[AMutableArray arrayWithCapacity:5] retain];
[list_<label> addObject:<elem>];<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>NSInteger <label> =
[input LA:1];<\n><endif>
[self matchChar:<char>]; <checkRuleBacktrackFailure(><\n>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)><label> = [input LA:1];<\n><endif>
[self matchRangeFromChar:<a> to:<b>]; <checkRuleBacktrackFailure(>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,terminalOptions,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label> = [input LA:1];<\n>
<else>
<label> = (<labelType> *)[input LT:1]; /* matchSet */<\n>
<endif><endif>
if (<s>) {

```



```

    [input consume];
    <postmatchCode>
<if(!LEXER)>
    [state setIsErrorRecovery:NO];
<endif>
    <if(backtracking)>state.failed = NO;<\n><endif>
} else {
    <ruleBacktrackFailure()>
    MismatchedSetException *mse = [MismatchedSetException newException:nil stream:input];
    <@mismatchedSetException()>
<if(LEXER)>
<if(label)>
    mse.c = <label>;
<endif>
    [self recover:mse];
    @throw mse;
<else>
    @throw mse;
    <! use following code to
make it recover inline; remove throw mse;
    [self recoverFromMismatchedSet:input exception:mse follow:FOLLOW_set_in_<ruleName><elementIndex>]; !>
<endif>
}<\n>
>>

```

```

matchRuleBlockSet ::= matchSet

```

```

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

```

```

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
NSInteger <label>Start = input.index;
[self matchString:<string>]; <checkRuleBacktrackFailure()>
NSInteger StartLine<elementIndex> = self.line;
NSInteger <label>StartCharPos<elementIndex> = self.charPositionInLine;
<label> = [[<labelType> newToken:input Type:TokenTypeInvalid Channel:TokenChannelDefault
Start:<label>Start Stop:input.index] retain];
[self setLine:<label>StartLine<elementIndex>];
[self setCharPositionInLine:<label>StartCharPos<elementIndex>];
<else>
[self matchString:<string>]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

```

```
wildcard(token,label,elementIndex,terminalOptions)
 ::= <<
 <if(label)>
 <label> = (<labelType> *)[input LT:1];<\n>
 <endif>
 [self matchAny:input]; <checkRuleBacktrackFailure()>
 >>
```

```
wildcardAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
 <wildcard(...)>
 <listLabel(elem=label,...)>
 >>
```

```
/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
 <if(label)>
 NSInteger <label> = [input LA:1];<\n>
 <endif>
 [self matchAny]; <checkRuleBacktrackFailure()><\n>
 >>
```

```
wildcardCharListLabel(label, elementIndex) ::= <<
 <wildcardChar(...)>
 <listLabel(elem=label,...)>
 >>
```

```
/** Match a rule reference by invoking it possibly with arguments
 * and a return value or values. The 'rule' argument was the
 * target rule name, but now is type Rule, whose toString is
 * same: the rule name. Now though you can access full rule
 * descriptor stuff.
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
 /* ruleRef */
 [self pushFollow:FOLLOW_<rule.name>_in_<ruleName><elementIndex>];
 <if(label)><label> = <endif>[self <if(scope)><scope:delegateName()>.<endif><rule.name><if(args)>:<first(args)>
 <rest(args):{ a | arg<i>:<rest(args)>}; separator=" "><endif>];<\n>
 [self popFollow];
 <checkRuleBacktrackFailure()><\n>
 >>
```

```
/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
 <ruleRef(...)>
 <listLabel(elem=label,...)>
 >>
```

```
/** A lexer rule reference.
```

```

*
* The 'rule' argument was the target rule name, but now
* is type Rule, whose toString is same: the rule name.
* Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
NSInteger <label>Start<elementIndex> = input.index;
[self m<rule.name><if(args)>:<args; separator=" :"><endif>]; <checkRuleBacktrackFailure()><\n>
<label> = [[<labelType> newToken:input Type:TokenTypeInvalid Channel:TokenChannelDefault
Start:<label>Start<elementIndex> Stop:input.index-1] retain];
<label>.line = self.line;
<else>
[self <if(scope)><scope:delegateName()>.<endif>m<rule.name><if(args)>:<args; separator="
:"><endif>]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
NSInteger <label>Start<elementIndex> = input.index;
[self matchChar:CharStreamEOF]; <checkRuleBacktrackFailure()><\n>
<labelType> <label> = [[<labelType> newToken:input Type:TokenTypeEOF Channel:TokenChannelDefault
Start:<label>Start<elementIndex> Stop:input.index-1] retain];
<label>.line = self.line;
<else>
[self matchChar:CharStreamEOF]; <checkRuleBacktrackFailure()><\n>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()          ::= "int <recRuleArg()>"
recRuleArg()             ::= "_p"
recRuleAltPredicate(ruleName,opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction() ::= "root_0=${<ruleName>}_primary.tree;"
recRuleSetReturnAction(src,name) ::=
"${<name>}=${<src>}.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>

```

```

<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( [input LA:1] == DOWN ) {
  [self match:input TokenType:DOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:UP Follow:nil]; <checkRuleBacktrackFailure()>
}
<else>
  [self match:input TokenType:DOWN Follow:nil]; <checkRuleBacktrackFailure()>
  <children:element()>
  [self match:input TokenType:UP Follow:nil]; <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
 * also hoisted into a prediction expression).
 */
validateSemanticPredicate(pred,description) ::= <<
if ( !( <evalPredicate(...)> ) ) {
  <ruleBacktrackFailure()>
  @throw [FailedPredicateException newException:@ "<ruleName>" predicate:@ "<description>" stream:input];
}
>>

//
F i x e d D F A (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];<\n>
<edges; separator="\nelse ">
else {
<if(eotPredictsAlt)>
  alt<decisionNumber> = <eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  NoViableAltException *nvae = [NoViableAltException newException:<decisionNumber> state:<stateNumber>
stream:input];
  nvae.c = LA<decisionNumber>_<stateNumber>;
  <@noViableAltException()>
  @throw nvae;<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.

```

```

*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];<\n>
<edges; separator="\nelse ">
>>

/**
A DFA state that is actually the loopback decision of a closure
* loop. If end-of-token (EOT) predicts any of the targets then it
* should act like a default clause (i.e., no error can be generated).
* This is used only in the lexer so that for ('a')* on the end of a rule
* anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:<k>];
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
    alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif><endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>";

/** A simple edge with an expression. If the expression is satisfied,
* enter to the target state. To handle gated productions, we may
* have to evaluate some predicates
for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr> <if(predicates)>&& (<predicates>)<endif> ) {
    <targetState>
}
>>

// F i x e d D F A (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
unichar charLA<decisionNumber> = [input LA:<k>];
switch (charLA<decisionNumber>) {

```

```

    <edges; separator="\n"><\n>
default: ;
<if(eotPredictsAlt)>
    alt<decisionNumber> = <eotPredictsAlt>;
<else>
    <ruleBacktrackFailure()>
    NoViableAltException *nvae = [NoViableAltException newException:<decisionNumber> state:<stateNumber>
stream:input];
    nvae.c = charLA<decisionNumber>;
    <@noViableAltException()>
    @throw nvae;<\n>
<endif>
}<\n>
>>

```

```

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ([input LA:<k>])
{ // dfaOptionalBlockStateSwitch
    <edges; separator="\n"><\n>
}<\n>
>>

```

```

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ([input LA:<k>]) { // dfaLoopbackStateSwitch
    <edges; separator="\n"><\n>
<if(eotPredictsAlt)>
default:
    alt<decisionNumber> = <eotPredictsAlt>;
    break;<\n>
<endif>
}<\n>
>>

```

```

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{it | case <it>: ;}; separator="\n">
{
    <targetState>
}
break;
>>

```

// C y c l i c D F A

```

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */

```

```

dfaDecision(decisionNumber,description) ::= <<

```

```

alt<decisionNumber> = [dfa<decisionNumber> predict:input];
>>

/** Used in headerFile */
cyclicDFAInterface(dfa) ::= <<
#pragma mark Cyclic DFA interface start DFA<dfa.decisionNumber>
@interface DFA<dfa.decisionNumber> : DFA {
}
+ (DFA<dfa.decisionNumber>
*) newDFA<dfa.decisionNumber>WithRecognizer:(BaseRecognizer *)theRecognizer;
- initWithRecognizer:(BaseRecognizer *)recognizer;
@end /* end of DFA<dfa.decisionNumber> interface */<\n>
#pragma mark Cyclic DFA interface end DFA<dfa.decisionNumber><\n>
>>

/** Used in lexer/parser implementation files */
/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach. See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
#pragma mark Cyclic DFA implementation start DFA<dfa.decisionNumber>

@implementation DFA<dfa.decisionNumber>
const static NSInteger dfa<dfa.decisionNumber>_eot[<dfa.numberofStates>] =
    {<dfa.eot; wrap="\n    ", separator=",", null="-1">};
const
static NSInteger dfa<dfa.decisionNumber>_eof[<dfa.numberofStates>] =
    {<dfa.eof; wrap="\n    ", separator=",", null="-1">};
const static unichar dfa<dfa.decisionNumber>_min[<dfa.numberofStates>] =
    {<dfa.min; wrap="\n    ", separator=",", null="-1">};
const static unichar dfa<dfa.decisionNumber>_max[<dfa.numberofStates>] =
    {<dfa.max; wrap="\n    ", separator=",", null="-1">};
const static NSInteger dfa<dfa.decisionNumber>_accept[<dfa.numberofStates>] =
    {<dfa.accept; wrap="\n    ", separator=",", null="-1">};
const static NSInteger dfa<dfa.decisionNumber>_special[<dfa.numberofStates>] =
    {<dfa.special; wrap="\n    ", separator=",", null="-1">};

/** Used when there is no transition table entry for a particular state */
#define dfa<dfa.decisionNumber>_T_empty    nil

<dfa.edgeTransitionClassMap.keys:{ table |
const static NSInteger dfa<dfa.decisionNumber>_T<i0>[] =
{

```

```

    <table; separator=", ", wrap="\n ", null="-1">
\};
}; null="">

const static NSInteger *dfa<dfa.decisionNumber>_transition[]
=
{
    <dfa.transitionEdgeTables:{ whichTable|dfa<dfa.decisionNumber>_T<whichTable>}; separator=", ", wrap="\n",
null="nil">
};

+ (DFA<dfa.decisionNumber> *) newDFA<dfa.decisionNumber>WithRecognizer:(BaseRecognizer *)aRecognizer
{
    return [[[DFA<dfa.decisionNumber> alloc] initWithRecognizer:aRecognizer] retain];
}

- (id) initWithRecognizer:(BaseRecognizer *) theRecognizer
{
    self = [super initWithRecognizer:theRecognizer];
    if ( self != nil ) {
        decisionNumber = <dfa.decisionNumber>;
        eot = dfa<dfa.decisionNumber>_eot;
        eof = dfa<dfa.decisionNumber>_eof;
        min = dfa<dfa.decisionNumber>_min;
        max = dfa<dfa.decisionNumber>_max;
        accept = dfa<dfa.decisionNumber>_accept;
        special = dfa<dfa.decisionNumber>_special;
        transition = dfa<dfa.decisionNumber>_transition;
    }
    return self;
}

<if(dfa.specialStateSTs)>
/* start dfa.specialStateSTs */
- (NSInteger) specialStateTransition:(NSInteger)s
Stream:(id<IntStream\>)anInput
{
    <if(LEXER)>
        id<IntStream\> input = anInput;<\n>
    <endif>
    <if(PARSER)>
        id<TokenStream\> input = (id<TokenStream\>)anInput;<\n>
    <endif>
    <if(TREE_PARSER)>
        id<TreeNodeStream\> input = (id<TreeNodeStream\>)anInput;<\n>
    <endif>
    switch (s) {
        <dfa.specialStateSTs:{ state |

```



```

        case <i0> : ;<! compressed special state numbers 0..n-1 !>
            <state>}; separator="\n">
    }
<if(backtracking)>
    if ( [recognizer getBacktrackingLevel] > 0 ) { [recognizer setFailed:YES]; return -1; }<\n>
<endif>
    NoViableAltException *nvae = [NoViableAltException newException:<dfa.decisionNumber> state:s
stream:recognizer.input];
    // nvae.c = s;
    /* [self error:nvae]; */ <! for debugger - do later !>
    @throw nvae;
}<\n>
/* end dfa.specialStateSTs */
<endif>

- (void) dealloc
{
    //free(transition);
    [super dealloc];
}

- (NSString *) description
{
    return @"<dfa.description>";
}

<@errorMethod()>

@end /* end DFA<dfa.decisionNumber>
implementation */<\n>
#pragma mark Cyclic DFA implementation end DFA<dfa.decisionNumber>
<\n>
>>
/** A state in a cyclic DFA; it's a special state and part of a big switch on
 * state.
 */
cyclicDFASState(decisionNumber, stateNumber, edges, needErrorClause, semPredState) ::= <<
/* cyclicDFASState */
NSInteger LA<decisionNumber>_<stateNumber> = [input LA:1];<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
NSInteger index<decisionNumber>_<stateNumber> = input.index;
[input rewind];<\n>
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
[input seek:index<decisionNumber>_<stateNumber>];<\n>
<endif>

```

```

if ( s >= 0 )
    return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
/* cyclicDFAEdge */
if (<labelExpr><if(predicates)> && (<predicates>)<endif>)
    { s = <targetStateNumber>; }<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n> /* eotDFAEdge */
>>

// D F A E X P R E S S I O N S

andPredicates(left,right) ::= "<left>&&<right>"

orPredicates(operands) ::= "<operands; separator=\\|\\>"

notPredicate(pred) ::= "!(<evalPredicate(pred, {})>)"

evalPredicate(pred,description) ::= "<pred>"

/*
 * evalSynPredicate(pred,description) ::= "<pred>()"
 *
 * synpreds are broken in cyclic DFA special states
 * Damn! For now, work around with using the selectors directly, and by providing a trampoline evalSynPred
method in
 * DFA
 */
/* evalSynPredicate(pred,description) ::= "[self evaluateSyntacticPredicate:<pred>Selector stream:input]" */
evalSynPredicate(pred,description) ::= "[self evaluateSyntacticPredicate:@selector(<pred>_fragment)]"
/* evalSynPredicate(pred,description)
 ::= "[recognizer <pred>]" */

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.

```

```

*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "[input LA:<k>] == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(([input LA:<k>] >=
<lower>) && ([input LA:<k>] \<= <upper>))"

setTest(ranges) ::= <%
<ranges; separator="|">
%>

// A T T R I B U T E S

memVars(scope) ::= <% <scope.attributes:{a|<a.type> <a.name>;<\n>}; separator="\n"> %>

properties(scope) ::= <%
<scope.attributes:{a|@property (assign, getter=get<a.name>, setter=set<a.name>:) <a.type> <a.name>;<\n>};
separator="\n">
%>

methodsDecl(scope) ::= <%
<scope.attributes:{a|
(<a.type>)get<a.name>;<\n>- (void)set<a.name>:(<a.type>)aVal;<\n>}; separator="\n">
%>

synthesize(scope) ::= <% <scope.attributes:{a|@synthesize <a.name>;}; separator="\n"> %>

methods(scope) ::= <%
<scope.attributes:{a|
- (<a.type>)get<a.name> { return( <a.name> ); }\<\n>
- (void)set<a.name>:(<a.type>)aVal { <a.name> = aVal; }\<\n>}; separator="\n">
%>

globalAttributeScopeInterface(scope) ::= <%
/* globalAttributeScopeInterface */<\n>
@interface <scope.name>_Scope : SymbolsScope {<\n>
<if(scope.attributes)>
<memVars(scope)>
<endif>
}<\n>
<if(scope.attributes)>
/* start of globalAttributeScopeInterface properties */<\n>
<properties(scope)>
/* end globalAttributeScopeInterface properties */<\n>
<endif>

```

```

+ (<scope.name>_Scope *)new<scope.name>_Scope;<\n>
- (id) init;<\n>
<if(scope.attributes)>
/* start of globalAttributeScopeInterface methodsDecl */<\n>
<methodsDecl(scope)>
/* End of globalAttributeScopeInterface methodsDecl */<\n>
<endif>
@end /* end of <scope.name>_Scope interface
*/<\n>
%>

globalAttributeScopeMemVar(scope) ::= <%
/* globalAttributeScopeMemVar */<\n>
SymbolStack *<scope.name>_stack;<\n>
<scope.name>_Scope *<scope.name>_scope;<\n>
%>

globalAttributeScopeImplementation(scope) ::= <%
@implementation <scope.name>_Scope /* globalAttributeScopeImplementation */<\n>
<if(scope.attributes)>
/* start of synthesize -- OBJC-Line 1750 */<\n>
<synthesize(scope)><\n>
<endif>
<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope<\n>
{<\n>
    return [[<scope.name>_Scope alloc] init];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>
    self = [super init];<\n>
    return self;<\n>
}<\n>
<\n>
<if(scope.attributes)>
/* start of iterate get and set functions */<\n>
<methods(scope)><\n>
/* End of iterate get and set functions */<\n>
<endif>
@end /* end of <scope.name>_Scope implementation */<\n><\n>
%>

globalAttributeScopeInit(scope) ::= <<
/* globalAttributeScopeInit */<\n>
<scope.name>_scope = [<scope.name>_Scope new<scope.name>_Scope];<\n>
<scope.name>_stack = [SymbolStack

```

```

newSymbolStackWithLen:30];<\n>
>>

globalAttributeScopeDealloc(scope) ::= <% [<scope.name>_stack release];<\n> %>

globalAttributeScope(scope) ::= <%
<if(scope.name)>
static <scope.name>_stack;<\n>
<endif>
%>

ruleAttributeScopeMemVar(scope) ::= <%
/* ObjC ruleAttributeScopeMemVar */<\n>
<if(scope.attributes)>
<scope.name>_Scope *<scope.name>_scope; /* ObjC ruleAttributeScopeMemVar */<\n>
<endif>
%>

ruleAttributeScopeInterface(scope) ::= <%
<if(scope.attributes)>
/* start of ruleAttributeScopeInterface */<\n>
@interface <scope.name>_Scope : SymbolsScope {<\n>
    <memVars(scope)><\n>
}<\n>
<\n>
/* start property declarations */<\n>
<properties(scope)><\n>
/* start method declarations */<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope;<\n>
- (id) init;<\n>
<methodsDecl(scope)><\n>
@end /* end of ruleAttributeScopeInterface */<\n><\n>
<endif>
%>

ruleAttributeScopeImplementation(scope) ::= <%
<if(scope.attributes)>
@implementation <scope.name>_Scope /* start of ruleAttributeScopeImplementation
*/<\n>
<synthesize(scope)><\n>
<\n>
+ (<scope.name>_Scope *)new<scope.name>_Scope<\n>
{<\n>
    return [[<scope.name>_Scope alloc] init];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>

```

```

    self = [super init];<\n>
    return self;<\n>
}<\n>
<\n>
/* start of <scope.name>_Scope get and set functions */<\n>
<methods(scope)><\n>
/* End of <scope.name>_Scope get and set functions */<\n>
@end /* end of ruleAttributeScopeImplementation */<\n><\n>
<endif>
%>

ruleAttributeScopeInit(scope) ::= <%
/* ruleAttributeScopeInit */<\n>
<scope.name>_scope = [<scope.name>_Scope new<scope.name>_Scope];<\n>
<scope.name>_stack = [SymbolStack newSymbolStackWithLen:30];<\n>
%>

ruleAttributeScopeDealloc(scope) ::= <% [<scope.name>_Scope release];<\n> %>

ruleAttributeScope(scope) ::= <%
<if(scope.attributes)>
/* ruleAttributeScope */<\n>
static SymbolStack *<scope.name>_stack;<\n>
static <scope.name>_Scope *<scope.name>_scope;
<endif>
%>

ruleAttributeScopeDecl(scope) ::= <%
/* ruleAttributeScopeDecl
*/<\n>
<if(scope.attributes)>
<scope.name>_Scope *<scope.name>_scope;<\n>
<endif>
%>

returnStructName(r) ::= "<className()>_<r.name>_return"

returnType() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor:returnStructName()> *
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
%>

```

```

<else>
void
<endif>
%>

/** Generate the Objective-C type associated with a single or multiple return
 * values.
 */
ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<className()>_<referencedRule.name>_return *<else>
<if(referencedRule.hasSingleReturnValue)><referencedRule.singleValueType><else>
void<endif>
<endif>
%>

delegateName(d) ::= <% <if(d.label)><d.label><else>g<d.name><endif> %>

/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "null".
 */
initValue(typeName) ::= <% <objTypeInitMap.(typeName)>
%>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<\n>
%>

/** Define a return struct for a rule if the code needs to access its
 * start/stop tokens, tree stuff, attributes, ... Leave a hole for
 * subgroups to stick in members.
 */
returnScopeInterface(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
/* returnScopeInterface <ruleDescriptor:returnStructName()> */
@interface <ruleDescriptor:returnStructName()> :
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope { /* returnScopeInterface line 1838 */
<@memVars()> /* ObjC start of memVars() */<\n>
<if(scope.attributes)>
<memVars(scope)><\n>
<endif>
}
/* start property declarations */
<@properties()><\n>
<if(scope.attributes)>
<properties(scope)><\n>

```

```

<endif>
/* start of method declarations */<\n>
+ (<ruleDescriptor:returnStructName()> *)new<ruleDescriptor:returnStructName()>;
/*
  this is start of set and get methods */
<@methodsDecl()> /* methodsDecl */<\n>
<if(scope.attributes)>
/* start of iterated get and set functions */<\n>
<methodsDecl(scope)><\n>
<endif>
@end /* end of returnScopeInterface interface */<\n>
<endif>
>>

returnScopeImplementation(scope) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
@implementation <ruleDescriptor:returnStructName()> /* returnScopeImplementation */<\n>
<@synthesize()> /* start of synthesize -- OBJC-Line 1837 */<\n>
<if(scope.attributes)>
  <synthesize(scope)><\n>
<endif>
+ (<ruleDescriptor:returnStructName()> *)new<ruleDescriptor:returnStructName()><\n>
{<\n>
  return [[[<ruleDescriptor:returnStructName()> alloc] init] retain];<\n>
}<\n>
<\n>
- (id) init<\n>
{<\n>
  self = [super init];<\n>
  return self;<\n>
}<\n>
<\n>
<@methods()><\n>
<if(scope.attributes)>
/* start of iterate get and set functions */<\n>
<methods(scope)><\n>
/* End of iterate get and set functions
 */<\n>
<endif>
<actions.(actionScope).ruleReturnMethods>
<@ruleReturnMembers()><\n>
@end /* end of returnScope implementation */<\n><\n>
<endif>
%>

parameterScope(scope) ::= <<
<! <scope.attributes:{ it | :(<it.type>)<it.name> }; separator=" "> !>
<first(scope.attributes):{ a | :(<a.type>)<a.name> }> <rest(scope.attributes):{ a | arg<i>:(<a.type>)<a.name> };

```



```

separator=" ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>";

/** Note that the scopeAttributeRef does not have access to the
 * grammar name directly
 */
scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
(((<scope>_Scope *)[<scope>_stack objectAtIndex:[<scope>_stack size]-<negIndex>-1])).<attr.name>
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name>
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
/* scopeSetAttributeRef */
<if(negIndex)>
((<scope>_Scope
*)[<scope>_stack objectAtIndex:([<scope>_stack size]-<negIndex>-1)].<attr.name> = <expr>;
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name> = <expr>;
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name> = <expr>;
<endif>
<endif>
%>

scopeAttributeRefStack() ::= <<
/* scopeAttributeRefStack */
<if(negIndex)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:[<scope>_stack count]-<negIndex>-1]).<attr.name> = <expr>;
<else>
<if(index)>
((<scope>_Scope *)[<scope>_stack objectAtIndex:<index>]).<attr.name> = <expr>;
<else>
((<scope>_Scope *)[<scope>_stack peek]).<attr.name> = <expr>;
<endif>
<endif>
>>

```

```

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {$function.size()>0 && $function::name.equals("foo")}?
 */
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return
value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=nil?<scope>.<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> /* added to returnAttributeRef */<\n>
<else>
<attr.name><\n>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>; /* added to returnSetAttributeRef */<\n>
<else>
<attr.name> = <expr>;<\n>
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

/* not sure the next are the right approach; and they are evaluated early; */
/* they cannot see TREE_PARSER or PARSER attributes for example. :( */

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=nil?<scope>.text:nil)"
tokenLabelPropertyRef_type(scope,attr)
::= "(<scope>!=nil?<scope>.type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=nil?<scope>.line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=nil?<scope>.charPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=nil?<scope>.channel:0)"

```

```

tokenLabelPropertyRef_index(scope,attr) ::= "<scope>!=nil?[<scope> getTokenIndex]:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "<scope>!=nil?[<scope>.text integerValue]:0)"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>!=nil?((<labelType> *)<scope>.start):nil)"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>!=nil?((<labelType> *)<scope>.stopToken):nil)"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>!=nil?((<ASTLabelType> *)<scope>.tree):nil)"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
<scope>!=nil?[[input getTokenStream] toStringFromStart:[[input getTreeAdaptor] getTokenStartIndex:[<scope>
getStart]]
    ToEnd:[[input getTreeAdaptor] getTokenStopIndex:[<scope> getStart]]]:0)
<else>
<scope>!=nil?[[input toStringFromToken:[<scope> getStart] ToToken:[<scope> getStop]]]:0)
<endif>
%>
ruleLabelPropertyRef_st(scope,attr) ::= "<scope>!=nil?[<scope> st]:nil)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "<scope>!=nil?<scope>.type:0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "<scope>!=nil?<scope>.line:0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "<scope>!=nil?<scope>.charPositionInLine:-1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "<scope>!=nil?<scope>.channel:0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "<scope>!=nil?[<scope> getTokenIndex]:0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "<scope>!=nil?<scope>.text:nil)"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "<scope>!=nil?[<scope>.text integerValue]:0)"

// Somebody may ref $template or $tree or $stop within
a rule:
rulePropertyRef_start(scope,attr) ::= "<labelType> *)retval.start)"
rulePropertyRef_stop(scope,attr) ::= "<labelType> *)retval.stopToken)"
rulePropertyRef_tree(scope,attr) ::= "<ASTLabelType> *)retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
<if(TREE_PARSER)>
[[input getTokenStream] toStringFromStart:[[input getTreeAdaptor]
getTokenStartIndex:retval.start.token.startIndex]
    ToEnd:[[input getTreeAdaptor] getTokenStopIndex:retval.start.token.stopIndex]]
<else>
[[input toStringFromToken:retval.start ToToken:[input LT:-1]]
<endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

/* hideous: find a way to cut down on the number of templates to support read/write access */
/* TODO: also, which ones are valid to write to? ask Ter */

```

```

lexerRuleSetPropertyRef_text(scope,attr,expr) ::= "state.text = <expr>";
lexerRuleSetPropertyRef_type(scope,attr,expr) ::= "_type"
lexerRuleSetPropertyRef_line(scope,attr,expr) ::= "state.tokenStartLine"
lexerRuleSetPropertyRef_pos(scope,attr,expr)
::= "state.tokenStartCharPositionInLine"
lexerRuleSetPropertyRef_index(scope,attr,expr) ::= "-1" /* undefined token index in lexer */
lexerRuleSetPropertyRef_channel(scope,attr,expr) ::= "state.channel=<expr>";
lexerRuleSetPropertyRef_start(scope,attr,expr) ::= "state.tokenStartCharIndex"
lexerRuleSetPropertyRef_stop(scope,attr,expr) ::= "(input.index-1)"

lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "state.type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(input.index-1)"
lexerRulePropertyRef_int(scope,attr) ::= "[<scope>.text integerValue]"

//
setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.start =<expr>";
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"; /* "<\n>#error StringTemplates are
unsupported<\n>" */

/** How to execute an action */
execAction(action) ::= <<
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
    <action>
}
<else>
<action>
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
static ANTLRBitSet *<name>;
static const unsigned long long <name>_data[] = { <words64:{it | <it>LL};separator=", ">>};<\n>

```

>>

```
bitsetInit(name, words64) ::= <<  
<name> = [[ANTLRBitSet newBitSetWithBits:(const unsigned long long *)<name>_data  
Count:(NSUInteger)<length(words64)>] retain];<n>  
>>
```

```
codeFileExtension() ::= ".m"
```

```
true_value() ::= "YES"
```

```
false_value() ::= "NO"
```

Found in path(s):

*

/opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/ObjC/ObjC.stg

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*/

```

csharpVisibilityMap ::= [
  "private":"private",
  "protected":"protected",
  "public":"public",
  "fragment":"private",
  default:"private"
]

/** The overall file structure of a recognizer; stores methods for rules
 * and cyclic DFAs plus support code.
 */
outputFile( LEXER,PARSER,TREE_PARSER, actionScope, actions,
  docComment,
  recognizer,
  name, tokens, tokenNames, rules, cyclicDFAs,
  bitsets, buildTemplate, buildAST, rewriteMode, profile,
  backtracking, synpreds, memoize, numRules,
  fileName, ANTLRVersion, generatedTimestamp, trace,
  scopes, superClass, literals) ::=

<<
//-----
//\<auto-generated>
// This code was generated by a tool.
// ANTLR Version: <ANTLRVersion>
//
// Changes to this file may cause incorrect behavior and will be lost if
// the code is regenerated.
//\</auto-generated>
//-----

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<if(trace)>
#define ANTLR_TRACE
<endif>
<@debugPreprocessor()>
// The variable 'variable' is assigned but its value is never used.
#pragma warning disable 168, 219
// Unreachable code detected.
#pragma warning disable 162
// Missing XML comment for publicly visible type or member
'Type_or_Member'
#pragma warning disable 1591

<actions.(actionScope).header>

<@imports>

```

```

using System.Collections.Generic;
using Antlr.Runtime;
using Antlr.Runtime.Misc;
<if(TREE_PARSER)>
using Antlr.Runtime.Tree;
using RewriteRuleTokenStream = Antlr.Runtime.Tree.RewriteRuleTokenStream;
<endif>
using ConditionalAttribute = System.Diagnostics.ConditionalAttribute;
<@end>
<if(actions.(actionScope).namespace)>
namespace <actions.(actionScope).namespace>
{
<endif>
<docComment>
<recognizer>
<if(actions.(actionScope).namespace)>

} // namespace <actions.(actionScope).namespace>
<endif>
>>

lexerInputStreamType() ::= <<
<actions.(actionScope).inputStreamType; null="ICharStream">
>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
superClass={ <if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Lexer
<endif>} ) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar,
actions=actions)> partial class <grammar.recognizerName> : <@superClassName><superClass><@end>
{
<tokens:{it|public const int <it.name; format="id">=<it.type>;}; separator="\n">
<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<actions.lexer.members>

// delegates
<grammar.delegates:
    {g|private <g.recognizerName> <g.delegateName()>;}; separator="\n">
// delegators
<grammar.delegators:
    {g|private <g.recognizerName> <g.delegateName()>;}; separator="\n">
<last(grammar.delegators):{g|private <g.recognizerName> gParent;}>

<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>()<! needed by subclasses !>
{
    OnCreated();

```

```

}

<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType>
input<grammar.delegators:{ g|, <g.recognizerName> <g.delegateName()>}> )
: this(input, new RecognizerSharedState()<grammar.delegators:{ g|,
<g.delegateName()>}>)
{
}

<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<lexerInputStreamType> input,
RecognizerSharedState state<grammar.delegators:{ g|, <g.recognizerName> <g.delegateName()>}>)
: base(input, state)
{
<if(memoize)>
<if(grammar.grammarIsRoot)>
state.ruleMemo = new System.Collections.Generic.Dictionary<int, int>[<numRules>+1];<\n><! index from 1..n !>
<endif>
<endif>
<grammar.directDelegates:
{ g|<g.delegateName()> = new <g.recognizerName>(input, this.state<trunc(g.delegators):{ p|,
<p.delegateName()>}>, this);}; separator="\n">
<grammar.delegators:
{ g|this.<g.delegateName()> = <g.delegateName()>;}; separator="\n">
<last(grammar.delegators):{ g|gParent = <g.delegateName()>;}>

OnCreated();
}
public override string GrammarFileName { get { return "<fileName>"; } }

private static readonly bool[] decisionCanBacktrack = new bool[0];

<if(grammar.hasDelegates)>
public override <lexerInputStreamType> CharStream
{
get
{
return
base.CharStream;
}
set
{
base.CharStream = value;
<grammar.directDelegates:
{ g|<g.delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{ p|, <p.delegateName()>}>,
this);}; separator="\n">
<grammar.delegators:
{ g|this.<g.delegateName()> = <g.delegateName()>;}; separator="\n">
<last(grammar.delegators):{ g|gParent = <g.delegateName()>;}>

```



```

    }
}

<if(grammar.delegates)>
public override void SetState(RecognizerSharedState state)
{
    base.SetState(state);
    <grammar.delegates: {g|<g:delegateName(>}.SetState(state);}; separator="\n">
}
<endif>

<endif>
<if(filterMode)>
<filteringNextToken(>
<endif>

[Conditional("ANTLR_TRACE")]
protected virtual void OnCreated() {}
[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule(string ruleName, int ruleIndex) {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule(string ruleName, int ruleIndex) {}

    <rules; separator="\n">

<insertLexerSynpreds(synpreds)>

#region
DFA
<cyclicDFAs: {dfa | DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>}; separator="\n">

protected override void InitDFAs()
{
    base.InitDFAs();
    <cyclicDFAs: {dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>(this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif>);}; separator="\n">
}

<cyclicDFAs:cyclicDFA(> <! dump tables for all DFA !>
#endregion

}
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 * Make rule memoization happen only at levels above 1 as we start mTokens

```

```

* at backtracking==1.
*/
filteringNextToken() ::= <<
public override IToken NextToken()
{
while (true)
{
if (input.LA(1) == CharStreamConstants.EndOfFile)
{
IToken eof = new CommonToken((ICharStream)input, CharStreamConstants.EndOfFile, TokenChannels.Default,
input.Index,
input.Index);
eof.Line = Line;
eof.CharPositionInLine = CharPositionInLine;
return eof;
}
state.token = null;
state.channel = TokenChannels.Default;
state.tokenStartCharIndex = input.Index;
state.tokenStartCharPositionInLine = input.CharPositionInLine;
state.tokenStartLine = input.Line;
state.text = null;
try
{
int m = input.Mark();
state.backtracking=1;<! means we won't throw slow exception !>
state.failed=false;
mTokens();
state.backtracking=0;
<! mTokens backtracks with synpred at backtracking==2
and we set the synpredgate to allow actions at level 1. !>
if (state.failed)
{
input.Rewind(m);
input.Consume();<! advance one char and try again !>
}
else
{
Emit();
return state.token;
}
}
catch (RecognitionException re)
{
// shouldn't happen in backtracking mode, but...
ReportError(re);
Recover(re);
}
}
}

```

```

}
}

public override void Memoize(IIntStream input, int ruleIndex, int ruleStartIndex)
{
    if
    (state.backtracking > 1)
        base.Memoize(input, ruleIndex, ruleStartIndex);
}

public override bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
    if (state.backtracking > 1)
        return base.AlreadyParsedRule(input, ruleIndex);

    return false;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking == 1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, inputStreamType, superClass,
    labelType, members, rewriteElementType,
    filterMode, ASTLabelType="object") ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<ANTLRVersion>")]
[System.CLSCompliant(false)]
<parserModifier(grammar=grammar, actions=actions)> partial class <grammar.recognizerName> :
<@superClassName><superClass><@end>
{
<if(grammar.grammarIsRoot)>
    internal static readonly string[] tokenNames = new string[] {
        "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames>
        separator=", ">
    };
<endif>
    <tokens:{it|public const int <it.name>; format="id">=<it.type>;}; separator="\n">

<if(grammar.delegates)>
    // delegates
    <grammar.delegates:
        {g|private <g.recognizerName> <g.delegateName()>;}; separator="\n">
    <endif>
<if(grammar.delegators)>
    // delegators

```

```

<grammar.delegators:
  {g|private <g.recognizerName> <g.delegateName(>);}; separator="\n">
<last(grammar.delegators):{g|private <g.recognizerName> gParent;}>
<endif>

<if(grammar.delegates)>
public override void SetState(RecognizerSharedState state)
{
  base.SetState(state);
  <grammar.delegates:{g|<g.delegateName(>.SetState(state);}; separator="\n">
}

<if(TREE_PARSER)>
public override void SetTreeNodeStream(ITreeNodeStream input)
{
  base.SetTreeNodeStream(input);
  <grammar.delegates:{g|<g.delegateName(>.SetTreeNodeStream(input);}; separator="\n">
}
<endif>
<endif>

<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>
<@members(>

public override
string[] TokenNames { get { return <grammar.composite.rootGrammar.recognizerName>.tokenNames; } }
public override string GrammarFileName { get { return "<fileName>"; } }

<members>

[Conditional("ANTLR_TRACE")]
protected virtual void OnCreated() {}
[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule(string ruleName, int ruleIndex) {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule(string ruleName, int ruleIndex) {}

#region Rules
<rules; separator="\n">
#endregion Rules

<if(grammar.delegatedRules)>
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
#region Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
  <ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <return Type(ruleDescriptor)>
  <ruleDescriptor.name; format="id"><(ruleDescriptor.parameterScope;parameterScope(>>) <!throws

```

```

RecognitionException !>{ <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar.delegateName()>.<ruleDescriptor.name;
format="id"><if(ruleDescriptor.parameterScope)><ruleDescriptor.parameterScope.attributes: { a|<a.name;
format="id">}; separator=", "><endif>; \} }; separator="\n">
#endregion Delegated rules
<endif>

<insertSynpreds(synpreds)>

<if(cyclicDFAs)>
#region DFA
<cyclicDFAs:{ dfa | private DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>; }; separator="\n">

protected override void InitDFAs()
{
base.InitDFAs();
<cyclicDFAs:{ dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs)>,
SpecialStateTransition<dfa.decisionNumber><endif> ); }; separator="\n">
}

<cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
#endregion DFA
<endif>

<if(bitsets)>
#region Follow sets
private static class Follow
{
<bitsets: { it|<bitset(name={ _<it.name>_in_<it.inName><it.tokenIndex> }, words64=it.bits)> }; separator="\n">
}
#endregion Follow sets
<endif>
}
>>

@genericParser.members() ::= <<
#if ANTLR_DEBUG
private static readonly
bool[] decisionCanBacktrack =
new bool[]
{
false, // invalid decision
<grammar.decisions: { d | <d.dfa.hasSynPred> }; wrap="\n", separator=", ">
};
#else
private static readonly bool[] decisionCanBacktrack = new bool[0];
#endif
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>

```

```

<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType>
input<grammar.delegates:{ g|, <g.recognizerName> <g.delegateName()>}>)
: this(input, new RecognizerSharedState()<grammar.delegates:{ g|, <g.delegateName()>}>)
{
}
<actions.(actionScope).ctorModifier; null="public"> <grammar.recognizerName>(<inputStreamType> input,
RecognizerSharedState state<grammar.delegates:{ g|, <g.recognizerName> <g.delegateName()>}>)
: base(input, state)
{
<if(grammar.directDelegates)>
<grammar.directDelegates:
{ g|<g.delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegates):{p|, <p.delegateName()>}>,
this);}; separator="\n">
<endif>
<if(grammar.indirectDelegates)>
<grammar.indirectDelegates:{ g
| <g.delegateName()> = <g.delegate:delegateName()>.<g.delegateName()>;}; separator="\n">
<endif>
<if(grammar.delegates)>
<last(grammar.delegates):{ g|gParent = <g.delegateName()>;}>
<endif>
<parserCtorBody()>
OnCreated();
}
>>

// imported grammars are 'public' (can't be internal because their return scope classes must be accessible)
parserModifier(grammar, actions) ::= <<
<if(grammar.grammarIsRoot)><actions.(actionScope).modifier; null="public"><else>public<endif>
>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new System.Collections.Generic.Dictionary<int,
int>[<length(grammar.allImportedRules)>+1];<\n><! index from 1..n !>
<endif>
<endif>
<grammar.delegates:
{ g|this.<g.delegateName()> = <g.delegateName()>;}; separator="\n">
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
ASTLabelType="object",
superClass={ <if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Parser
<endif>},
labelType="IToken",
members={ <actions.parser.members>}) ::= <<

```

```

<genericParser(inputStreamType="ITokenStream", rewriteElementType="IToken", ...)>
>>

/** How to generate a tree parser; same as parser except the input
 * stream is a different type.
 */
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
    numRules, bitsets, filterMode, labelType={ <ASTLabelType> }, ASTLabelType="object",
    superClass={ <if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else>Antlr.Runtime.Tree.<
if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif><endif>},
    members={ <actions.treeparser.members> }) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 *
 * nor parameters etc..., just give simplest possible method. Don't do
 * any of the normal memoization stuff in here either; it's a waste.
 * As predicates cannot be inlined into the invoking rule, they need to
 * be in a rule by themselves.
 */
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule_<ruleName>_fragment() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>_fragment() {}

// $ANTLR start <ruleName>
<ruleModifier(grammar,ruleDescriptor)> void
<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope()>)
{
    <ruleLabelDefs()>
    EnterRule_<ruleName>_fragment();
    EnterRule("<ruleName>_fragment", <ruleDescriptor.index>);
    TraceIn("<ruleName>_fragment", <ruleDescriptor.index>);
    try
    {
        <block>
    }
    finally
    {
        TraceOut("<ruleName>_fragment", <ruleDescriptor.index>);
        LeaveRule("<ruleName>_fragment", <ruleDescriptor.index>);
        LeaveRule_<ruleName>_fragment();
    }
}

```

```

//
$ANTLR end <ruleName>
>>

insertLexerSynpreds(synpreds) ::= <<
<insertSynpreds(synpreds)>
>>

insertSynpreds(synpreds) ::= <<
<if(synpreds)>
#region Synpreds
private bool EvaluatePredicate(System.Action fragment)
{
    bool success = false;
    state.backtracking++;
    <@start(>
    try { DebugBeginBacktrack(state.backtracking);
    int start = input.Mark();
    try
    {
        fragment();
    }
    catch ( RecognitionException re )
    {
        System.Console.Error.WriteLine("impossible: "+re);
    }
    success = !state.failed;
    input.Rewind(start);
    } finally { DebugEndBacktrack(state.backtracking, success); }
    <@stop(>
    state.backtracking--;
    state.failed=false;
    return success;
}
#endregion Synpreds
<endif>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if (state.backtracking > 0 && AlreadyParsedRule(input, <ruleDescriptor.index>)) { <returnFromRule(> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) <returnFromRule(><endif>
>>

```



```

/**
  This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) { state.failed=true; <returnFromRule()>}<endif>
>>

ruleWrapperMap ::= [
  "bottomup":{<ruleWrapperBottomup()>},
  "topdown":{<ruleWrapperTopdown()>},
  default:""
]

ruleWrapperBottomup() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Bottomup() { return bottomup(); }
<endif>
>>

ruleWrapperTopdown() ::= <<
<if(TREE_PARSER && filterMode)>
protected override <if(buildAST)>IAstRuleReturnScope<else>void<endif> Topdown() { return topdown(); }
<endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(ruleDescriptor.returnScope)>

[Conditional("ANTLR_TRACE")]
protected
  virtual void EnterRule_<ruleName>() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>() {}
<ruleWrapperMap.(ruleName)>
// $ANTLR start "<ruleName>"
// <fileName>:<description>
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> <returnType(ruleDescriptor)> <ruleName;
format="id">(<ruleDescriptor.parameterScope:parameterScope(>))
{
  EnterRule_<ruleName>();
  EnterRule("<ruleName>", <ruleDescriptor.index>);
  TraceIn("<ruleName>", <ruleDescriptor.index>);
  <ruleScopeSetUp()>
}

```

```

    <ruleDeclarations()>
    <ruleLabelDefs()>
    <ruleDescriptor.actions.init>
try { DebugEnterRule(GrammarFileName, "<ruleName>");
DebugLocation(<ruleDescriptor.tree.line>, <ruleDescriptor.EORNode.charPositionInLine>);
<@preamble()>
try
{
    <ruleMemoization(name=ruleName)>
    <block>
    <ruleCleanUp()>
    <(ruleDescriptor.actions.after):execAction()>
}
<if(exceptions)>
    <exceptions: {e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
    <actions.(actionScope).rulecatch>
<else>
catch
(RecognitionException re)
{
    ReportError(re);
    Recover(input,re);
    <@setErrorReturnValue()>
}
<endif>
<endif>
<endif>
finally
{
    TraceOut("<ruleName>", <ruleDescriptor.index>);
    LeaveRule("<ruleName>", <ruleDescriptor.index>);
    LeaveRule_<ruleName>();
    <memoize()>
    <ruleScopeCleanUp()>
    <finally>
}
DebugLocation(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);
} finally { DebugExitRule(GrammarFileName, "<ruleName>"); }
<@postamble()>
<returnFromRule()><\n>
}
// $ANTLR end "<ruleName>"
>>

```

```

// imported grammars need to have internal rules

```

```

ruleModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>internal<endif>
>>

// imported grammars need to have public return scopes
returnScopeModifier(grammar,ruleDescriptor) ::= <<
<if(grammar.grammarIsRoot)><csharpVisibilityMap.(ruleDescriptor.modifier);
null="private"><else>public<endif>
>>

catch(decl,action) ::= <<
catch (<e.decl>)
{
<e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType(ruleDescriptor)> retval = new <returnType(ruleDescriptor)>();
retval.Start = (<labelType>)input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes: { a |
<a.type> <a.name; format="id"> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_startIndex = input.Index;
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes: { it|<it>_stack.Push(new <it>_scope());<it>_scopeInit(<it>_stack.Peek());};
separator="\n">
<ruleDescriptor.ruleScope: { it|<it.name>_stack.Push(new
<it.name>_scope());<it.name>_scopeInit(<it.name>_stack.Peek());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes: { it|<it>_scopeAfter(<it>_stack.Peek());<it>_stack.Pop();};
separator="\n">
<ruleDescriptor.ruleScope: { it|<it.name>_scopeAfter(<it.name>_stack.Peek());<it.name>_stack.Pop();};
separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wil

```

```

dcardTreeListLabels]
  :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<ruleDescriptor.tokenListLabels
  :{it|List\<<labelType>> list_<it.label.text> = null;}; separator="\n"
>
<[ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
  :{it|List\<<ASTLabelType>> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:ruleLabelDef(); separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
  ruleDescriptor.tokenListLabels,
  ruleDescriptor.ruleLabels]
  :{it|<labelType> <it.label.text> = default(<labelType>);}; separator="\n"
>
<[ruleDescriptor.charListLabels,
  ruleDescriptor.charLabels]
  :{it|int <it.label.text> = 0;}; separator="\n"
>
<[ruleDescriptor.tokenListLabels,
  ruleDescriptor.ruleListLabels]
  :{it|List\<<labelType>> list_<it.label.text> = null;}; separator="\n"
>
<ruleDescriptor.charListLabels:{it|List\<int> list_<it.label.text> = null;}; separator="\n"
>
>>

returnFromRule() ::= <%
return
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<! This comment is a hack to make sure the following
  single space appears in the output. !> <ruleDescriptor.singleValueReturnName>
<else>
<!!> retval
<endif>
<endif>
<endif>
;
%>

ruleCleanup() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>

```

```

<if(!TREE_PARSER)>
retval.Stop = (<labelType>)input.LT(-1);
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if (state.backtracking > 0) { Memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the
lexer; naked blocks are used for
* fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<

[Conditional("ANTLR_TRACE")]
protected virtual void EnterRule_<ruleName>() {}
[Conditional("ANTLR_TRACE")]
protected virtual void LeaveRule_<ruleName>() {}

// $ANTLR start "<ruleName>"
[GrammarRule("<ruleName>")]
<ruleModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)> void
m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(>))
{
EnterRule_<ruleName>();
EnterRule("<ruleName>", <ruleDescriptor.index>);
TraceIn("<ruleName>", <ruleDescriptor.index>);
<ruleScopeSetUp(>
<ruleDeclarations(>
try
{
<if(nakedBlock)>
<ruleMemoization(name=ruleName)>
<lexerRuleLabelDefs(>
<ruleDescriptor.actions.init>
<block>
<else>
int _type = <ruleName>;
int _channel = DefaultTokenChannel;
<ruleMemoization(name=ruleName)>
<lexerRuleLabelDefs(>
<ruleDescriptor.actions.init>

```

```

<block>
<ruleCleanUp()>
state.type = _type;
state.channel =
_channel;
<(ruleDescriptor.actions.after):execAction()>
<endif>
}
finally
{
TraceOut("<ruleName>", <ruleDescriptor.index>);
LeaveRule("<ruleName>", <ruleDescriptor.index>);
LeaveRule_<ruleName>();
ruleScopeCleanUp()>
memoize()>
}
}
// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<

public override void mTokens()
{
<block><\n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
try { DebugEnterSubRule(<decisionNumber>);
try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
<@prebranch()>
switch
(alt<decisionNumber>)
{

```

```

<alts:{a|<altSwitchCase(i,a)>}>
}
} finally { DebugExitSubRule(<decisionNumber>); }
<@postbranch(>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision(>
try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision(>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt(>
DebugEnterAlt(1);
<alts>
<@postalt(>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt(>
DebugEnterAlt(1);
<alts>
<@postalt(>
>>

/**
A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,descriptio
n) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>

```

```

<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
int alt<decisionNumber>=<maxAlt>;
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
<decision>
} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch (alt<decisionNumber>)
{
<alts:{a|<altSwitchCase(i,a)>}>
default:
if (cnt<decisionNumber> >= 1)
goto loop<decisionNumber>;

<ruleBacktrackFailure()>
EarlyExitException eee<decisionNumber> = new EarlyExitException( <decisionNumber>, input );
DebugRecognitionException(eee<decisionNumber>);
<@earlyExitException()>
throw eee<decisionNumber>;
}
cnt<decisionNumber>++;
}
loop<decisionNumber>:
;

}
finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

```

positiveClosureBlockSingleAlt ::= positiveClosureBlock

```

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
try { DebugEnterSubRule(<decisionNumber>);
while (true)
{
int alt<decisionNumber>=<maxAlt>;
<@predecision()>
try { DebugEnterDecision(<decisionNumber>, decisionCanBacktrack[<decisionNumber>]);
<decision>

```



```

} finally { DebugExitDecision(<decisionNumber>); }
<@postdecision()>
switch ( alt<decisionNumber> )
{
<alts:{a|altSwitchCase(i,a)}>
default:
goto loop<decisionNumber>;
}
}

loop<decisionNumber>:
;

} finally { DebugExitSubRule(<decisionNumber>); }
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
* so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
* number. A DFA predicts the alternative and then a simple switch
* does the jump to the code that actually matches that alternative.
*/
altSwitchCase(altNum,alt) ::= <<
case <altNum>:
<@prealt()>
DebugEnterAlt(<altNum>);
<alt>
break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
}
>>

```

```

/** What to emit when there is no rewrite. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(it) ::= <%
<@prematch(>
DebugLocation(<it.line>, <it.pos>);<\n>
<it.el><\n>
%>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={ })
::= <<
<if(label)><label>=<labelType><endif>Match(input,<token>,Follow._<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure(>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={ }) ::= <<
<tokenRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

listLabelElem(label,elem,elemType) ::= <<
if (list_<label>==null) list_<label>=new List<<elemType; null={ <labelType> }>>();
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
Match(<char>); <checkRuleBacktrackFailure(>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchRange(<a>,<b>); <checkRuleBacktrackFailure(>
>>

```

```

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<matchSetLabel()>
<endif>
if (<s>)
{
input.Consume();
<postmatchCode>
<if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
}
else
{
<ruleBacktrackFailure()>
MismatchedSetException
mse = new MismatchedSetException(null,input);
DebugRecognitionException(mse);
<@mismatchedSetException()>
<if(LEXER)>
Recover(mse);
throw mse;
<else>
throw mse;
<! use following code to make it recover inline; remove throw mse;
recoverFromMismatchedSet(input,mse,Follow._set_in_<ruleName><elementIndex>);
!>
<endif>
}<\n>
>>

```

```

matchSetUnchecked(s,label,elementIndex,postmatchCode=false) ::= <%
<if(label)>
<matchSetLabel()><\n>
<endif>
input.Consume();<\n>
<if(postmatchCode)>
<postmatchCode><\n>
<endif>
<if(!LEXER)>state.errorRecovery=false;<endif><if(backtracking)>state.failed=false;<endif>
%>

```

```

matchSetLabel() ::= <%
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=(<labelType>)input.LT(1);
<endif>

```

```

%>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/**
  Match a string literal */
lexerStringRef(string,label,elementIndex) ::= <%
<if(label)>
int <label>Start = CharIndex;<\n>
Match(<string>); <checkRuleBacktrackFailure()><\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start, CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(<string>); <checkRuleBacktrackFailure()><\n>
<endif>
%>

wildcard(token,label,elementIndex,terminalOptions={ }) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={ }) ::= <<
<wildcard(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex)
::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>

```

```

<listLabelElem(elem=label,elemType=labelType,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
 * and a return value or values. The 'rule' argument was the
 * target rule name, but now is type Rule, whose toString is
 * same: the rule name. Now though you can access full rule
 * descriptor stuff.
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(Follow._<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope.delegateName()>.<endif><rule.name; format="id"><args;
separator="," ">);
PopFollow();
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelElem(elem=label,elemType={<ASTLabelType>},...)>
>>

/** A lexer rule reference.
 *
 * The 'rule' argument was
 the target rule name, but now
 * is type Rule, whose toString is same: the rule name.
 * Now though you can access full rule descriptor stuff.
 */
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
<if(scope)><scope.delegateName()>.<endif>m<rule.name><args; separator="," ">);
<checkRuleBacktrackFailure()><\n>
<label> = new <labelType>(input, TokenType.Invalid, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
<if(scope)><scope.delegateName()>.<endif>m<rule.name><args; separator="," ">);
<checkRuleBacktrackFailure()>
<endif>
%>

/** i+=INT in lexer */

```

```

lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabelElem(elem=label,elemType=labelType,...)>
>>

/**
EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <%
<if(label)>
int <label>Start<elementIndex> = CharIndex;<\n>
int <label>StartLine<elementIndex> = Line;<\n>
int <label>StartCharPos<elementIndex> = CharPositionInLine;<\n>
Match(EOF); <checkRuleBacktrackFailure()><\n>
<labelType> <label> = new <labelType>(input, EOF, TokenChannels.Default, <label>Start<elementIndex>,
CharIndex-1);<\n>
<label>.Line = <label>StartLine<elementIndex>;<\n>
<label>.CharPositionInLine = <label>StartCharPos<elementIndex>;
<else>
Match(EOF); <checkRuleBacktrackFailure()>
<endif>
%>

// used for left-recursive rules
recRuleDefArg()           ::= "int <recRuleArg()>"
recRuleArg()              ::= "_p"
recRuleAltPredicate(ruleName,opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction()  ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name) ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root,
actionsAfterRoot, children, nullableChildList,
enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if (input.LA(1) == TokenType.Down)
{
Match(input, TokenType.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenType.Up, null); <checkRuleBacktrackFailure()>
}
<else>
Match(input, TokenType.Down, null); <checkRuleBacktrackFailure()>
<children:element()>
Match(input, TokenType.Up, null); <checkRuleBacktrackFailure()>
<endif>
>>

```

```

/** Every predicate is used as a validating predicate (even when it is
 * also hoisted into a prediction expression).
 */
validateSemanticPredicate(pred,description) ::= <<
if (!(<evalPredicate(...>))
{
<ruleBacktrackFailure()>
throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d D F A (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges;
separator="\nelse ">
<if(!(!isTrue.(last(edges).labelExpr) && (!last(edges).predicates))>
else
{
<if(eotPredictsAlt)>
alt<decisionNumber> = <eotPredictsAlt>;
<else>
<ruleBacktrackFailure()>
NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
DebugRecognitionException(nvae);
<@noViableAltException()>
throw nvae;
<endif>
}
<endif>
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse ">
>>

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it

```

```

* should act like a default clause (i.e., no error can be generated).
* This is used only in the lexer so that for ('a')* on the end of a rule
* anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<k> = input.LA(<k>);<\n>
<edges; separator="\nelse "><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber> = <eotPredictsAlt>;<! if no edges, don't gen ELSE !>
<else>
else
{
alt<decisionNumber> = <eotPredictsAlt>;
}<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression. If the expression is satisfied,
* enter to the target state. To handle gated productions, we may
* have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> && (<predicates>)<endif>)
{
<targetState>
}
>>

//
F i x e d D F A (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
alt<decisionNumber>=<eotPredictsAlt>;
break;<\n>
<else>

```



```

{
  <ruleBacktrackFailure()>
  NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>,
input, <k>);
  DebugRecognitionException(nvae);
  <@noViableAltException()>
  throw nvae;
}
<endif>
}<\n>
>>

```

```

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
}<\n>
>>

```

```

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>))
{
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
  break;<\n>
<endif>
}<\n>
>>

```

```

dfaEdgeSwitch(labels,
targetState) ::= <<
<labels: {it|case <it>:}; separator="\n">
{
  <targetState>
}
break;
>>

```

// C y c l i c D F A

```

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */

```

```

dfaDecision(decisionNumber,description) ::= <<
try

```

```

{
    alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
}
catch (NoViableAltException nvae)
{
    DebugRecognitionException(nvae);
    throw;
}
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach. See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa)
::= <<
private class DFA<dfa.decisionNumber> : DFA
{
    private const string DFA<dfa.decisionNumber>_eotS =
        "<dfa.javaCompressedEOT; wrap=\""+\n\t\t\">";
    private const string DFA<dfa.decisionNumber>_eofS =
        "<dfa.javaCompressedEOF; wrap=\""+\n\t\t\">";
    private const string DFA<dfa.decisionNumber>_minS =
        "<dfa.javaCompressedMin; wrap=\""+\n\t\t\">";
    private const string DFA<dfa.decisionNumber>_maxS =
        "<dfa.javaCompressedMax; wrap=\""+\n\t\t\">";
    private const string DFA<dfa.decisionNumber>_acceptS =
        "<dfa.javaCompressedAccept; wrap=\""+\n\t\t\">";
    private const string DFA<dfa.decisionNumber>_specialS =
        "<dfa.javaCompressedSpecial; wrap=\""+\n\t\t\">}>";
    private static readonly string[] DFA<dfa.decisionNumber>_transitionS =
    {
        <dfa.javaCompressedTransition:{s|"<s; wrap=\""+\n\t\t\">"}; separator=",\n">
    };

    private static readonly short[] DFA<dfa.decisionNumber>_eot =
    DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
    private static readonly short[]
    DFA<dfa.decisionNumber>_eof = DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
    private static readonly char[] DFA<dfa.decisionNumber>_min =
    DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
    private static readonly char[] DFA<dfa.decisionNumber>_max =
    DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
    private static readonly short[] DFA<dfa.decisionNumber>_accept =

```

```

DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
private static readonly short[] DFA<dfa.decisionNumber>_special =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
private static readonly short[][] DFA<dfa.decisionNumber>_transition;

static DFA<dfa.decisionNumber>()
{
int numStates = DFA<dfa.decisionNumber>_transitionS.Length;
DFA<dfa.decisionNumber>_transition = new short[numStates][];
for ( int i=0; i < numStates; i++ )
{
DFA<dfa.decisionNumber>_transition[i] =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
}
}

public
DFA<dfa.decisionNumber>( BaseRecognizer recognizer<if(dfa.specialStateSTs)>, SpecialStateTransitionHandler
specialStateTransition<endif> )
<if(dfa.specialStateSTs)>
: base(specialStateTransition)
<endif>
{
this.recognizer = recognizer;
this.decisionNumber = <dfa.decisionNumber>;
this.eot = DFA<dfa.decisionNumber>_eot;
this.eof = DFA<dfa.decisionNumber>_eof;
this.min = DFA<dfa.decisionNumber>_min;
this.max = DFA<dfa.decisionNumber>_max;
this.accept = DFA<dfa.decisionNumber>_accept;
this.special = DFA<dfa.decisionNumber>_special;
this.transition = DFA<dfa.decisionNumber>_transition;
}

public override string Description { get { return "<dfa.description>"; } }

public override void Error(NoViableAltException nvae)
{
DebugRecognitionException(nvae);
}
}<\n>
<if(dfa.specialStateSTs)>
private int SpecialStateTransition<dfa.decisionNumber>(DFA dfa, int s, IIntStream _input)<! throws
NoViableAltException!>
{
<if(LEXER)>
IIntStream input = _input;
<endif>

```

```

<if(PARSER)>
ITokenStream
input = (ITokenStream)_input;
<endif>
<if(TREE_PARSER)>
ITreeNodeStream input = (ITreeNodeStream)_input;
<endif>
int _s = s;
s = -1;
<! pull these outside the switch cases to save space on locals !>
int LA<dfa.decisionNumber>_1 = input.LA(1);
int index<dfa.decisionNumber>_1 = input.Index;
switch (_s)
{
<dfa.specialStateSTs:{state |case <i0>:<! compressed special state numbers 0..n-1 !>
<state> }; separator="\n">

default:
break;
}

if (s >= 0)
return s;

<if(backtracking)>
if (state.backtracking > 0) { state.failed=true; return -1;}
<endif>
NoViableAltException nvae = new NoViableAltException(dfa.Description, <dfa.decisionNumber>, _s, input);
dfa.Error(nvae);
throw nvae;
}
<endif>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
 * state.
 */
cyclicDFASState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
<if(semPredState)>
<! get next lookahead symbol to test edges, then rewind !>
input.Rewind();
<endif>
<edges;
separator="\nelse ">
<if(semPredState)>
<! return input cursor to state before we rewound !>
input.Seek(index<decisionNumber>_1);

```

```

<endif>
break;
}
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ((<labelExpr><if(predicates)> && (<predicates><endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>

// D F A E X P R E S S I O N S

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<operands; separator=\\|\\>)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "EvaluatePredicate(<pred>_fragment)"

lookaheadTest(atom,k,atomAsInt)
::= "LA<decisionNumber>_<k>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<k><ge()><lower> && LA<decisionNumber>_<k><le()><upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::=
"(input.LA(<k><ge()><lower> && input.LA(<k><le()><upper>)"

le() ::= "\<="

```

```

ge() ::= ">="

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

attributeScope(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
protected sealed partial class <scope.name>_scope
{
<scope.attributes: { it|public <it.decl>; }; separator="\n">
}
<if(scope.actions.scopeinit)>
protected void <scope.name>_scopeInit( <scope.name>_scope scope )
{
<scope.actions.scopeinit>
}
<else>
protected virtual void <scope.name>_scopeInit(
<scope.name>_scope scope ) { }
<endif>
<if(scope.actions.scopeafter)>
protected void <scope.name>_scopeAfter( <scope.name>_scope scope )
{
<scope.actions.scopeafter>
}
<else>
protected virtual void <scope.name>_scopeAfter( <scope.name>_scope scope ) { }
<endif>
protected readonly ListStack<<scope.name>_scope> <scope.name>_stack = new
ListStack<<scope.name>_scope>();
<endif>
<endif>
>>

globalAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

ruleAttributeScope(scope) ::= <<
<attributeScope(...)>
>>

returnStructName(it) ::= "<it.name>_return"

```

```

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.returnScope.attributes && ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasMultipleReturnValues)>
<ruleReturnBaseType()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
%>

```

```

/** Generate the C# type associated with
a single or multiple return
* values.
*/

```

```

ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<ruleReturnBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
%>

```

```

delegateName(it) ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

```

```

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/

```

```

initValue(typeName) ::= <<
default(<typeName>)
>>

```

```

/** Define a rule label including default value */

```

```

ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;
%>

```

```

/** Define a return struct for a rule if the code needs to access its

```

```

* start/stop tokens, tree stuff, attributes, ... Leave a hole for
* subgroups to stick in members.

```

```

*/

```

```

returnScope(scope) ::= <<

```

```

<if(scope.attributes && ruleDescriptor.hasMultipleReturnValues)>
<returnScopeModifier(grammar=grammar,ruleDescriptor=ruleDescriptor)>
sealed partial class <ruleDescriptor:returnStructName()> : <ruleReturnBaseType()><@ruleReturnInterfaces()>
{
<scope.attributes:{it|public <it.decl>;}; separator="\n">
<@ruleReturnMembers()>
}
<endif>
>>

```

```

ruleReturnBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope\<<labelType>>
%>

```

```

@returnScope.ruleReturnMembers() ::= <<
>>

```

```

parameterScope(scope) ::= <<
<scope.attributes:{it|<it.decl>}; separator=" ">
>>

```

```

parameterAttributeRef(attr) ::= <<
<attr.name; format="id">
>>

```

```

parameterSetAttributeRef(attr,expr) ::= <<
<attr.name; format="id"> =<expr>;
>>

```

```

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id">
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id">
<else>
<scope>_stack.Peek().<attr.name; format="id">
<endif>
<endif>
%>

```

```

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::=
<%
<if(negIndex)>
<scope>_stack[<scope>_stack.Count - <negIndex> - 1].<attr.name; format="id"> = <expr>;
<else>
<if(index)>
<scope>_stack[<index>].<attr.name; format="id"> = <expr>;

```



```

<else>
<scope>_stack.Peek().<attr.name; format="id"> = <expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {$function.Count>0 && $function::name.Equals("foo")}?
 */
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?(<<return Type(referencedRule)>><scope>).<attr.name; format="id">:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id">
<else>
<attr.name; format="id">
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr)
::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name; format="id"> =<expr>;
<else>
<attr.name; format="id"> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.Text.default(string))"

```

```

tokenLabelPropertyRef_type(scope,attr) ::= "<scope>!=null?<scope>.Type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>!=null?<scope>.Line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>!=null?<scope>.CharPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>!=null?<scope>.Channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>!=null?<scope>.TokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "<scope>!=null?int.Parse(<scope>.Text):0)"

ruleLabelPropertyRef_start(scope,attr)
::= "<scope>!=null?((<labelType><scope>.Start):default(<labelType>))"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>!=null?((<labelType><scope>.Stop):default(<labelType>))"
ruleLabelPropertyRef_tree(scope,attr) ::=
"<scope>!=null?((<ASTLabelType><scope>.Tree):default(<ASTLabelType>))"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.TokenStream.ToString(
input.TreeAdaptor.GetTokenStartIndex(<scope>.Start),
input.TreeAdaptor.GetTokenStopIndex(<scope>.Start))):default(string))
<else>
(<scope>!=null?input.ToString(<scope>.Start,<scope>.Stop):default(string))
<endif>
%>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>!=null?<scope>.Template:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
"<scope>!=null?<scope>.Type:0)"

lexerRuleLabelPropertyRef_line(scope,attr) ::=
"<scope>!=null?<scope>.Line:0)"

lexerRuleLabelPropertyRef_pos(scope,attr)
::=
"<scope>!=null?<scope>.CharPositionInLine:-1)"

lexerRuleLabelPropertyRef_channel(scope,attr) ::=
"<scope>!=null?<scope>.Channel:0)"

lexerRuleLabelPropertyRef_index(scope,attr) ::=
"<scope>!=null?<scope>.TokenIndex:0)"

lexerRuleLabelPropertyRef_text(scope,attr) ::=
"<scope>!=null?<scope>.Text:default(string)"

lexerRuleLabelPropertyRef_int(scope,attr) ::=

```

```

"(<scope>!=null?int.Parse(<scope>.Text):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.Start"
rulePropertyRef_stop(scope,attr) ::= "retval.Stop"
rulePropertyRef_tree(scope,attr) ::= "retval.Tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.TokenStream.ToString(
input.TreeAdaptor.GetTokenStartIndex(retval.Start),
input.TreeAdaptor.GetTokenStopIndex(retval.Start))
<else>
input.ToString(retval.Start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr)
::= "retval.Template"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.Tree = <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.Template =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if (<actions.(actionScope).synpredgate>)<\n>
{<\n>
<@indentedAction()><\n>
}
<else>
<action>
<endif>
%>

@execAction.indentedAction()
::= <<
<action>

```

>>

```
/** How to always execute an action even when backtracking */  
execForcedAction(action) ::= "<action>"
```

```
// M I S C (properties, etc...)
```

```
bitset(name, words64) ::= <<  
public static readonly BitSet <name> = new BitSet(new ulong[] { <words64: {it|<it>UL}; separator=", "> });  
>>
```

```
codeFileExtension() ::= ".cs"
```

```
true_value() ::= "true"  
false_value() ::= "false"
```

```
isTrue ::= [  
  "true" : true,  
  default : false  
]
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-  
jar/org/antlr/codegen/templates/CSharp2/CSharp2.stg
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
[The "BSD license"]
```

```
Copyright (c) 2005-2006 Terence Parr
```

```
All rights reserved.
```

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*/

/** The API version of the runtime that recognizers generated by this runtime

* need.

*/

apiVersion() ::= "1"

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"

// The Java version of Boolean returns "true" and "false", so they map to themselves here.

booleanLiteral ::= [

 "True": "true",

 "False": "false",

 "true": "true",

 "false": "false",

 default: "false"

]

/** The overall file structure

of a recognizer; stores methods for rules

* and cyclic DFAs plus support code.

*/

outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,

 docComment, recognizer,

 name, tokens, tokenNames, rules, cyclicDFAs,

 bitsets, buildTemplate, buildAST, rewriteMode, profile,

 backtracking, synpreds, memoize, numRules,

 fileName, ANTLRVersion, generatedTimestamp, trace,

 scopes, superClass, literals) ::=

<<

\$ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@imports>

import sys

from antlr3 import *

<if(TREE_PARSER)>

from antlr3.tree import *<\n>

<endif>

from antlr3.compat import set, frozenset

<@end>

<actions.(actionScope).header>

<! <docComment> !>

```

# for convenience in actions
HIDDEN = BaseRecognizer.HIDDEN

# token types
<tokens:{it | <it.name>=<it.type>}; separator="\n">

<recognizer>

<if(actions.(actionScope).main)>
<actions.(actionScope).main>
<else>
def main(argv, stdin=sys.stdin, stdout=sys.stdout, stderr=sys.stderr):
<if(LEXER)>
    from antlr3.main import LexerMain
    main = LexerMain(<recognizer.name>)<\n>
<endif>
<if(PARSER)>
    from antlr3.main import ParserMain
    main = ParserMain("<recognizer.grammar.name>Lexer", <recognizer.name>)<\n>
<endif>
<if(TREE_PARSER)>
    from antlr3.main import WalkerMain
    main = WalkerMain(<recognizer.name>)<\n>
<endif>
    main.stdin = stdin
    main.stdout = stdout
    main.stderr = stderr
    main.execute(argv)<\n>
<endif>

<actions.(actionScope).footer>

if __name__ == '__main__':
    main(sys.argv)

>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode,
    labelType="CommonToken", superClass="Lexer") ::= <<
<grammar.directDelegates:
{g|from <g.recognizerName> import <g.recognizerName>}; separator="\n">

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
    <scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>

    grammarFileName = "<fileName>"
    api_version = <apiVersion()>

```

```

def __init__(self<grammar.delegators:{g| <g:delegateName()>>, input=None, state=None):
    if state is None:
        state = RecognizerSharedState()
        super(<grammar.recognizerName>, self).__init__(input, state)

<if(memoize)>
<if(grammar.grammarIsRoot)>
    self._state.ruleMemo = {}
<endif>
<endif>

    <grammar.directDelegates:
        {g|self.<g:delegateName()> = <g.recognizerName><(trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)}; separator="\n">
    <grammar.directDelegates:
        {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
    <grammar.delegators:
        {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
    <last(grammar.delegators):
        {g|self.gParent = <g:delegateName()>}; separator="\n">
    self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

    <cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>};
separator="\n">

    <actions.lexer.init>

    <actions.lexer.members>

<if(filterMode)>
    <filteringNextToken()>
<endif>
    <rules; separator="\n\n">

    <synpreds:{p | <lexerSynpred(p)>}>

    <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.

```

```

* Make rule memoization happen only at levels above 1 as we start mTokens
* at backtracking==1.
*/
filteringNextToken() ::= <<
def nextToken(self):
    while True:
        if self.input.LA(1) == EOF:
            return self.makeEOFToken()

        self._state.token = None
        self._state.channel = DEFAULT_CHANNEL
        self._state.tokenStartCharIndex = self.input.index()
        self._state.tokenStartCharPositionInLine = self.input.charPositionInLine
        self._state.tokenStartLine
= self.input.line
        self._state._text = None
        try:
            m = self.input.mark()
            try:
                # means we won't throw slow exception
                self._state.backtracking = 1
                try:
                    self.mTokens()
                finally:
                    self._state.backtracking = 0

            except BacktrackingFailed:
                # mTokens backtracks with synpred at backtracking==2
                # and we set the synpredgate to allow actions at level 1.
                self.input.rewind(m)
                self.input.consume() # advance one char and try again

        else:
            self.emit()
            return self._state.token

    except RecognitionException, re:
        # shouldn't happen in backtracking mode, but...
        self.reportError(re)
        self.recover(re)

def memoize(self, input, ruleIndex, ruleStartIndex, success):
    if self._state.backtracking > 1:
        #
is Lexer always superclass?
        super(<grammar.recognizerName>, self).memoize(input, ruleIndex, ruleStartIndex, success)

```



```

def alreadyParsedRule(self, input, ruleIndex):
    if self._state.backtracking > 1:
        return super(<grammar.recognizerName>, self).alreadyParsedRule(input, ruleIndex)
    return False

>>

actionGate() ::= "self._state.backtracking == 0"

filteringActionGate() ::= "self._state.backtracking == 1"

/** How to generate a parser */

genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
              bitsets, inputStreamType, superClass, labelType, members,
              rewriteElementType, filterMode, init, ASTLabelType="Object") ::= <<
<if(grammar.grammarIsRoot)>
# token names
tokenNames = [
    "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>",
    <tokenNames; wrap, separator=", ">
]<\n>
<else>
from <grammar.composite.rootGrammar.recognizerName> import tokenNames<\n>
<endif>
<scopes:{it|<if(it.isDynamicGlobalScope)><globalAttributeScopeClass(scope=it)><endif>}>

<grammar.directDelegates:
    {g|from <g.recognizerName> import <g.recognizerName>}; separator="\n">

<rules:{it|<ruleAttributeScopeClass(scope=it.ruleDescriptor.ruleScope)>}>

class <grammar.recognizerName>(<@superClassName><superClass><@end>):
    grammarFileName = "<fileName>"
    api_version = <apiVersion()>
    tokenNames = tokenNames

    def __init__(self<grammar.delegators:{g|, <g.delegateName()>}>, input, state=None, *args, **kwargs):
        if state is None:
            state = RecognizerSharedState()

        <@args()>
        super(<grammar.recognizerName>, self).__init__(input, state, *args, **kwargs)

<if(memoize)>
<if(grammar.grammarIsRoot)>

```

```

    self._state.ruleMemo = {}
<endif>
<endif>

<cyclicDFAs:{ dfa | <cyclicDFAInit(dfa)>}; separator="\n">

<scopes:{ it | <if(it.isDynamicGlobalScope)><globalAttributeScopeStack(scope=it)><endif>}>
<rules:{ it | <ruleAttributeScopeStack(scope=it.ruleDescriptor.ruleScope)>}>

<init>

<grammar.delegators:
  {g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n">
<grammar.directDelegates:
  {g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)); separator="\n">
  <grammar.directDelegates:
    {g|<g.delegates:{h|self.<h:delegateName()> = self.<g:delegateName()>.<h:delegateName()>};
separator="\n">}; separator="\n">
  <last(grammar.delegators):
    {g|self.gParent = self.<g:delegateName()>}; separator="\n">
    self.delegates = [<grammar.delegates: {g|self.<g:delegateName()>}; separator = ", ">]

<@init><@end>

<@members><@end>

<members>

<rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>
<grammar.delegatedRules:{ ruleDescriptor| <delegateRule(ruleDescriptor)> }; separator="\n">

<synpreds:{ p | <synpred(p)>}>

<cyclicDFAs:cyclicDFA()> <! dump
tables for all DFA !>

<bitsets:{ it | FOLLOW_<it.name>_in_<it.inName><it.tokenIndex> = frozenset([<it.tokenTypes:{ it |
<it>};separator=", ">])<n>}>

>>

delegateRule(ruleDescriptor) ::= <<
def <ruleDescriptor.name>(self, <ruleDescriptor.parameterScope:parameterScope()>):

```

```

<\> <if(ruleDescriptor.hasReturnValue)>return
<endif>self.<ruleDescriptor.grammar:delegateName().<ruleDescriptor.name><if(ruleDescriptor.parameterScope)
><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>

>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
  ASTLabelType="Object", superClass="Parser", labelType="Token",
  members={<actions.parser.members>},
  init={<actions.parser.init>}
) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
  bitsets, "TokenStream", superClass,
  labelType, members, "Token",
  false, init, ASTLabelType)>
>>

/** How to generate a tree
  parser; same as parser except the input
  * stream is a different type.
  */
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
  numRules, bitsets, filterMode, labelType={<ASTLabelType>}, ASTLabelType="Object",
  superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
  members={<actions.treeparser.members>},
  init={<actions.treeparser.init>}
) ::= <<
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
  bitsets, "TreeNodeStream", superClass,
  labelType, members, "Node",
  filterMode, init, ASTLabelType)>
>>

/** A simpler version of a rule template that is specific to the imaginary
  * rules created for syntactic predicates. As they never have return values
  * nor parameters etc..., just give simplest possible method. Don't do
  * any of the normal memoization stuff in here either; it's a waste.
  * As predicates
  cannot be inlined into the invoking rule, they need to
  * be in a rule by themselves.
  */
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
# $ANTLR start "<ruleName>"
def <ruleName>_fragment(self, <ruleDescriptor.parameterScope:parameterScope()):
  <ruleLabelDefs(>
<if(trace)>

```

```

self.traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
try:
    <block>

finally:
    self.traceOut("<ruleName>_fragment", <ruleDescriptor.index>)

<else>
    <block>
<endif>
# $ANTLR end "<ruleName>"

```

```
>>
```

```

synpred(name) ::= <<
def <name>(self):
    self._state.backtracking += 1
    <@start()>
    start = self.input.mark()
    try:
        self.<name>_fragment()
    except BacktrackingFailed:
        success = False
    else:
        success = True
    self.input.rewind(start)
    <@stop()>
    self._state.backtracking -= 1
    return success

```

```
>>
```

```

lexerSynpred(name) ::= <<
<synpred(name)>
>>

```

```

ruleMemoization(name) ::= <<
<if(memoize)>
if self._state.backtracking
> 0 and self.alreadyParsedRule(self.input, <ruleDescriptor.index>):
    # for cached failed rules, alreadyParsedRule will raise an exception
    success = True
    return <ruleReturnValue()>

```

```
<endif>
```

```
>>
```

```

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if self._state.backtracking > 0:
    raise BacktrackingFailed

<endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<returnScope(scope=ruleDescriptor.returnScope)>

# $ANTLR start "<ruleName>"
# <fileName>:<description>
<ruleDescriptor.actions.decorate>
def <ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()):
<if(trace)>
    self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
    <ruleScopeSetUp()>
    <ruleDeclarations()>
    <ruleLabelDefs()>
    <ruleDescriptor.actions.init>
    <@preamble()>
    <@body><ruleBody()><@end>
    <@postamble()>
    return <ruleReturnValue()>

# $ANTLR end "<ruleName>"
>>

ruleBody() ::= <<
<if(memoize)>
<if(backtracking)>
success = False<\n>
<endif>
<endif>
try:
    try:
        <ruleMemoization(name=ruleName)>
        <block>
        <ruleCleanUp()>
        <(ruleDescriptor.actions.after):execAction()>

```

```

<if(memoize)>
<if(backtracking)>
    success = True<\n>
<endif>
<endif>
<if(exceptions)>
    <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
    <actions.(actionScope).rulecatch>
<else>
    except RecognitionException, re:
        self.reportError(re)
        self.recover(self.input, re)
        <@setErrorReturnValue()>

<endif>
<else>
    finally:
        pass

<endif>
<endif>
finally:
<if(trace)>
    self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
    <memoize()>
    <ruleScopeCleanUp()>
    <finally>
    pass
>>

catch(decl,action)
::= <<
except <e.decl>:
    <e.action>

>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval = self.<ruleDescriptor.name>_return()
retval.start = self.input.LT(1)<\n>
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> = <if(a.initValue)><a.initValue><else>None<endif>

```

```

}>
<endif>
<if(memoize)>
<ruleDescriptor.name>_startIndex = self.input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.append(<it>_scope()); separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.append(<it.name>_scope()); separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it | self.<it>_stack.pop(); separator="\n">
<ruleDescriptor.ruleScope:{it | self.<it.name>_stack.pop(); separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
: {it | <it.label.text> = None }; separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,
ruleDescriptor.wildcardTreeListLabels]
: {it | list_<it.label.text> = None }; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{it | <it.label.text> = None }; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
: {it | <it.label.text> = None }; separator="\n"
>
<ruleDescriptor.charLabels:{it | <it.label.text> = None }; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels]
: {it | list_<it.label.text> = None }; separator="\n"
>
>>

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>

```

```

<else>
retval
<endif>
<endif>
<endif>
%>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop
= self.input.LT(-1)<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if self._state.backtracking > 0:
    self.memoize(self.input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex, success)

<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start "<ruleName>"
def m<ruleName>(self, <ruleDescriptor.parameterScope:parameterScope()>):
<if(trace)>
    self.traceIn("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
    <ruleScopeSetUp()>
    <ruleDeclarations()>
<if(memoize)>
<if(backtracking)>
    success = False<\n>
<endif>
<endif>
    try:
<if(nakedBlock)>
        <ruleMemoization(name=ruleName)>
        <lexerRuleLabelDefs()>
        <ruleDescriptor.actions.init>
        <block><\n>

```



```

<else>
  _type = <ruleName>
  _channel = DEFAULT_CHANNEL

  <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    self._state.type = _type
    self._state.channel = _channel
    <(ruleDescriptor.actions.after):execAction()>
<endif>
<if(memoize)>
<if(backtracking)>
  success = True<\n>
<endif>
<endif>

  finally:
<if(trace)>
  self.traceOut("<ruleName>", <ruleDescriptor.index>)<\n>
<endif>
  <ruleScopeCleanUp()>
  <memoize()>
  pass

# $ANTLR end "<ruleName>"

>>

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
def mTokens(self):
  <block><\n>

>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>

```

```
<decls>
<@body><blockBody()><@end>
>>
```

```
blockBody()
 ::= <<
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<@prebranch()>
<alts:{ a | <altSwitchCase(i, a)> }; separator="\nel">
<@postbranch()>
>>
```

```
/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
alt<decisionNumber> = <maxAlt>
<decls>
<@predecision()>
<@decision><decision><@end>
<@postdecision()>
<alts:{ a | <altSwitchCase(i, a)> }; separator="\nel">
>>
```

```
ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>
```

```
/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
# <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>
```

```
/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
cnt<decisionNumber> = 0
```

```

<decls>
<@preloop()>
<@loopBody>
<positiveClosureBlockLoop()>
<@end>
<@postloop()>
>>

positiveClosureBlockLoop() ::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>
  <alts:{a | <altSwitchCase(i, a)>}; separator="\nel">
  else:
    if cnt<decisionNumber> >= 1:
      break #loop<decisionNumber>

  <ruleBacktrackFailure()>
  eee = EarlyExitException(<decisionNumber>, self.input)
  <@earlyExitException()>
  raise eee

  cnt<decisionNumber> += 1
>>

```

```

positiveClosureBlockSingleAlt ::= positiveClosureBlock

```

```

/** A (..)* block with 1 or more alternatives */

```

```

closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
# <fileName>:<description>
<decls>
<@preloop()>
<@loopBody>
<closureBlockLoop()>
<@end>
<@postloop()>
>>

```

```

closureBlockLoop()
::= <<
while True: #loop<decisionNumber>
  alt<decisionNumber> = <maxAlt>
  <@predecision()>
  <@decisionBody><decision><@end>
  <@postdecision()>

```

```

    <alts:{a | <altSwitchCase(i, a)>} ; separator="\nel">
    else:
        break #loop<decisionNumber>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
 * so we can just use the normal block template
 */
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
 * number. A DFA predicts the alternative and then a simple switch
 * does the jump to the code that actually matches that alternative.
 */
altSwitchCase(altNum,alt) ::= <<
if alt<decisionNumber> == <altNum>:
    <@prealt()>
    <alt>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,
treeLevel,rew) ::= <<
# <fileName>:<description>
pass <! so empty alternatives are a valid block !>
<@declarations()>
<elements:element()>
<rew>
<@cleanup()>
>>

/** What to emit when there is no rewrite. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el><\n>
>>

```

```

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(label)><label> = <endif>self.match(self.input, <token>,
self.FOLLOW_<token>_in_<ruleName><elementIndex>)
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label, elem) ::= <<
if list_<label> is None:
    list_<label> = []
list_<label>.append(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label>
= self.input.LA(1)<\n>
<endif>
self.match(<char>)
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchRange(<a>, <b>)
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={}) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
if <s>:
    self.input.consume()
    <postmatchCode>
<if(!LEXER)>
    self._state.errorRecovery = False<\n>
<endif>

else:

```

```

<ruleBacktrackFailure(>
mse = MismatchedSetException(None, self.input)
<@mismatchedSetException(>
<if(LEXER)>
self.recover(mse)
raise mse
<else>
raise mse
<! use following code to make it recover inline; remove throw mse;
self.recoverFromMismatchedSet(
self.input, mse, self.FOLLOW_set_in_<ruleName><elementIndex>
)
!>
<endif>
<\n>
>>

```

```

matchRuleBlockSet ::= matchSet

```

```

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label,
label)>
>>

```

```

/** Match a string literal */

```

```

lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
<label>Start = self.getCharIndex()
self.match(<string>)
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(input=self.input, type=INVALID_TOKEN_TYPE, channel=DEFAULT_CHANNEL,
start=<label>Start, stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.match(<string>)
<endif>
>>

```

```

wildcard(token,label,elementIndex,terminalOptions={ }) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
self.matchAny(self.input)
>>

```

```

wildcardAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<wildcard(...)>
<listLabel(label,label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = self.input.LA(1)<\n>
<endif>
self.matchAny()
>>

wildcardCharListLabel(label,
elementIndex) ::= <<
<wildcardChar(label, elementIndex)>
<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
 * and a return value or values. The 'rule' argument was the
 * target rule name, but now is type Rule, whose toString is
 * same: the rule name. Now though you can access full rule
 * descriptor stuff.
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
self._state.following.append(self.FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
<if(label)><label> = <endif>self.<if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=",
"><\n>
self._state.following.pop()
>>

/** ids+=rule */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference
 * The 'rule' argument was the target rule name, but now
 * is type Rule, whose toString is same: the rule name.
 * Now though you can access
 * full rule descriptor stuff.
 */
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
<label>Start<elementIndex> = self.getCharIndex()
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">)

```

```

<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
<label> = <labelType>(
  input=self.input,
  type=INVALID_TOKEN_TYPE,
  channel=DEFAULT_CHANNEL,
  start=<label>Start<elementIndex>,
  stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.<if(scope)><scope.delegateName()>.<endif>m<rule.name>(<args; separator=", ">)
<endif>
>>

```

```

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

```

```

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
<label>Start<elementIndex>
= self.getCharIndex()
<label>StartLine<elementIndex> = self.getLine()
<label>StartCharPos<elementIndex> = self.getCharPositionInLine()
self.match(EOF)
<label> = <labelType>(input=self.input, type=EOF, channel=DEFAULT_CHANNEL,
start=<label>Start<elementIndex>, stop=self.getCharIndex()-1)
<label>.setLine(<label>StartLine<elementIndex>)
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>)
<else>
self.match(EOF)
<endif>
>>

```

```

// used for left-recursive rules
recRuleDefArg()          ::= "<recRuleArg()>"
recRuleArg()             ::= "_p"
recRuleAltPredicate(ruleName, opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction() ::= "root_0 = $<ruleName>_primary.tree"
recRuleSetReturnAction(src, name)  ::= "$<name> = $<src>.<name>"

```

```

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
  enclosingTreeLevel, treeLevel) ::= <<

```



```

<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if
self.input.LA(1) == DOWN:
    self.match(self.input, DOWN, None)
    <children:element()>
    self.match(self.input, UP, None)

<else>
self.match(self.input, DOWN, None)
<children:element()>
self.match(self.input, UP, None)
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
 * also hoisted into a prediction expression).
 */
validateSemanticPredicate(pred,description) ::= <<
if not (<evalPredicate(pred, description)>):
    <ruleBacktrackFailure()>
    raise FailedPredicateException(self.input, "<ruleName>", "<description>")

>>

// F i x e d D F A (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\n" >
else:
<if(eotPredictsAlt)>
    alt<decisionNumber> = <eotPredictsAlt>
<else>
    <ruleBacktrackFailure()>
    nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>

    <@noViableAltException()>
    raise nvae<\n>
<endif>
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */

```

```

dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel">
>>

```

```

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */

```

```

dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)<\n>
<edges; separator="\nel"><\n>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>
= <eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else:
alt<decisionNumber> = <eotPredictsAlt>
<\n>
<endif>
<endif>
>>

```

```

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>"

```

```

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.
 */

```

```

dfaEdge(labelExpr, targetState, predicates) ::= <<
if (<labelExpr>) <if(predicates)>and (<predicates>)<endif>:
<targetState>
>>

```

```

// F i x e d D F A (switch case)

```

```

/** A DFA state where a SWITCH may be generated. The code generator
 * decides if this is possible: CodeGenerator.canGenerateSwitch().
 */

```

```

dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
<!
FIXME: this is one of the few occasion, where I miss a switch statement
in Python.

```

ATM this is implemented as a list of if .. elif ..

This may be replaced by faster a dictionary lookup, when I find a solution for the cases when an edge is not a plain dfaAcceptState.

```
!>
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nел">
else:
<if(eotPredictsAlt)>
    alt<decisionNumber> = <eotPredictsAlt>
<else>
    <ruleBacktrackFailure()>
    nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<\n>
    <@noViableAltException()>
    raise nvae<\n>
<endif>

>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nел">
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nел">
<if(eotPredictsAlt)>
else:
    alt<decisionNumber> = <eotPredictsAlt>
<endif>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
if <labels:{it | LA<decisionNumber>
== <it>}>; separator=" or ">:
    <targetState>
>>

// C y c l i c D F A

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = self.dfa<decisionNumber>.predict(self.input)
>>
```

```

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach. See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
# lookup tables for DFA #<dfa.decisionNumber>

DFA<dfa.decisionNumber>_eot = DFA.unpack(
  u"<dfa.javaCompressedEOT; wrap="\n  u\>"
)

DFA<dfa.decisionNumber>_eof
= DFA.unpack(
  u"<dfa.javaCompressedEOF; wrap="\n  u\>"
)

DFA<dfa.decisionNumber>_min = DFA.unpack(
  u"<dfa.javaCompressedMin; wrap="\n  u\>"
)

DFA<dfa.decisionNumber>_max = DFA.unpack(
  u"<dfa.javaCompressedMax; wrap="\n  u\>"
)

DFA<dfa.decisionNumber>_accept = DFA.unpack(
  u"<dfa.javaCompressedAccept; wrap="\n  u\>"
)

DFA<dfa.decisionNumber>_special = DFA.unpack(
  u"<dfa.javaCompressedSpecial; wrap="\n  u\>"
)

DFA<dfa.decisionNumber>_transition = [
  <dfa.javaCompressedTransition:{s|DFA.unpack(u"<s; wrap="\nu\>"); separator=",\n">
]

# class definition for DFA #<dfa.decisionNumber>

class DFA<dfa.decisionNumber>(DFA):
  pass

  <@errorMethod()>

```

```

<if(dfa.specialStateSTs)>
  def specialStateTransition(self_, s, input):
    # convince pylint that my self_ magic is ok ;
    # pylint: disable-msg=E0213

    # pretend we are a member of the recognizer
    # thus semantic predicates
    can be evaluated
    self = self_.recognizer

    _s = s

    <dfa.specialStateSTs:{state | if s == <i0>: <! compressed special state numbers 0..n-1 !>
    <state>} ; separator="\nел">

<if(backtracking)>
  if self._state.backtracking > 0:
    raise BacktrackingFailed

<endif>
  nvae = NoViableAltException(self_.getDescription(), <dfa.decisionNumber>, _s, input)
  self_.error(nvae)
  raise nvae<\n>
<endif>

>>

cyclicDFAInit(dfa) ::= <<
self.dfa<dfa.decisionNumber> = self.DFA<dfa.decisionNumber>(
  self, <dfa.decisionNumber>,
  eot = self.DFA<dfa.decisionNumber>_eot,
  eof = self.DFA<dfa.decisionNumber>_eof,
  min = self.DFA<dfa.decisionNumber>_min,
  max = self.DFA<dfa.decisionNumber>_max,
  accept = self.DFA<dfa.decisionNumber>_accept,
  special = self.DFA<dfa.decisionNumber>_special,
  transition = self.DFA<dfa.decisionNumber>_transition
)<\n>
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch
  on
  * state.
  */
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = input.LA(1)<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
index<decisionNumber>_<stateNumber> = input.index()

```

```

input.rewind()<\n>
<endif>
s = -1
<edges; separator="\n">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>)<\n>
<endif>
if s >= 0:
    return s
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if (<labelExpr>)<if(predicates)> and (<predicates>)<endif>:
    s = <targetStateNumber><\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
se:
    s = <targetStateNumber><\n>
>>

// D
F A E X P R E S S I O N S

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "(<operands; separator=\" or \">)"

notPredicate(pred) ::= "not (<evalPredicate(pred, { })>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "self.<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt) ::= "self.input.LA(<k>) == <atom>"

```

```
lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(<lower> \<= LA<decisionNumber>_<stateNumber> \<= <upper>)
%>
```

```
isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(<lower> \<=
self.input.LA(<k>) \<= <upper>)"
```

```
setTest(ranges) ::= "<ranges; separator=\" or \">"
```

```
// A T T R I B U T E S
```

```
globalAttributeScopeClass(scope) ::= <<
```

```
<if(scope)>
```

```
<if(scope.attributes)>
```

```
class
```

```
<scope.name>_scope(object):
```

```
def __init__(self):
```

```
    <scope.attributes:{it | self.<it.decl> = None}; separator="\n">
```

```
<endif>
```

```
<endif>
```

```
>>
```

```
globalAttributeScopeStack(scope) ::= <<
```

```
<if(scope)>
```

```
<if(scope.attributes)>
```

```
self.<scope.name>_stack = []<\n>
```

```
<endif>
```

```
<endif>
```

```
>>
```

```
ruleAttributeScopeClass(scope) ::= <<
```

```
<if(scope)>
```

```
<if(scope.attributes)>
```

```
class <scope.name>_scope(object):
```

```
def __init__(self):
```

```
    <scope.attributes:{it | self.<it.decl> = None}; separator="\n">
```

```
<endif>
```

```
<endif>
```

```
>>
```

```
ruleAttributeScopeStack(scope) ::= <<
```

```
<if(scope)>
```

```
<if(scope.attributes)>
```

```
self.<scope.name>_stack = []<\n>
```

```
<endif>
```

```
<endif>
```

```

>>

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<label.label.text> = None
>>

returnStructName(r) ::= "<r.name>_return"

/** Define a return struct for a rule if the code needs to access its
 * start/stop tokens, tree stuff, attributes, ... Leave
 * a hole for
 * subgroups to stick in members.
 */
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
class <ruleDescriptor:returnStructName()><(if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope):
  def __init__(self):
    super(<grammar.recognizerName>.<ruleDescriptor:returnStructName()>, self).__init__()

    <if(scope)><scope.attributes:{it | self.<it.decl> = None }; separator="\n"><endif>
    <@ruleReturnInit()>

    <@ruleReturnMembers()>

<endif>
>>

parameterScope(scope) ::= <<
<if(scope)><scope.attributes:{it | <it.decl>}; separator=", "><endif>
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
self.<scope>_stack[<-negIndex>].<attr.name>
<else>
<if(index)>
self.<scope>_stack[<index>].<attr.name>
<else>
self.<scope>_stack[-1].<attr.name>

```



```

<endif>
<endif>
%>

/* not applying patch because of bug in action parser!

<if(negIndex)>
((len(self.<scope>_stack)
- <negIndex> - 1) >= 0 and [self.<scope>_stack[-<negIndex>].<attr.name>] or [None])[0]
<else>
<if(index)>
((<index> \< len(self.<scope>_stack)) and [self.<scope>_stack[<index>].<attr.name>] or [None])[0]
<else>
((len(self.<scope>_stack) > 0) and [self.<scope>_stack[-1].<attr.name>] or [None])[0]
<endif>
<endif>

*/

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[-<negIndex>].<attr.name> = <expr>
<else>
<if(index)>
<!FIXME: this seems not to be used by ActionTranslator...!>
self.<scope>_stack[<index>].<attr.name> = <expr>
<else>
self.<scope>_stack[-1].<attr.name> = <expr>
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like {$function.size()>0 && $function::name.equals("foo")}?
*/
isolatedDynamicScopeRef(scope) ::= "self.<scope>_stack"

/**
reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
((<scope> is not None) and [<scope>.<attr.name>] or [None])[0]
<else>
<scope>
<endif>
%>

```

```

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

```

```

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> = <expr>
<else>
<attr.name> = <expr>
<endif>
%>

```

```

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

```

```

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

```

```

// not sure the next are the right approach; and they are evaluated early;
// they cannot see TREE_PARSER or PARSER attributes for example. :(

```

```

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>.text"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.type"
tokenLabelPropertyRef_line(scope,attr)
::= "<scope>.line"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.charPositionInLine"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.channel"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.index"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

```

```

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
((<scope> is not None) and [self.input.getTokenStream().toString(
  self.input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
  self.input.getTreeAdaptor().getTokenStopIndex(<scope>.start)
)] or [None])[0]
<else>
((<scope> is not None) and [self.input.toString(<scope>.start,<scope>.stop)] or [None])[0]
<endif>

```

```

%>
ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> is not None) and [<scope>.st] or [None])[0]"

/** Isolated $RULE ref ok in lexer as
it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> is not None) and [<scope>.type] or [0])[0]"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> is not None) and [<scope>.line] or [0])[0]"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> is not None) and [<scope>.charPositionInLine] or
[0])[0]"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope> is not None) and [<scope>.channel] or [0])[0]"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> is not None) and [<scope>.index] or [0])[0]"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "((<scope> is not None) and [<scope>.text] or [None])[0]"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope> is not None) and [int(<scope>.text)] or [0])[0]"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop" //mmm... or input.LT(-1)??
rulePropertyRef_tree(scope,attr)
::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= "self.input.toString(retval.start, self.input.LT(-1))"
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "self._state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "self._state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "self._state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(self.getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"

/**
How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if <actions.(actionScope).synpredgate>:
    pass
    <action>

```

```

<else>
if <actions.(actionScope).synpredgate>:
    pass
    <action>

<endif>
<else>
#action start
<action>
#action end
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

codeFileExtension() ::= ".py"

true_value() ::= "True"
false_value() ::= "False"

Found in path(s):
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/Python/Python.stg
No license file was found, but licenses were detected in source scan.

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* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
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*/

/*

New style messages. This file contains the actual layout of the messages emitted by ANTLR.

The text itself is coming out of the languages/*stg files, according to the chosen locale.

This file contains the default format ANTLR uses.

*/

group antlr;

location(file, line, column) ::= "<file>(<line>,<column>)"

message(id, text) ::= "error <id> : <text>"

report(location, message, type) ::= "<location> : <type> <message.id> : <message.text>"

wantsSingleLineMessage() ::= "true"

Found

in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/tool/templates/messages/formats/vs2005.stg

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*/

javaTypeInitMap ::= [

"int": "0",

"long": "0",

```

"float": "0.0f",
"double": "0.0",
"boolean": "false",
"byte": "0",
"short": "0",
"char": "0",
default: "null" // anything other than an atomic type
]

// System.Boolean.ToString() returns "True" and "False", but the proper C# literals are "true" and "false"
// The Java version of Boolean returns "true" and "false", so they map to themselves here.
booleanLiteral ::= [
  "True": "true",
  "False": "false",
  "true": "true",
  "false": "false",
  default: "false"
]

/**
The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
  docComment, recognizer,
  name, tokens, tokenNames, rules, cyclicDFAs,
  bitsets, buildTemplate, buildAST, rewriteMode, profile,
  backtracking, synpreds, memoize, numRules,
  fileName, ANTLRVersion, generatedTimestamp, trace,
  scopes, superClass, literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
import org antlr.runtime.*;
<if(TREE_PARSER)>
import org antlr.runtime.tree.*;
<endif>
import java.util.Stack;
import java.util.List;
import java.util.ArrayList;
<if(backtracking)>
import java.util.Map;
import java.util.HashMap;
<endif>
<@end>

```

```

<docComment>
@SuppressWarnings("all")
<recognizer>

>>

lexer(grammar, name, tokens, scopes, rules, numRules, filterMode, labelType="CommonToken",
    superClass="Lexer")
::= <<
public class <grammar.recognizerName> extends <@superClassName><superClass><@end> {
<tokens:{it | public static final int <it.name>=<it.type>;}; separator="\n">
<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>
<actions.lexer.members>

// delegates
<grammar.delegates:
{g|public <g.recognizerName> <g.delegateName()>;}; separator="\n">
// delegators
<grammar.delegators:
{g|public <g.recognizerName> <g.delegateName()>;}; separator="\n">
<last(grammar.delegators):{g|public <g.recognizerName> gParent;}>
public <superClass>[] getDelegates() {
return new <superClass>[] {<grammar.delegates: {g|<g.delegateName()>; separator = ", ">}>
}

public <grammar.recognizerName>() {} <! needed by subclasses !>
public <grammar.recognizerName>(CharStream input<grammar.delegators:{g|, <g.recognizerName>
<g.delegateName()>>}) {
this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g.delegateName()>>});
}
public <grammar.recognizerName>(CharStream
input, RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g.delegateName()>>}) {
super(input,state);
<if(memoize)>
<if(grammar.grammarIsRoot)>
state.ruleMemo = new HashMap[<numRules>+1];<\n><! index from 1..n !>
<endif>
<endif>
<grammar.directDelegates:
{g|<g.delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p.delegateName()>>},
this);}; separator="\n">
<grammar.delegators:
{g|this.<g.delegateName()> = <g.delegateName()>;}; separator="\n">
<last(grammar.delegators):{g|gParent = <g.delegateName()>;}>
}
@Override public String getGrammarFileName() { return "<fileName>"; }

<if(filterMode)>

```



```

<filteringNextToken()>
<endif>
<rules; separator="\n\n">

<synpreds:{p | <lexerSynpred(p)>}>

<cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> = new
DFA<dfa.decisionNumber>(this);}; separator="\n">
<cyclicDFAs:cyclicDFA(); separator="\n\n"><! dump tables for all DFA !>

}
>>

/** A override of
Lexer.nextToken() that backtracks over mTokens() looking
* for matches. No error can be generated upon error; just rewind, consume
* a token and then try again. backtracking needs to be set as well.
* Make rule memoization happen only at levels above 1 as we start mTokens
* at backtracking==1.
*/
filteringNextToken() ::= <<
@Override
public Token nextToken() {
while (true) {
if ( input.LA(1)==CharStream.EOF ) {
Token eof = new CommonToken(input,Token.EOF,
Token.DEFAULT_CHANNEL,
input.index(),input.index());
eof.setLine(getLine());
eof.setCharPositionInLine(getCharPositionInLine());
return eof;
}
state.token = null;
state.channel = Token.DEFAULT_CHANNEL;
state.tokenStartCharIndex = input.index();
state.tokenStartCharPositionInLine = input.getCharPositionInLine();
state.tokenStartLine = input.getLine();
state.text = null;
try {
int m = input.mark();
state.backtracking=1; <! means we won't throw slow exception !>
state.failed=false;
mTokens();
state.backtracking=0;
<!
mTokens backtracks with synpred at backtracking==2
and we set the synpredgate to allow actions at level 1. !>
if ( state.failed ) {

```

```

    input.rewind(m);
    input.consume(); <! advance one char and try again !>
}
else {
    emit();
    return state.token;
}
}
catch (RecognitionException re) {
    // shouldn't happen in backtracking mode, but...
    reportError(re);
    recover(re);
}
}
}

@Override
public void memoize(IntStream input,
    int ruleIndex,
    int ruleStartIndex)
{
    if ( state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

@Override
public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
    if ( state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
    return false;
}
>>

actionGate() ::= "state.backtracking==0"

filteringActionGate() ::= "state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules,
    numRules,
        bitsets, inputStreamType, superClass,
        labelType, members, rewriteElementType,
        filterMode, ASTLabelType="Object") ::= <<
public class <grammar.recognizerName> extends <@superClassName><superClass><@end> {
<if(grammar.grammarIsRoot)>
    public static final String[] tokenNames = new String[] {
        "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ", wrap="\n\t">
    };
<endif>
    <tokens:{it |public static final int <it.name>=<it.type>;}; separator="\n">

```

```

// delegates
<grammar.delegates: {g|public <g.recognizerName> <g.delegateName()>; separator="\n">
public <superClass>[] getDelegates() {
return new <superClass>[] {<grammar.delegates: {g|<g.delegateName()>; separator = ", ">}
}

// delegators
<grammar.delegators:
{g|public <g.recognizerName> <g.delegateName()>; separator="\n">
<last(grammar.delegators):{g|public <g.recognizerName> gParent;}>

<scopes:{it |<if(it.isDynamicGlobalScope)><globalAttributeScope(it)><endif>}>

<@members>
<!
WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
public <grammar.recognizerName>(<inputStreamType> input<grammar.delegators:{g|, <g.recognizerName>
<g.delegateName()>}>) {
this(input, new RecognizerSharedState(<grammar.delegators:{g|, <g.delegateName()>}>));
}
public <grammar.recognizerName>(<inputStreamType> input, RecognizerSharedState
state<grammar.delegators:{g|, <g.recognizerName> <g.delegateName()>}>) {
super(input, state);
<parserCtorBody()>
<grammar.directDelegates:
{g|<g.delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p.delegateName()>}>,
this);}; separator="\n">
<grammar.indirectDelegates:{g | <g.delegateName()> = <g.delegator.delegateName()>.<g.delegateName()>;};
separator="\n">
<last(grammar.delegators):{g|gParent = <g.delegateName()>;}>
}
<@end>

@Override public String[] getTokenNames() { return
<grammar.composite.rootGrammar.recognizerName>.tokenNames; }
@Override public String getGrammarFileName()
{ return "<fileName>"; }

<members>

<rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they
appear to be defined in this recognizer. !>
// Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
public <returnType(ruleDescriptor)> <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope()>)

```

```
throws <ruleDescriptor.throwsSpec; separator=", "> { <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<if(ruleDescriptor.parameterScope)><ru
leDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", "><endif>); \}}; separator="\n">
```

```
<synpreds:{p | <synpred(p)>}>
```

```
<cyclicDFAs:{ dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> = new
DFA<dfa.decisionNumber>(this);}; separator="\n">
```

```
<cyclicDFAs:cyclicDFA(); separator="\n\n"><! dump tables for all DFA !>
```

```
<bitsets:{ it | <bitset(name={ FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
words64=it.bits)>};
```

```
separator="\n">
```

```
}
```

```
>>
```

```
parserCtorBody() ::= <<
```

```
<if(memoize)>
```

```
<if(grammar.grammarIsRoot)>
```

```
this.state.ruleMemo = new HashMap[<length(grammar.allImportedRules)>+1];<\n><! index from 1..n !>
```

```
<endif>
```

```
<endif>
```

```
<grammar.delegators:
```

```
{ g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">
```

```
>>
```

```
parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
```

```
ASTLabelType="Object", superClass="Parser", labelType="Token",
```

```
members={ <actions.parser.members>}) ::= <<
```

```
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
```

```
bitsets, "TokenStream", superClass,
```

```
labelType, members, "Token",
```

```
false, ASTLabelType)>
```

```
>>
```

```
/** How to generate a tree parser; same as parser except the input
```

```
* stream is a different type.
```

```
*/
```

```
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
```

```
numRules, bitsets, filterMode, labelType={ <ASTLabelType>}, ASTLabelType="Object",
```

```
superClass={ <if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
```

```
members={ <actions.treeparser.members>}
```

```
) ::= <<
```

```
<genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
```

```
bitsets, "TreeNodeStream", superClass,
```

```
labelType, members, "Node",
```

```
filterMode, ASTLabelType)>
```

```
>>
```

```

/** A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 * nor parameters etc..., just give simplest possible method. Don't do
 * any of the normal memoization stuff in here either; it's a waste.
 * As predicates cannot be inlined into the invoking rule, they need to
 * be in a rule by themselves.
 */
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
<<
// $ANTLR start <ruleName>
public final void <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(>) throws
<ruleDescriptor	throwsSpec:{x|<x>});
separator=", "> {
<ruleLabelDefs(>
<if(trace)>
traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
try {
<block>
}
finally {
traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
}
<else>
<block>
<endif>
}
// $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final boolean <name>() {
state.backtracking++;
<@start(>
int start = input.mark();
try {
<name>_fragment(); // can never throw exception
} catch (RecognitionException re) {
System.err.println("impossible: "+re);
}
boolean success = !state.failed;
input.rewind(start);
<@stop(>
state.backtracking--;
state.failed=false;
return success;
}<\n>
>>

```

```

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index> ) ) {
<returnStatement((( <ruleReturnValue()> )))> }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if
(state.failed) <returnStatement((( <ruleReturnValue()> )))><endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) { state.failed=true;
<returnStatement((( <ruleReturnValue()> )))>}<endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
// <fileName>:<description>
<if(isPredefinedRewriteRule.(ruleName) && filterMode && buildAST)>
@Override
<endif>
public final <returnType(ruleDescriptor)> <ruleName><(ruleDescriptor.parameterScope:parameterScope())> throws
<ruleDescriptor.throwsSpec: {x|<x>} ; separator=", "> {
<if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
<ruleScopeSetUp()>
<ruleDeclarations()>
<ruleLabelDefs()>
<ruleDescriptor.actions.init>
<@preamble()>
try
{
<ruleMemoization(name=ruleName)>
<block>

```

```

<ruleCleanup()>
<(ruleDescriptor.actions.after):execAction()>
}
<if(exceptions)>
<exceptions: {e|<catch(decl=e.decl,action=e.action)><\n>}>
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
<actions.(actionScope).rulecatch>
<else>
catch (RecognitionException re) {
reportError(re);
recover(input,re);
<@setErrorReturnValue()>
}
<endif>
<endif>
<endif>
finally {
// do for sure before leaving
<if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
<memoize()>
<ruleScopeCleanup()>
<finally>
}
<@postamble()>
<returnStatement((({<ruleReturnValue()>}), false)>
}
// $ANTLR end "<ruleName>"
>>

```

```

returnStatement(returnValue, force=true) ::= <%
<if(!isEmptyString.(returnValue))>
return <returnValue>;
<elseif(force)>
return;
<endif>
%>

```

```

catch(decl,action) ::= <<
catch (<e.decl>) {
<e.action>
}
>>

```

```

ruleDeclarations()
::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>

```

```

<returnType(ruleDescriptor)> retval = new <returnType(ruleDescriptor)>();
retval.start = input.LT(1);
<elseif(ruleDescriptor.returnScope)>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_startIndex = input.index();
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.push(new <it.name>_scope());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{it |<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{it |<it.name>_stack.pop();}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
:{it |<labelType> <it.label.text>=null;};
separator="\n"
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
:{it |List<Object> list_<it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|RuleReturnScope <ll.label.text> = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
:{it |<labelType> <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{it |int <it.label.text>;}; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels]
:{it |List<Object> list_<it.label.text>=null;}; separator="\n"
>
>>

```



```

ruleReturnValue() ::= <%
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
%>

```

```

ruleCleanup() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop
= input.LT(-1);
<endif>
<endif>
>>

```

```

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( state.backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

```

```

/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules.
 */

```

```

lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
public final void m<ruleName>(<ruleDescriptor.parameterScope:parameterScope()>) throws RecognitionException
{
<if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
<ruleScopeSetUp()>
<ruleDeclarations()>
try {
<if(nakedBlock)>
<ruleMemoization(name=ruleName)>
<lexerRuleLabelDefs()>
<ruleDescriptor.actions.init>
<block>
<else>
int _type = <ruleName>;

```

```

int _channel = DEFAULT_TOKEN_CHANNEL;
<ruleMemoization(name=ruleName)>
<lexerRuleLabelDefs()>
<ruleDescriptor.actions.init>
<block>
<ruleCleanUp()>
state.type = _type;
state.channel
= _channel;
<(ruleDescriptor.actions.after):execAction()>
<endif>
}
finally {
// do for sure before leaving
<if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
<ruleScopeCleanUp()>
<memoize()>
}
}
// $ANTLR end "<ruleName>"
>>

```

```

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */

```

```

tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
@Override
public void mTokens() throws RecognitionException {
<block>
}
>>

```

```

// S U B R U L E S

```

```

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>) {
<alts:{a | <altSwitchCase(i,a)>}>
}
<@postbranch()>
>>

```

```

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description)
 ::= <<
// <fileName>:<description>
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
  <alts:{ a | <altSwitchCase(i,a)>}>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
<@preloop()>
loop<decisionNumber>:
while (true) {
  int alt<decisionNumber>=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch
  (alt<decisionNumber>) {
    <alts:{ a | <altSwitchCase(i,a)>}>

```

```

default :
if ( cnt<decisionNumber> >= 1 ) break loop<decisionNumber>;
<ruleBacktrackFailure()>
EarlyExitException eee = new EarlyExitException(<decisionNumber>, input);
<@earlyExitException()>
throw eee;
}
cnt<decisionNumber>++;
}
<@postloop()>
>>

```

positiveClosureBlockSingleAlt ::= positiveClosureBlock

```

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<<
// <fileName>:<description>
<decls>
<@preloop()>
loop<decisionNumber>:
while (true) {
int alt<decisionNumber>=<maxAlt>;
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
<alts:{a | <altSwitchCase(i,a)>}>
default :
break loop<decisionNumber>;
}
}
<@postloop()>
>>

```

closureBlockSingleAlt ::= closureBlock

```

/** Optional blocks (x)? are translated to (x|) by before code generation
* so we can just use the normal block template
*/

```

optionalBlock ::= block

optionalBlockSingleAlt ::= block

```

/** A case in a switch that jumps to an alternative given the alternative
* number. A DFA predicts the alternative and then a simple switch
* does the jump to the code that actually matches that alternative.
*/

```

```

altSwitchCase(altNum,alt) ::= <<
case <altNum> :
  <@prealt()>
  <alt>
  break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
  <@declarations()>
  <elements:element()>
  <rew>
  <@cleanup()>
}
>>

/** What to emit when there is no rewrite. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element(e) ::= <<
<@prematch()>
<e.el>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,terminalOptions={}) ::=
<<
<if(label)><label>=<labelType><endif>match(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex
>); <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<tokenRef(token,label,elementIndex,terminalOptions)>
<listLabel(label, label)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new ArrayList<Object>();
list_<label>.add(<elem>);
>>

```

```

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="",terminalOptions={ }) ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1);
<else>
<label>=<castToLabelType("input.LT(1)")>;
<endif>
<endif>
if ( <s>
) {
input.consume();
<postmatchCode>
<if(!LEXER)>
state.errorRecovery=false;
<endif>
<if(backtracking)>state.failed=false;<endif>
}
else {
<ruleBacktrackFailure()>
MismatchedSetException mse = new MismatchedSetException(null,input);
<@mismatchedSetException()>
<if(LEXER)>
recover(mse);
throw mse;
<else>
throw mse;
<! use following code to make it recover inline; remove throw mse;
recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
!>
<endif>

```

```

}
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(label, label)>
>>

/** Match a string literal */
lexerStringRef(string,label,elementIndex="0") ::= <<
<if(label)>
int <label>Start = getCharIndex();
match(<string>); <checkRuleBacktrackFailure()>
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start, getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
match(<string>); <checkRuleBacktrackFailure()>
<endif>
>>

wildcard(token,label,elementIndex,terminalOptions={ }) ::= <<
<if(label)>
<label>=<castToLabelType("input.LT(1)")>;
<endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(token,label,elementIndex,terminalOptions={ }) ::= <<
<wildcard(...)>
<listLabel(label, label)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> = input.LA(1);
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(label, elementIndex)>

```

```

<listLabel(label, label)>
>>

/** Match a rule reference by invoking it possibly with arguments
 * and a return value or values. The 'rule' argument was the
 * target rule name, but now is type Rule, whose toString is
 * same: the rule
 * name. Now though you can access full rule
 * descriptor stuff.
 */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">);
state._fsp--;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(rule,label,elementIndex,args,scope)>
<listLabel(label, label)>
>>

/** A lexer rule reference.
 *
 * The 'rule' argument was the target rule name, but now
 * is type Rule, whose toString is same: the rule name.
 * Now though you can access full rule descriptor stuff.
 */
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
<if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator=", ">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<

```



```

<lexerRuleRef(rule,label,args,elementIndex,scope)>
<listLabel(label, label)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
int <label>Start<elementIndex> = getCharIndex();
int <label>StartLine<elementIndex> = getLine();
int <label>StartCharPos<elementIndex> = getCharPositionInLine();
match(EOF); <checkRuleBacktrackFailure()>
<labelType> <label> = new <labelType>(input, EOF, Token.DEFAULT_CHANNEL, <label>Start<elementIndex>,
getCharIndex()-1);
<label>.setLine(<label>StartLine<elementIndex>);
<label>.setCharPositionInLine(<label>StartCharPos<elementIndex>);
<else>
match(EOF);
<checkRuleBacktrackFailure()>
<endif>
>>

// used for left-recursive rules
recRuleDefArg()          ::= "int <recRuleArg()>"
recRuleArg()             ::= "_p"
recRuleAltPredicate(ruleName,opPrec) ::= "<recRuleArg()> \<= <opPrec>"
recRuleSetResultAction() ::= "root_0=$<ruleName>_primary.tree;"
recRuleSetReturnAction(src,name) ::= "$<name>=$<src>.<name>;"

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input,
Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is

```

```

* also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if ( !( <evalPredicate(pred,description)> ) ) {
  <ruleBacktrackFailure()>
  throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d D F A (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
<if((!isTrue.(last(edges).labelExpr) && (!last(edges).predicates))>
else {
  <if(eotPredictsAlt)>
  alt<decisionNumber>=<eotPredictsAlt>;
<else>
  <ruleBacktrackFailure()>
  <(nvaExceptionWrapperMap.(k))({NoViableAltException nvae =
  new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
  <@noViableAltException()>
  throw nvae;})>
<endif>
}
<endif>
>>

nvaExceptionWrapperMap ::= [
  "1":"wrapNvaExceptionForK1",
  "2":"wrapNvaExceptionForK2",
  default:"wrapNvaExceptionForKN"
]

wrapNvaExceptionForK1(exceptionCode)
::= <<
<exceptionCode>
>>

wrapNvaExceptionForK2(exceptionCode) ::= <<
int nvaeMark = input.mark();
try {
  input.consume();
  <exceptionCode>
} finally {
  input.rewind(nvaeMark);
}

```

```

>>

wrapNvaExceptionForKN(exceptionCode) ::= <<
int nvaeMark = input.mark();
try {
  for (int nvaeConsume = 0; nvaeConsume \< <k> - 1; nvaeConsume++) {
    input.consume();
  }
  <exceptionCode>
} finally {
  input.rewind(nvaeMark);
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
>>

/** A DFA
state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<edges; separator="\nelse ">
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else {
  alt<decisionNumber>=<eotPredictsAlt>;
}
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>";

```

```

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.
 */
dfaEdge(labelExpr,
targetState, predicates) ::= <<
if ( (<labelExpr> <if(predicates)>&& (<predicates><endif>) {
<targetState>
}
>>

// F i x e d D F A (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
 * decides if this is possible: CodeGenerator.canGenerateSwitch().
 */
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
alt<decisionNumber>=<eotPredictsAlt>;
<else>
<ruleBacktrackFailure()>
<(nvaExceptionWrapperMap.(k))({NoViableAltException nvae =
new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
<@noViableAltException()>
throw nvae;})>
<endif>
}
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
}
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>)
) {
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
alt<decisionNumber>=<eotPredictsAlt>;
break;
<endif>
}

```

```
>>
```

```
dfaEdgeSwitch(labels, targetState) ::= <<  
<labels:{it |case <it>:}; separator="\n">  
{  
<targetState>  
}  
break;
```

```
>>
```

```
// C y c l i c D F A
```

```
/** The code to initiate execution of a cyclic DFA; this is used  
 * in the rule to predict an alt just like the fixed DFA case.  
 * The <name> attribute is inherited via the parser, lexer, ...  
 */
```

```
dfaDecision(decisionNumber,description) ::= <<  
alt<decisionNumber> = dfa<decisionNumber>.predict(input);  
>>
```

```
/* Dump DFA tables as run-length-encoded Strings of octal values.  
 * Can't use hex as compiler translates them before compilation.  
 * These strings are split into multiple, concatenated strings.  
 * Java puts them back together at compile time thankfully.  
 * Java cannot handle large static arrays, so we're stuck with this  
 * encode/decode approach. See analysis and runtime DFA for  
 * the encoding methods.  
 */
```

```
cyclicDFA(dfa)  
 ::= <<  
 static final String DFA<dfa.decisionNumber>_eotS =  
   "<dfa.javaCompressedEOT; wrap=\"\\\"+\n\t\">";  
 static final String DFA<dfa.decisionNumber>_eofS =  
   "<dfa.javaCompressedEOF; wrap=\"\\\"+\n\t\">";  
 static final String DFA<dfa.decisionNumber>_minS =  
   "<dfa.javaCompressedMin; wrap=\"\\\"+\n\t\">";  
 static final String DFA<dfa.decisionNumber>_maxS =  
   "<dfa.javaCompressedMax; wrap=\"\\\"+\n\t\">";  
 static final String DFA<dfa.decisionNumber>_acceptS =  
   "<dfa.javaCompressedAccept; wrap=\"\\\"+\n\t\">";  
 static final String DFA<dfa.decisionNumber>_specialS =  
   "<dfa.javaCompressedSpecial; wrap=\"\\\"+\n\t\">>";  
 static final String[] DFA<dfa.decisionNumber>_transitionS = {  
   <dfa.javaCompressedTransition:{s|<s; wrap=\"\\\"+\n\t\">}; separator=",\n">  
 };
```

```
static final short[] DFA<dfa.decisionNumber>_eot =  
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eotS);
```

```

static final short[] DFA<dfa.decisionNumber>_eof =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eofS);
static final char[] DFA<dfa.decisionNumber>_min
= DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
static final char[] DFA<dfa.decisionNumber>_max =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
static final short[] DFA<dfa.decisionNumber>_accept =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
static final short[] DFA<dfa.decisionNumber>_special =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_specialS);
static final short[][] DFA<dfa.decisionNumber>_transition;

static {
int numStates = DFA<dfa.decisionNumber>_transitionS.length;
DFA<dfa.decisionNumber>_transition = new short[numStates][];
for (int i=0; i<numStates; i++) {
DFA<dfa.decisionNumber>_transition[i] = DFA.unpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
}
}

protected class DFA<dfa.decisionNumber> extends DFA {

public DFA<dfa.decisionNumber>(BaseRecognizer recognizer) {
this.recognizer = recognizer;
this.decisionNumber = <dfa.decisionNumber>;
this.eot = DFA<dfa.decisionNumber>_eot;
this.eof
= DFA<dfa.decisionNumber>_eof;
this.min = DFA<dfa.decisionNumber>_min;
this.max = DFA<dfa.decisionNumber>_max;
this.accept = DFA<dfa.decisionNumber>_accept;
this.special = DFA<dfa.decisionNumber>_special;
this.transition = DFA<dfa.decisionNumber>_transition;
}
@Override
public String getDescription() {
return "<dfa.description>";
}
<@errorMethod()>
<if(dfa.specialStateSTs)>
@Override
public int specialStateTransition(int s, IntStream _input) throws NoViableAltException {
<if(LEXER)>
IntStream input = _input;
<endif>
<if(PARSER)>
TokenStream input = (TokenStream)_input;
<endif>

```

```

<if(TREE_PARSER)>
TreeNodeStream input = (TreeNodeStream)_input;
<endif>
int _s = s;
switch ( s ) {
<dfa.specialStateSTs:{state |
case <i0> : <! compressed special state numbers 0..n-1 !>
<state>}; separator="\n">
}
<if(backtracking)>
if (state.backtracking>0) {state.failed=true; return -1;}
<endif>
NoViableAltException nvae =
new NoViableAltException(getDescription(),
<dfa.decisionNumber>, _s, input);
error(nvae);
throw nvae;
}
<endif>
}
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on
* state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(1);
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
int index<decisionNumber>_<stateNumber> = input.index();
input.rewind();
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
* state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr> <if(predicates)>&& (<predicates>)<endif>) { s = <targetStateNumber>;}
>>

/** An edge pointing

```

```

at end-of-token; essentially matches any char;
* always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;
>>

// D F A E X P R E S S I O N S

andPredicates(left,right) ::= "<left>&&<right>"

orPredicates(operands) ::= "<operands; separator='||'>"

notPredicate(pred) ::= "!(<evalPredicate(pred,{})>)"

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>===<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
* somewhere. Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <%
(LA<decisionNumber>_<stateNumber> >= <lower> && LA<decisionNumber>_<stateNumber> \<= <upper>)
%>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)
::= "(input.LA(<k>) >= <lower> && input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= <<
<ranges; separator="||">
>>

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected static class <scope.name>_scope {
<scope.attributes:{it |<it.decl>;}; separator="\n">
}
protected Stack\<<scope.name>_scope> <scope.name>_stack = new Stack\<<scope.name>_scope>();
<endif>
>>

```



```

ruleAttributeScope(scope) ::= <<
<if(scope)>
<if(scope.attributes)>
protected static class <scope.name>_scope {
  <scope.attributes:{it |<it.decl>;}; separator="\n">
}
protected Stack<<<scope.name>_scope> <scope.name>_stack = new Stack<<<scope.name>_scope>();
<endif>
<endif>
>>

```

```

returnStructName(r) ::= "<r.name>_return"

```

```

returnType(ruleDescriptor) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<elseif(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
%>

```

```

/** Generate
the Java type associated with a single or multiple return
* values.
*/

```

```

ruleLabelType(referencedRule) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
<returnScopeBaseType()>
<elseif(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
%>

```

```

delegateName(d) ::= <<
<if(d.label)><d.label><else>g<d.name><endif>
>>

```

```

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/

```

```

initValue(typeName) ::= <<
<javaTypeInitMap.(typeName)>
>>

```

```

/** Define a rule label including default value */
ruleLabelDef(label) ::= <%
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;
%>

/** Define a return struct for a rule if the code needs to access its
 * start/stop tokens, tree stuff, attributes, ... Leave a hole for
 * subgroups to stick in members.
 */
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public
static class <ruleDescriptor.returnStructName()> extends <returnScopeBaseType()> {
<if(scope)><scope.attributes:{it |public <it.decl>;}; separator="\n"><endif>
<@ruleReturnMembers()>
};
<endif>
>>

returnScopeBaseType() ::= <%
<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope
%>

parameterScope(scope) ::= <<
<scope.attributes:{it |<it.decl>;}; separator=", ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>";

scopeAttributeRef(scope,attr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1).<attr.name>
<else>
<if(index)>
<scope>_stack.elementAt(<index>).<attr.name>
<else>
<scope>_stack.peek().<attr.name>
<endif>
<endif>
%>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <%
<if(negIndex)>
<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1).<attr.name> =<expr>;
<else>

```

```

<if(index)>
<scope>_stack.elementAt(<index>).<attr.name> =<expr>;
<else>
<scope>_stack.peek().<attr.name>
=<expr>;
<endif>
<endif>
%>

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {$function.size()>0 && $function::name.equals("foo")}?
 */
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <%
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?(<<returnType(referencedRule)>><scope>).<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
%>

returnAttributeRef(ruleDescriptor,attr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
%>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <%
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>;
<else>
<attr.name> =<expr>;
<endif>
%>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/**
ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

```

```

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>!=null?<scope>.getText():null)"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>!=null?<scope>.getType():0)"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>!=null?<scope>.getLine():0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>!=null?<scope>.getCharPositionInLine():0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>!=null?<scope>.getChannel():0)"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>!=null?<scope>.getTokenIndex():0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "<scope>!=null?Integer.valueOf(<scope>.getText()):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>!=null?(<castToLabelType({<scope>.start})>):null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>!=null?(<castToLabelType({<scope>.stop})>):null)"
ruleLabelPropertyRef_tree(scope,attr)
::= "<scope>!=null?(<ASTLabelType><scope>.getTree()):null)"
ruleLabelPropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
(<scope>!=null?(input.getTokenStream().toString(
input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
input.getTreeAdaptor().getTokenStopIndex(<scope>.start))):null)
<else>
(<scope>!=null?input.toString(<scope>.start,<scope>.stop):null)
<endif>
%>

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>!=null?((StringTemplate)<scope>.getTemplate()):null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::=
"<scope>!=null?<scope>.getType():0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=
"<scope>!=null?<scope>.getLine():0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=
"<scope>!=null?<scope>.getCharPositionInLine():-1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=
"<scope>!=null?<scope>.getChannel():0)"
lexerRuleLabelPropertyRef_index(scope,attr)
::=
"<scope>!=null?<scope>.getTokenIndex():0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=
"<scope>!=null?<scope>.getText():null)"
lexerRuleLabelPropertyRef_int(scope,attr) ::=
"<scope>!=null?Integer.valueOf(<scope>.getText()):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "<castToLabelType(\"retval.start\")>"

```

```

rulePropertyRef_stop(scope,attr) ::= "<castToLabelType(\"retval.stop\")>"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= <%
<if(TREE_PARSER)>
input.getTokenStream().toString(
input.getTreeAdaptor().getTokenStartIndex(retval.start),
input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>
%>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr)
::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "Integer.valueOf(<scope>.getText())"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>";
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>";

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <%
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
<action>
}
<else>
<action>
<endif>
%>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name,
words64) ::= <<
public static final BitSet <name> = new BitSet(new long[] { <words64: { it | <it>L } ; separator="," > });

```

>>

```
codeFileExtension() ::= ".java"
```

```
true_value() ::= "true"
```

```
false_value() ::= "false"
```

```
isEmptyString ::= [
```

```
  "" : true,
```

```
  default : false
```

```
]
```

```
isTrue ::= [
```

```
  "true" : true,
```

```
  default : false
```

```
]
```

```
isDefaultLabelType ::= [
```

```
  "Token" : true,
```

```
  default : false
```

```
]
```

```
isPredefinedRewriteRule ::= [
```

```
  "topdown" : true,
```

```
  "bottomup" : true,
```

```
  default : false
```

```
]
```

```
castToLabelType(value) ::= <%
```

```
<if(!isDefaultLabelType.(labelType))>
```

```
  (<labelType>)
```

```
<endif>
```

```
<value>
```

```
%>
```

Found in path(s):

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Java/Java.stg

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/*

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*/

/** Templates for building ASTs during normal parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* The situation is not too bad as rewrite (->) usage makes ^ and !

* invalid. There is no huge explosion of combinations.

*/

@rule.setErrorReturnValue() ::= <<

/* ASTParser rule.setErrorReturnValue */

retval.tree

= (<ASTLabelType> *) [treeAdaptor errorNode:input From:retval.start To:[input LT:-1] Exception:re];

<! System.out.println("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); !>

>>

// TOKEN AST STUFF

/** ID and output=AST */

tokenRef(token, label, elementIndex, terminalOptions) ::= <<

/* ASTParser tokenRef */

<super.tokenRef(...)>

<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>

<label>_tree = <createNodeFromToken(...)>;

[treeAdaptor addChild:<label>_tree toTree:root_0];

<if(backtracking)>}<endif>

```

>>

/* ID! and output=AST (same as plain tokenRef) */
/* ASTParser tokenRefBang */
tokenRefBang(token,label,elementIndex,terminalOptions) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_0];
<if(backtracking)>}<endif>
>>

/**
ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser tokenRefBangAndListLabel */
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser tokenRefAndListLabel */
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
/* ASTParser tokenRefRuleRootAndListLabel */
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template
name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ... The combinations might require complicated

```



```

// rather than just added on code. Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <%
/* ASTParser matchSet */
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
  [treeAdaptor addChild:<createNodeFromToken(...)> toTree:root_0 ];}, ...)>
%>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
/* ASTParser matchRuleBlockSet */
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,terminalOptions, postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug)
::= <<
/* ASTParser matchSetRuleRoot */
<if(label)>
<label>=(<labelType> *)[input LT:1]; /* matchSetRuleRoot */<\n>
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<createNodeFromToken(...)> old:root_0];}, ...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRef */
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
[treeAdaptor addChild:[<label> getTree] toTree:root_0];
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefRuleRoot */
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:[<label>

```

```

    getTree] old:root_0];
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefAndListLabel */
<ruleRef(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefBangAndListLabel */
<ruleRefBang(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
/* ASTParser ruleRefRuleRootAndListLabel */
<ruleRefRuleRoot(...)>
<listLabel(elem = {[<label> getTree]},...)>
>>

// WILDCARD AST

wildcard(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser wildcard */
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
    [treeAdaptor addChild:[treeAdaptor create:<label>] retain] toTree:root_0];
<if(backtracking)>}<endif>
>>

wildcardBang(token,label,elementIndex,terminalOptions)
::= "<super.wildcard(...)>"

wildcardRuleRoot(token,label,elementIndex,terminalOptions) ::= <<
/* ASTParser wildcardRuleRoot */
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
    <label>_tree = [[treeAdaptor create:<label>] retain]
    root_0 = (<ASTLabelType> *)[treeAdaptor becomeRoot:<label>_tree old:root_0];
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions) ::= <<
/* ASTParser createNodeFromToken */

```

```
<if(terminalOptions.node)>
[<terminalOptions.node> new<terminalOptions.node>:<label>] <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType> *)[[treeAdaptor create:<label>] retain]
<endif>
>>
```

```
// straight from java cleanup ///
ruleCleanUp() ::= <<
/* ASTParser ruleCleanUp */
<super.ruleCleanUp()>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<n><endif>
    retval.tree = (<ASTLabelType> *)[[treeAdaptor rulePostProcessing:root_0];
    [treeAdaptor setTokenBoundaries:retval.tree
    From:retval.start To:retval.stopToken];
<if(backtracking)>}<endif>
>>
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/ObjC/ASTParser.stg
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```

```
/*
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http://www.linkedin.com/in/jimidle
```

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*/

/** Templates for building ASTs during normal parsing.

*

* Deal with many combinations. Dimensions are:

* Auto build or rewrite

* no label, label, list label (label/no-label handled together)

* child, root

* token, set, rule, wildcard

*

* The situation is not too bad as rewrite (->) usage makes ^ and !

* invalid. There is no huge explosion of combinations.

*/

@rule.setErrorReturnValue()

::= <<

retval.tree = (<ASTLabelType>)(ADAPTOR->errorNode(ADAPTOR, INPUT, retval.start, LT(-1), EXCEPTION));

>>

// TOKEN AST STUFF

/** ID and output=AST */

tokenRef(token,label,elementIndex,terminalOptions) ::= <<

<super.tokenRef(...)>

<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>

<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));

ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);

<if(backtracking)>}<endif>

>>

/** ID! and output=AST (same as plain tokenRef) */

tokenRefBang(token,label,elementIndex,terminalOptions) ::= "<super.tokenRef(...)>"

/** ID^ and output=AST */

tokenRefRuleRoot(token,label,elementIndex,terminalOptions) ::= <<

<super.tokenRef(...)>

<if(backtracking)>if (<actions.(actionScope).synpredgate>) {<endif>

<label>_tree = <createNodeFromToken(...)>;

root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));

<if(backtracking)>}<endif>

>>

/** ids+=ID! and output=AST */

```

tokenRefBangAndListLabel(token,label,elementIndex,terminalOptions)
 ::= <<
<tokenRefBang(...)>
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,terminalOptions,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus
... The combinations might require complicated
// rather than just added on code. Investigate that refactoring when
// I have more time.

matchSet(s,label,terminalOptions,elementIndex,postmatchCode) ::= <<
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )
<endif>ADAPTOR->addChild(ADAPTOR, root_0, <createNodeFromToken(...)>},...)>
>>

matchRuleBlockSet(s,label,terminalOptions,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,terminalOptions,postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

```

```

matchSetRuleRoot(s,label,terminalOptions,elementIndex,debug) ::= <<
<if(label)>
<label>=(<labelType>)LT(1);<\n>
<endif>
<super.matchSet(postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_0 =
(<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <createNodeFromToken(...)>,
root_0));},...)>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>ADAPTOR->addChild(ADAPTOR, root_0,
<label>.tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_0 = (<ASTLabelType>)(ADAPTOR-
>becomeRoot(ADAPTOR, <label>.tree, root_0));
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabelAST(...)>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabelAST(...)>
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope)
::= <<
<ruleRefRuleRoot(...)>
<listLabelAST(...)>
>>

// WILDCARD AST

```

```

wildcard(token,label,elementIndex,terminalOptions) ::= <<
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);
<if(backtracking)>}<endif>
>>

wildcardBang(token,label,elementIndex,terminalOptions) ::= "<super.wildcard(...)>"

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,terminalOptions) ::= <<
<if(terminalOptions.node)>
<terminalOptions.node>New(<label>) <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>))
<endif>
>>

ruleCleanUp()
::= <<
<super.ruleCleanUp()>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> )
{<\n>
<endif>
<if(!ruleDescriptor.isSynPred)>
retval.stop = LT(-1);<\n>
<endif>
retval.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
ADAPTOR->setTokenBoundaries(ADAPTOR, retval.tree, retval.start, retval.stop);
<ruleDescriptor.allTokenRefsInAltsWithRewrites
: {it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
: {it | if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
<if(backtracking)>
}<\n>
<endif>
>>

```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-  
jar/org/antlr/codegen/templates/C/ASTParser.stg
```

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group Dbg;

```
/*
```

```
[The "BSD license"]
```

```
Copyright (c) 2005-2009 Terence Parr
```

```
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```

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```
*/
```

```
@parserBody.mixins() ::= <<
```

```
include ANTLR3::<if(profile)>Profile<else>Debug<endif>::ParserEvents
```

```
>>
```

```
@parserBody.additionalMembers() ::= <<
```

```
<if(grammar.grammarIsRoot)>
```

```
RULE_NAMES = [
```

```
:invalid_rule, <grammar.allImportedRules:{rST|:<rST.name>}; wrap="\n ", separator=", ">
```

```
].freeze
```

```
<endif>
```

```
>>
```



```

@rule.body() ::= <<
in_rule(grammar_file_name, "<ruleName>") do
  @debug_listener.location(<ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>)

  <@super.body()>

  @debug_listener.location(<ruleDescriptor.EORNode.line>,
  <ruleDescriptor.EORNode.column>)
end
>>

// Common debug event triggers used by region overrides below
enterSubRule() ::= <<
in_subrule(<decisionNumber>) do<\n>
>>

exitSubRule() ::= <<
end<\n>
>>

enterDecision() ::= <<
in_decision(<decisionNumber>) do<\n>
>>

exitDecision() ::= <<
end<\n>
>>

enterAlt(n) ::= <<
in_alternative(<n>)<\n>
>>

// Region overrides that tell various constructs to add debugging triggers
@block.body() ::= <<
in_subrule(<decisionNumber>) do
  <@super.body()>
end
>>

```

```
// @blockBody.predecision() ::= "<enterSubRule(>"
// @blockBody.postdecision() ::= "<exitDecision(>"
// @blockBody.postbranch() ::= "<exitSubRule(>"
@blockBody.decision() ::= <<
in_decision(<decisionNumber>) do
  <@super.decision(>
end
>>
```

```
@ruleBlock.decision() ::= <<
in_decision(<decisionNumber>) do
  <@super.decision(>
end<\n>
>>
```

```
@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n={1})>"
```

```
@blockSingleAlt.prealt() ::= "<enterAlt(n={1})>"
```

```
@positiveClosureBlock.loopBody()
::= <<
in_subrule(<decisionNumber>) do
  <@super.loopBody(>
end
>>
```

```
@positiveClosureBlockLoop.decisionBody() ::= <<
in_decision(<decisionNumber>) do
  <@super.decisionBody(>
end
>>
```

```
@positiveClosureBlockLoop.earlyExitException() ::= <<
@debug_listener.recognition_exception(eee)
>>
```

```
@closureBlock.loopBody() ::= <<
in_subrule(<decisionNumber>) do
  <@super.loopBody(>
end
>>
```

```

@closureBlockLoop.decisionBody() ::= <<
in_decision(<decisionNumber>) do
  <@super.decisionBody()>
end
>>

```

```

@altSwitchCase.preatl() ::= "<enterAlt(altNum)>" // altNum is arg of altSwitchCase

```

```

element(e) ::= <<
@debug_listener.location(<e.line>, <e.pos>) // e is arg of element
<super.element(e)>
>>

```

```

@matchSet.mismatchedSetException() ::= "@debug_listener.recognition_exception(mse)"

```

```

@dfaState.noViableAltException() ::= <<
nvae = NoViableAlternative( "<description>", <decisionNumber>, <stateNumber> )
@debug_listener.recognition_exception( nvae )
raise( nvae )<\n>
>>

```

```

@dfaStateSwitch.noViableAltException()
::= <<
nvae = NoViableAlternative( "<description>", <decisionNumber>, <stateNumber> )
@debug_listener.recognition_exception( nvae )
raise( nvae )<\n>
>>

```

```

dfaDecision(decisionNumber,description) ::= <<
begin
  @state.cyclic_decision = true
  <super.dfaDecision(...)>
rescue ANTLR3::Error::NoViableAlternative => nvae
  @debug_listener.recognition_exception(nvae)
  raise
end
>>

```

```

@cyclicDFA.errorMethod() ::= <<
def error(nvae)
  @recognizer.debug_listener.recognition_exception(nvae)

```

```
super
end
>>
/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
predicate?("<description>") { <pred> }
>>
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-jar/org/antlr/codegen/templates/Ruby/Dbg.stg
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```

```
/*
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 * THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
 * (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
 * THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
 */
/** Template overrides to add debugging to normal Java output;
 * If ASTs are built, then you'll also get ASTDbg.stg loaded.
 */

@outputFile.debugPreprocessor() ::= "#define ANTLR_DEBUG"
```

```

@outputFile.imports() ::= <<
<@super.imports(>
using Antlr.Runtime.Debug;
using IOException = System.IO.IOException;
>>

@genericParser.members()
::= <<
<if(grammar.grammarIsRoot)>
public static readonly string[] ruleNames =
new string[]
{
    "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n ", separator=", ">
};<\n>
<endif>
<if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
int ruleLevel = 0;
public virtual int RuleLevel { get { return ruleLevel; } }
public virtual void IncRuleLevel() { ruleLevel++; }
public virtual void DecRuleLevel() { ruleLevel--; }
<if(profile)>
<ctorForProfilingRootGrammar(>
<else>
<ctorForRootGrammar(>
<endif>
<ctorForPredefinedListener(>
<else><! imported grammar !>
public int RuleLevel { get { return <grammar.delegators:{g| <g.delegateName(>>}.RuleLevel; } }
public void IncRuleLevel() { <grammar.delegators:{g| <g.delegateName(>>}.IncRuleLevel(); }
public void DecRuleLevel() { <grammar.delegators:{g| <g.delegateName(>>}.DecRuleLevel(); }
<ctorForDelegateGrammar(>
<endif>
<if(profile)>
public override bool AlreadyParsedRule( IInputStream input, int
ruleIndex )
{
    int stopIndex = GetRuleMemoization(ruleIndex, input.Index);
    ((Profiler)dbg).ExamineRuleMemoization(input, ruleIndex, stopIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
    return base.AlreadyParsedRule(input, ruleIndex);
}<\n>
public override void Memoize( IInputStream input, int ruleIndex, int ruleStartIndex )
{
    ((Profiler)dbg).Memoize(input, ruleIndex, ruleStartIndex,
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
    base.Memoize(input, ruleIndex, ruleStartIndex);
}<\n>

```

```

<endif>
protected virtual bool EvalPredicate( bool result, string predicate )
{
    dbg.SemanticPredicate( result, predicate );
    return result;
}<\n>
>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
: this( input, DebugEventSocketProxy.DefaultDebuggerPort, new
RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, int port,
RecognizerSharedState state )
: base( input, state )
{
    <createListenerAndHandshake()>
    <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
this<grammar.delegates:{g|, <g:delegateName()>}> );}; separator="\n">
    <parserCtorBody()>
    <@finally()>
}<\n>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input )
: this( input, new Profiler(null), new RecognizerSharedState() )
{
}
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state )
: base( input, dbg, state )
{
    Profiler p = (Profiler)dbg;
    p.setParser(this);
    <grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state,
this<grammar.delegates:{g|, <g:delegateName()>}> );}; separator="\n">
    <parserCtorBody()>
    <@finally()>
}
<\n>
>>

```

```

/** Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg,
RecognizerSharedState state<grammar.delegates:{g|, <g.recognizerName> <g.delegateName()>}> )
: base( input, dbg, state )
{
<grammar.directDelegates:
{g|<g.delegateName()> = new <g.recognizerName>( input, this, this.state<grammar.delegates:{g|,
<g.delegateName()>}> );}; separator="\n">
<parserCtorBody()>
}<\n>
>>

ctorForPredefinedListener() ::= <<
<actions.(actionScope).ctorModifier; null="public"> <name>( <inputStreamType> input, IDebugEventListener dbg
)
<@superClassRef>: base( input, dbg, new RecognizerSharedState() )<@end>
{
<if(profile)>
Profiler p = (Profiler)dbg;
p.setParser(this);
<endif>
<grammar.directDelegates:{g|<g.delegateName()>
= new <g.recognizerName>(input, dbg, this.state, this<grammar.delegates:{g|, <g.delegateName()>}>);};
separator="\n">
<parserCtorBody()>
<@finally()>
}<\n>
>>

createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, input.TreeAdaptor );<\n>
<else>
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, null );<\n>
<endif>
DebugListener = proxy;
try
{
proxy.Handshake();
}
catch ( IOException ioe )
{
ReportError( ioe );
}
>>

```

```

@genericParser.superClassName() ::= "Debug<@super.superClassName(>)"

/*
* Many of the following rules were merged into CSharp2.stg.
*/

@rule.preamble() ::= <<
if (RuleLevel == 0)
    DebugListener.Commence();
IncRuleLevel();
>>
//@rule.preamble() ::= <<
//try
//{{
// dbg.EnterRule( GrammarFileName, "<ruleName>" );
// if ( RuleLevel == 0 )
// {
//     dbg.Commence();
// }
// IncRuleLevel();
// dbg.Location( <ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine> );<\n>
//>>

@rule.postamble()
::= <<
DecRuleLevel();
if (RuleLevel == 0)
    DebugListener.Terminate();
>>
//@rule.postamble() ::= <<
//dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);<\n>
//}
//finally
//{{
// dbg.ExitRule( GrammarFileName, "<ruleName>" );
// DecRuleLevel();
// if ( RuleLevel == 0 )
// {
//     dbg.Terminate();
// }
//}<\n>
//>>

//@insertSynpreds.start() ::= "dbg.BeginBacktrack( state.backtracking );"
//@insertSynpreds.stop() ::= "dbg.EndBacktrack( state.backtracking, success );"

// Common debug event triggers used by region overrides below

```



```

//enterSubRule() ::= <<
//try
//{
// dbg.EnterSubRule( <decisionNumber> );<\n>
//>>

//exitSubRule() ::= <<
//}
//finally
//{
// dbg.ExitSubRule( <decisionNumber> );
//}<\n>
//>>

//enterDecision() ::= <<
//try
//{
// dbg.EnterDecision( <decisionNumber> );<\n>
//>>

//exitDecision() ::= <<
//}
//finally
//{
// dbg.ExitDecision( <decisionNumber> );
//}<\n>
//>>

//enterAlt(n) ::= "dbg.EnterAlt( <n> );<\n>"

//
// Region overrides that tell various constructs to add debugging triggers

//@block.predecision() ::= "<enterSubRule()><enterDecision()>"

//@block.postdecision() ::= "<exitDecision()>"

//@block.postbranch() ::= "<exitSubRule()>"

//@ruleBlock.predecision() ::= "<enterDecision()>"

//@ruleBlock.postdecision() ::= "<exitDecision()>"

//@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>"

//@positiveClosureBlock.preloop() ::= "<enterSubRule()>"

```

```

//@positiveClosureBlock.postloop() ::= "<exitSubRule(>"

//@positiveClosureBlock.predecision() ::= "<enterDecision(>"

//@positiveClosureBlock.postdecision() ::= "<exitDecision(>"

//@positiveClosureBlock.earlyExitException() ::=
// "dbg.RecognitionException( eee<decisionNumber> );<n>"

//@closureBlock.preloop() ::= "<enterSubRule(>"

//@closureBlock.postloop() ::= "<exitSubRule(>"

//@closureBlock.predecision() ::= "<enterDecision(>"

//@closureBlock.postdecision() ::= "<exitDecision(>"

//@altSwitchCase.preal()
::= "<enterAlt(n=i)>"

//@element.prematch() ::=
// "dbg.Location( <it.line>, <it.pos> );"

//@matchSet.mismatchedSetException() ::=
// "dbg.RecognitionException( mse );"

//@dfaState.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException( nvae );"

//dfaDecision(decisionNumber,description) ::= <<
//try
//{
// isCyclicDecision = true;
// <super.dfaDecision(...)>
//}
//catch ( NoViableAltException nvae )
//{
// dbg.RecognitionException( nvae );
// throw nvae;
//}
//>>

//@cyclicDFA.errorMethod() ::= <<
//public override void Error( NoViableAltException nvae )
//{
// ((DebugParser)recognizer).dbg.RecognitionException( nvae );

```

```
//}  
//>>
```

```
/** Force predicate validation to trigger an event */  
evalPredicate(pred,description) ::= <<  
EvalPredicate(<pred>, "<description>")  
>>
```

Found in path(s):

```
* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-  
jar/org/antlr/codegen/templates/CSharp2/Dbg.stg
```

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/*
```

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```
*/
```

```
/** Templates for building ASTs during tree parsing.
```

```
*
```

- * Deal with many combinations. Dimensions are:
- * Auto build or rewrite
- * no label, label, list label (label/no-label handled together)
- * child, root

```

* token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<if(!ruleDescriptor.isSynPred)>
<ASTLabelType>
  _first_0 = null;
<ASTLabelType> _last = null;<\n>
<endif>
>>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel=false, treeLevel=false) ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.tree = _first_0;
if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
  retval.tree = (<ASTLabelType>)adaptor.getParent(retval.tree);
<endif>
<if(backtracking)>}<endif>
<endif>
>>

/** match ^(root children) in tree parser; override here to
* add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
  enclosingTreeLevel, treeLevel) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
{
<ASTLabelType> _save_last_<treeLevel> = _last;
<ASTLabelType> _first_<treeLevel> = null;
<if(!rewriteMode)>
<ASTLabelType> root_<treeLevel>
= (<ASTLabelType>)adaptor.nil();
<endif>
<root:element()>
<if(rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>

```

```

<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> =
(<ASTLabelType><root.el.label>.getTree());
<elseif(root.el.label)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
  match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<\n>
<else>
<super.tree(...)>
<endif>
>>

// TOKEN AST STUFF

/** ID!
and output=AST (same as plain tokenRef) 'cept add
* setting of _last
*/
tokenRefBang(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<else>
<super.tokenRefBang(...)>
<endif>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);

```

```

<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>( <label> );
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else><! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
<else>
<super.tokenRef(...)>
<endif>
>>

/** label+=TOKEN auto
construct */
tokenRefAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRef(...)>
<listLabel(elem=label,...)>
<else>
<super.tokenRefAndListLabel(...)>
<endif>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree = new <terminalOptions.node>( <label> );
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
<else>
<super.tokenRefRuleRoot(...)>
<endif>

```

```

>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)>
<else>
<super.tokenRefRuleRootAndListLabel(...)>
<endif>
>>

```

```

/**
Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>);
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<else> <! rewrite mode !>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
<else>
<super.wildcard(...)>
<endif>
>>

```

```
// SET AST
```

```

matchSet(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(terminalOptions.node)>
<label>_tree
= new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}\}<endif>

```

```

<endif>
}, ...
)>
<else>
<super.matchSet(...)>
<endif>
>>

matchRuleBlockSet(s,label,elementIndex,postmatchCode,treeLevel="0",terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<matchSet(...)>
<noRewrite(...)> <! set return tree !>
<else>
<super.matchRuleBlockSet(...)>
<endif>
>>

matchSetBang(s,label,elementIndex,postmatchCode,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
<else>
<super.matchSetBang(...)>
<endif>
>>

matchSetRuleRoot(s,label,elementIndex,debug,terminalOptions={}) ::= <<
<if(!ruleDescriptor.isSynPred)>
<super.matchSet(postmatchCode={
<if(!rewriteMode)>
<if(backtracking)> <actions.(actionScope).synpredgate> } <endif>
<if(terminalOptions.node)>
<label>_tree
= new <terminalOptions.node>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)> \}<endif>
<endif>
}, ...
)>
<else>
<super.matchSetRuleRoot(...)>
<endif>
>>

// RULE REF AST

```



```

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.getTree());
<else> <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = (<ASTLabelType>)<label>.getTree();
<endif>
<else>
<super.ruleRef(...)>
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRef(...)>
<listLabel(label, {<label>.getTree()})>
<else>
<super.ruleRefAndListLabel(...)>
<endif>
>>

/**
^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_<treeLevel> =
(<ASTLabelType>)adaptor.becomeRoot(<label>.getTree(), root_<treeLevel>);
<endif>
<else>
<super.ruleRefRuleRoot(...)>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<if(!ruleDescriptor.isSynPred)>
<ruleRefRuleRoot(...)>
<listLabel(label, {<label>.getTree()})>
<else>

```

```

<super.ruleRefRuleRootAndListLabel(...)>
<endif>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::=
  <<
  <if(!ruleDescriptor.isSynPred)>
  _last = (<ASTLabelType>)input.LT(1);
  <super.ruleRefTrackAndListLabel(...)>
  <else>
  <super.ruleRefTrackAndListLabel(...)>
  <endif>
  >>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
  <if(!ruleDescriptor.isSynPred)>
  _last = (<ASTLabelType>)input.LT(1);
  <super.ruleRefRuleRootTrack(...)>
  <else>
  <super.ruleRefRuleRootTrack(...)>
  <endif>
  >>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <if(!ruleDescriptor.isSynPred)>
  _last = (<ASTLabelType>)input.LT(1);
  <super.ruleRefRuleRootTrackAndListLabel(...)>
  <else>
  <super.ruleRefRuleRootTrackAndListLabel(...)>
  <endif>
  >>

/** Streams for token refs are tree nodes now; override to
 * change nextToken to nextNode.
 */
createRewriteNodeFromElement(token,args,terminalOptions={ }) ::= <<
  <if(terminalOptions.node)>
  new <terminalOptions.node>(stream_<token>.nextNode())
  <else>

```

```

stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::=
<<
<super.ruleCleanUp()>
<if(!ruleDescriptor.isSynPred)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<\n><endif>
retval.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
<endif>
>>

```

Found in path(s):

```

* /opt/cola/permits/1347859860_1655734093.589936/0/antlr-3-5-3-
jar/org/antlr/codegen/templates/Java/ASTTreeParser.stg

```

1.276 xz-libs 5.2.2-2.el7_9

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1.277 reactive-streams 1.0.4

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1.278 jcommander 1.82

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- *

- * /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-jar/com/beust/jcommander/validators/NoValueValidator.java
- * /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-jar/com/beust/jcommander/validators/NoValidator.java
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jar/com/beust/jcommander/UnixStyleUsageFormatter.java
*
/opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/IUsageFormatter.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
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* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-

jar/com/beust/jcommander/converters/BigDecimalConverter.java
*
/opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/DoubleConverter.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/StringConverter.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/internal/Lists.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/IntegerConverter.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/ParameterDescription.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/FloatConverter.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/PathConverter.java
*
/opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/IDefaultProvider.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/IStringConverter.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/internal/Maps.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/Parameter.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/IStringConverterFactory.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/Parameters.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/defaultprovider/PropertyFileDefaultProvider.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/BooleanConverter.java
*
/opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/ParameterException.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/NoConverter.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/ResourceBundle.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/FileConverter.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/MissingCommandException.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/BaseConverter.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/ISO8601DateConverter.java

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* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/converters/LongConverter.java
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jar/com/beust/jcommander/converters/URICConverter.java
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jar/com/beust/jcommander/converters/CharArrayConverter.java
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jar/com/beust/jcommander/internal/DefaultConverterFactory.java
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jar/com/beust/jcommander/internal/Sets.java
* /opt/cola/permits/1362173022_1657688436.1357603/0/jcommander-1-82-sources-
jar/com/beust/jcommander/ParametersDelegate.java

```

1.279 classgraph 4.8.149

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* Author: Luke Hutchison

*

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* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/fileslice/ArraySlice.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessArrayReader.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/fileslice/PathSlice.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/fileslice/Slice.java
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jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessReader.java
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jar/nonapi/io/github/classgraph/fileslice/reader/ClassfileReader.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/fileslice/FileSlice.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessFileChannelReader.java
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/*

* This file is part of ClassGraph.

*

* Author: Michael J. Simons

*

* Hosted at: <https://github.com/classgraph/classgraph>

*

* --

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Found in path(s):

* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/SpringBootRestartClassLoaderHandler.java

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/*

* This file is part of ClassGraph.

*

* Author: Luke Hutchison

*

* Hosted at: <https://github.com/classgraph/classgraph>

*

* --

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Found in path(s):

* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-

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jar/io/github/classgraph/ClasspathElementZip.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/fastzipfilereader/PhysicalZipFile.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/ClassGraph.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/reflection/ReflectionUtils.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/Scanner.java
*
/opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/BaseTypeSignature.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/concurrency/SingletonMap.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/json/JSONObject.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/OSGiDefaultClassLoaderHandler.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/json/JSONUtils.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/AnnotationInfoList.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/ModuleReaderProxy.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/FallbackClassLoaderHandler.java
*
/opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/json/JSONArray.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/FieldInfo.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/ClassGraphClassLoader.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/urls/URLPathEncoder.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/HasName.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/TypeArgument.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/classpath/ClassLoaderFinder.java
*
/opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/ClassLoaderHandlerRegistry.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/TypeSignature.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/TomcatWebappClassLoaderBaseHandler.java

```

* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/TypeVariableSignature.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/scanspec/ScanSpec.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/ScanResultObject.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/concurrency/WorkQueue.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/ParentLastDelegationOrderTestClassLoaderHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/PackageInfo.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/ModuleInfoList.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/Classfile.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classpath/CallStackReader.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/Utils/StringUtils.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/json/TypeResolutions.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/ClassInfoList.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/ModuleInfo.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/ClasspathElement.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/MethodInfoList.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/JPMSClassLoaderHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/fastzipfilereader/FastZipEntry.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/Resource.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/concurrency/InterruptedExceptionChecker.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/ClassTypeSignature.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/json/FieldTypeInfo.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/UnoOneJarClassLoaderHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-

jar/io/github/classgraph/GraphvizDotfileGenerator.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/classpath/ClassLoaderOrder.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/MappableInfoList.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/PackageInfoList.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/ClasspathElementModule.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/ArrayTypeSignature.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/classpath/ModuleFinder.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/MethodInfo.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/ScanResult.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/json/ReferenceEqualityKey.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/classpath/ClasspathOrder.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/types/ParseException.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/Utils/ProxyingInputStream.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/FieldInfoList.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/MethodParameterInfo.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/AnnotationParameterValueList.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/Utils/VersionFinder.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/json/ParameterizedTypeImpl.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
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 *
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 jar/io/github/classgraph/TypeParameter.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/types/TypeUtils.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/Utils/LogNode.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/ReferenceTypeSignature.java

* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/ModulePathInfo.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/AnnotationInfo.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/ArrayClassInfo.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/json/Id.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/ClasspathElementDir.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/fastzipfilereader/LogicalZipFile.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/InfoList.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/ClassInfo.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/PotentiallyUnmodifiableList.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/Utils/FastPathResolver.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/io/github/classgraph/MethodTypeSignature.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classpath/SystemJarFinder.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/WeblogicClassLoaderHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/PlexusClassWorldsClassRealmClassLoaderHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/recycler/RecycleOnClose.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/Utils/FileUtils.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/json/JSONParser.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/Utils/CollectionUtils.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/fastzipfilereader/ZipFileSlice.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/fastzipfilereader/NestedJarHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxContextFinderClassLoaderHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/URLClassLoaderHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-

jar/io/github/classgraph/ClassGraphException.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/ModuleRef.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/json/JSONDeserializer.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/json/ClassFields.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/ObjectTypedValueWrapper.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/recycler/Recycler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/ClassRefTypeSignature.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/ClassRefOrTypeVariableSignature.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/classloaderhandler/ClassGraphClassLoaderHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxClassLoaderHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/scanspec/AcceptReject.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/classloaderhandler/ClassLoaderHandler.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/AnnotationClassRef.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/recycler/Resetable.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/classpath/ClasspathFinder.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/json/ClassFieldCache.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/json/JSONReference.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/AnnotationEnumValue.java
 *
 /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/AnnotationParameterValue.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/json/JSONSerializer.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/nonapi/io/github/classgraph/types/Parser.java
 * /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
 jar/io/github/classgraph/HierarchicalTypeSignature.java
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```
/*
 * This file is part of ClassGraph.
 *
 * Author: Johno Crawford (johno@sulake.com)
 *
 * Hosted at: https://github.com/classgraph/classgraph
 *
 * --
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Found in path(s):

```
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/concurrency/SimpleThreadFactory.java
```

```
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/concurrency/AutoCloseableExecutorService.java
```

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```
/*
 * This file is part of ClassGraph.
 *
 * Author: R. Kempees
 *
 * With contributions from @cpiereworld (#414)
 *
 */
```

```
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*
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Found in path(s):

```
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/WebsphereLibertyClassLoaderHandler.java
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```

```
/*
```

```
* This file is part of ClassGraph.
```

```
*
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```
* Author: Luke Hutchison (luke.hutch@gmail.com)
```

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```
* Hosted at: https://github.com/classgraph/classgraph
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jar/io/github/classgraph/ResourceList.java

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* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/QuarkusClassLoaderHandler.java
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*

* Author: Luke Hutchison

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```
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/reflection/NarcissusReflectionDriver.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/reflection/ReflectionDriver.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/reflection/StandardReflectionDriver.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/CxfContainerClassLoaderHandler.java
* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/reflection/JVMDriverReflectionDriver.java
*
/opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/io/github/classgraph/CloseableByteBuffer.java
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```

```
/*
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*
* Author: Sergey Bespalov
*
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* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/nonapi/io/github/classgraph/classloaderhandler/WebsphereTraditionalClassLoaderHandler.java
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* /opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-jar/META-INF/maven/io.github.classgraph/classgraph/pom.xml
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* This file is part of ClassGraph.

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* Author: @jacobg on GitHub

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* Hosted at: <https://github.com/classgraph/classgraph>

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*/opt/cola/permits/1366065696_1658113689.7612143/0/classgraph-4-8-149-sources-
jar/nonapi/io/github/classgraph/classloaderhandler/JBossClassLoaderHandler.java
```

1.280 agent-api 4.5.13.27526

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* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/AppdynamicsAgent.java
* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/impl/NoOpExitCall.java
* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/ExitCall.java
* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/EumDelegate.java
* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/EventPublisher.java
*
/opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/MetricPublisher.java
* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/impl/NoOpTransaction.java
* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/Transaction.java

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* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/ExitTypes.java
* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/bootstrap/NoOpTransactionDelegate.java
* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/bootstrap/IApiTransactionDelegate.java
* /opt/cola/permits/1366801991_1658170427.268079/0/agent-api-4-5-13-27526-sources-jar/com/appdynamics/agent/api/EntryTypes.java

1.281 rxjava-server 0.9.0

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1.282 core-server 0.9.0

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1.283 zlib 1.2.11

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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jloup@gzip.org madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), [rfc1951](http://tools.ietf.org/html/rfc1951) (deflate format) and [rfc1952](http://tools.ietf.org/html/rfc1952) (gzip format).

*/

1.284 logback-throttling-appender 1.1.9

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1.285 flyway-core 8.5.13

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- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/output/CommandResultFactory.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/base/BaseDatabaseType.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/derby/package-info.java
- *
- /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/logging/log4j2/Log4j2LogCreator.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/callback/Callback.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/resource/LoadableResource.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/informix/InformixTable.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/info/MigrationInfoDumper.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/h2/H2Schema.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/output/MigrateOutput.java
- *
- /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/parser/Token.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/resolver/package-info.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/base/Function.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANADatabase.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/migration/JavaMigration.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/scanner/ResourceNameCache.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/parser/UnboundedReadAheadReader.java
- *
- /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/parser/Statement.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/scanner/LocationScannerCache.java
- * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/resolver/ChecksumCalculator.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/resolver/sql/package-info.java
 * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/oracle/OracleParser.java
 * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/scanner/ClasspathClassScanner.java
 * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/pattern/ValidatePattern.java
 *
 /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/util/BomStrippingReader.java
 * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/resolver/ResolvedMigrationImpl.java
 * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/output/RepairOutput.java
 * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeSchema.java
 * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/jdbc/JdbcTemplate.java
 * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/MigrationPattern.java
 * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/parser/TokenType.java
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 /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/jdbc/Results.java
 * /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/output/MigrateResult.java
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/base/package-info.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/util/FileCopyUtils.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/snowflake/SnowflakeConnection.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/sqlscript/DefaultSqlScriptExecutor.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBDatabaseType.java
*
/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/clazz/package-info.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/resolver/java/ScanningJavaMigrationResolver.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/jdbc/JdbcConnectionFactory.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/DatabaseType.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/derby/DerbyDatabase.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/informix/InformixSchema.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/api/logging/LogCreator.java
*
/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/resource/ResourceNameParser.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/util/FeatureDetector.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBTable.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/h2/H2DatabaseType.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/resolver/MigrationInfoHelper.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScriptExecutorFactory.java

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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/parser/PositionTrackingReader.java

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jar/org/flywaydb/core/internal/database/base/Table.java
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jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBSchema.java
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/oracle/OracleConnection.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/scanner/package-info.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/resource/ResourceName.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/command/DbSchemas.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/api/callback/Context.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/jdbc/DriverDataSource.java
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jar/org/flywaydb/core/internal/database/InsertRowLock.java
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jar/org/flywaydb/core/api/package-info.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/saphana/SAPHANAParser.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/license/FlywayTrialExpiredException.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/hsqldb/package-info.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/snowflake/SnowflakeTable.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/api/callback/Event.java

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/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/sqlscript/SqlStatementIterator.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/sqlscript/ParserSqlScript.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/api/output/OperationResultBase.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/parser/Parser.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/sqlite/SQLiteSchema.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/snowflake/SnowflakeDatabase.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/api/output/InfoOutput.java
*
/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/sqlite/package-info.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/sybasease/SybaseASETTable.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/util/ExceptionUtils.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/h2/H2Table.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/db2/DB2Function.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/scanner/classpath/jboss/package-info.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/license/VersionPrinter.java
*
/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/base/Type.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/api/callback/BaseCallback.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/util/ClassUtils.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/exception/FlywaySqlException.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/parser/PeekingReader.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/api/logging/package-info.java
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/callback/Error.java

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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/license/Edition.java

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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/util/StopWatch.java

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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/jdbc/JdbcUtils.java

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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/clazz/NoopClassProvider.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBSchema.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/extensibility/Plugin.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/util/DateUtils.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASEJConnectDatabaseType.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/authentication/postgres/PgpassFileReader.java

*

/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScriptExecutor.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASESchema.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/exception/FlywayValidateException.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/FlywayTeamsObjectResolver.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/license/package-info.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/resource/package-info.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/logging/buffered/BufferedLog.java

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/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/configuration/ConfigurationValidator.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/resource/ResourceNameValidator.java

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/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/sqlscript/SqlStatement.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/jdbc/JdbcNullTypes.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/resolver/CompositeMigrationResolver.java

* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/derby/DerbyParser.java

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jar/org/flywaydb/core/internal/util/UrlUtils.java
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/api/callback/Statement.java
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/extensibility/PluginMetadata.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/exception/FlywayDbUpgradeRequiredException.java
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASEConnection.java
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/exception/package-info.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/jdbc/StatementInterceptor.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteTable.java
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/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/schemahistory/AppliedMigration.java
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/configuration/ConfigUtils.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/resource/classpath/package-info.java
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-jar/org/flywaydb/core/internal/parser/package-info.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-

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jar/org/flywaydb/core/internal/parser/PlaceholderReplacingReader.java
*
/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/derby/DerbyConnection.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/command/DbClean.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/redshift/RedshiftParser.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/scanner/classpath/FileSystemClassPathLocationScanner.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/api/ClassProvider.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/sybasease/SybaseASEDatabase.java
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/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/h2/H2Connection.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/api/InfoOutputProvider.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
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* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/sqlscript/ParsedSqlStatement.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBRetryingStrategy.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/database/oracle/OracleDatabaseType.java
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jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLConnection.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/scanner/Scanner.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/scanner/classpath/jboss/JBossVFSv3ClassPathLocationScanner.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/util/Pair.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/info/AppliedMigrationAttributes.java
* /opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
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/opt/cola/permits/1373229154_1658918274.8869205/0/flyway-core-8-5-13-sources-
jar/org/flywaydb/core/internal/callback/NoopCallback.java

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* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-

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jar/io/netty/internal/tcnative/SniHostNameMatcher.java

* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-

jar/io/netty/internal/tcnative/NativeStaticallyReferencedJniMethods.java

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jar/io/netty/internal/tcnative/ResultCallback.java
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jar/io/netty/internal/tcnative/AsyncSSLPrivateKeyMethodAdapter.java
*
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jar/io/netty/internal/tcnative/AsyncTask.java
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jar/io/netty/internal/tcnative/AsyncSSLPrivateKeyMethod.java
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jar/io/netty/internal/tcnative/CertificateRequestedCallback.java

* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-

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Found in path(s):

* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-

jar/io/netty/internal/tcnative/CertificateCallback.java

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* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/CertificateCallbackTask.java
* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodSignTask.java
*
/opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethod.java
* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodTask.java
* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodDecryptTask.java
* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/SSLTask.java
* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-jar/io/netty/internal/tcnative/CertificateVerifierTask.java

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 */
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Found in path(s):

```
* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-
jar/io/netty/internal/tcnative/SSL.java
* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-
jar/io/netty/internal/tcnative/Library.java
* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-
jar/io/netty/internal/tcnative/Buffer.java
* /opt/cola/permits/1374994699_1659088854.447558/0/netty-tcnative-classes-2-0-54-final-sources-
jar/io/netty/internal/tcnative/SSLContext.java
```

1.287 glibc-common 2.17-326.el7_9

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```
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jar/com/google/gson/internal/Excluder.java  
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-  
jar/com/google/gson/annotations/Expose.java  
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-  
jar/com/google/gson/annotations/Since.java
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*
/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/JsonDeserializer.java
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* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/reflect/TypeToken.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/JsonNull.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/Gson.java
*
/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/JsonDeserializationContext.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/JsonObject.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/GsonBuilder.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/FieldNamingStrategy.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/annotations/SerializedName.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/annotations/Until.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/JsonSerializer.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/$Gson$Preconditions.java
*
/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/InstanceCreator.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/JsonIOException.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/JsonParseException.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/ExclusionStrategy.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/FieldNamingPolicy.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/JsonArray.java
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jar/com/google/gson/JsonSyntaxException.java
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jar/com/google/gson/internal/Streams.java
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- * /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
- * /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/internal/LazilyParsedNumber.java
- *

- /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/internal/bind/TreeTypeAdapter.java
- * /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
- * /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/internal/ConstructorConstructor.java
- * /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/internal/UnsafeAllocator.java

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- * /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/annotations/JsonAdapter.java

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jar/com/google/gson/stream/JsonWriter.java
*/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/stream/JsonScope.java
*/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/stream/MalformedJsonException.java
*
/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/stream/JsonReader.java
*/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
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*/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
```

jar/com/google/gson/internal/bind/NumberTypeAdapter.java
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jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/TypeAdapter.java
*
/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/bind/JsonTreeWriter.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/bind/TypeAdapters.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
* /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/TypeAdapterFactory.java
*
/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
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*/opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-
jar/com/google/gson/internal/LinkedTreeMap.java
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jar/com/google/gson/ToNumberStrategy.java
```

```
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- * /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/FieldAttributes.java
- * /opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/LongSerializationPolicy.java
- *
- */opt/cola/permits/1385266528_1660026490.5295608/0/gson-2-9-1-sources-jar/com/google/gson/JsonStreamParser.java

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1.292 libnsl 2.17

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1.295 python-urlgrabber 3.10

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1.297 wsgiref 0.1.2

1.297.1 Available under license :

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Found in path(s):

* /opt/cola/permits/1403963770_1661913703.6112542/0/wsgiref-0-1-2-2-zip/wsgiref-0.1.2/wsgiref/validate.py

No license file was found, but licenses were detected in source scan.

Metadata-Version: 1.0

Name: wsgiref

Version: 0.1.2

Summary: WSGI (PEP 333) Reference Library

Home-page: <http://cheeseshop.python.org/pypi/wsgiref>

Author: Phillip J. Eby

Author-email: web-sig@python.org

License: PSF or ZPL

Description: This is a standalone release of the ``wsgiref`` library to be included in Python 2.5. For the standalone version's documentation, see:

HTML

http://peak.telecommunity.com/wsgiref_docs/

PDF

<http://peak.telecommunity.com/wsgiref.pdf>

Platform: UNKNOWN

Found in path(s):

* /opt/cola/permits/1403963770_1661913703.6112542/0/wsgiref-0-1-2-2-zip/wsgiref-0.1.2/wsgiref.egg-info/PKG-INFO

* /opt/cola/permits/1403963770_1661913703.6112542/0/wsgiref-0-1-2-2-zip/wsgiref-0.1.2/PKG-INFO

1.298 rpm-python 4.11.3-48.el7_9

1.298.1 Available under license :

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Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this,

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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library".

The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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0. This License Agreement applies to any software library which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Library General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion

of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.

- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library

(or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under

the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be

linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work.

(Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more

than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses

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9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

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Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute

software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Library General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Library General Public License for more details.

You should have received a copy of the GNU Library General Public License along with this library; if not, write to the Free Software Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

1.299 pygobject 3.22.0

1.299.1 Available under license :

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[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use,

not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using

a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or

other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License").

Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves,

then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public

License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License.

Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The

threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6.

Any

executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if

the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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```
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```
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```

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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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1.303 javassist 3.29.1-GA

1.303.1 Available under license :

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```
/*
 * Javassist, a Java-bytecode translator toolkit.
 * Copyright (C) 1999- Shigeru Chiba. All Rights Reserved.
 *
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 */
```

Found in path(s):

```
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/CtNewClass.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/CtField.java
*
/opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-
jar/javassist/convert/TransformBefore.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/CtMethod.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-
jar/javassist/bytecode/DeprecatedAttribute.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-
jar/javassist/compiler/ast/Keyword.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-
jar/javassist/bytecode/stackmap/Tracer.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-
jar/javassist/runtime/DotClass.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-
jar/javassist/util/proxy/ProxyObjectInputStream.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-
jar/javassist/util/proxy/MethodFilter.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/CtConstructor.java
*
/opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-
jar/javassist/bytecode/ClassFilePrinter.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-
jar/javassist/tools/reflect/Compiler.java
* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/compiler/Lex.java
```

* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/bytecode/CodeAnalyzer.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/bytecode/StackMapTable.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/bytecode/analysis/MultiArrayType.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/URLClassPath.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/convert/TransformWriteField.java
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 /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/tools/reflect/Reflection.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/compiler/JvstCodeGen.java
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 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/bytecode/analysis/Type.java
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 *
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 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/util/proxy/MethodHandler.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/bytecode/Bytecode.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/expr/Cast.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/tools/rmi/RemoteRef.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/util/proxy/SecurityActions.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/CodeConverter.java
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 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/compiler/ast/IntConst.java
 *
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* /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/compiler/AccessorMaker.java
 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/compiler/ast/InstanceOfExpr.java
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 * /opt/cola/permits/1417024694_1663223145.316145/0/javassist-3-29-1-ga-sources-jar/javassist/tools/reflect/ClassMetaobject.java
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1.304 swagger-annotations 2.2.2

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1.305 jackson-module-parameter-names

2.13.4

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1.306 metrics 4.2.12

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1.307 jackson-datatype-joda 2.13.4

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1.308 netty-tcnative-boringssl-static 2.0.54.Final

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27287880

27287883

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////

ca-legacy(8)

=====

:doctype: manpage

:man source: ca-legacy

NAME

ca-legacy - Manage the system configuration for legacy CA certificates

SYNOPSIS

`*ca-legacy* ['COMMAND']`

DESCRIPTION

`ca-legacy(8)` is used to include or exclude a set of legacy Certificate Authority (CA) certificates in the system's list of trusted CA certificates.

The list of CA certificates and trust flags included in the `ca-certificates` package are based on the decisions made by Mozilla.org according to the Mozilla CA policy.

Occasionally, removal or distrust decisions made by Mozilla.org might be incompatible with the requirements or limitations of some applications that also use the CA certificates list in the Linux environment.

The `ca-certificates` package might keep some CA certificates included and trusted by default, as long as it is seen necessary by the maintainers, despite the fact that they have been removed by Mozilla. These certificates are called legacy CA certificates.

The general requirements to keep legacy CA certificates included and trusted might change over time, for example if functional limitations of software packages have been resolved.

Future versions of the `ca-certificates` package might reduce the set of legacy CA certificates that are included and trusted by default.

The `ca-legacy(8)` command can be used to override the default behaviour.

The mechanisms to individually trust or distrust CA certificates as described in `update-ca-trust(8)` still apply.

COMMANDS

`*check*::`

The current configuration will be shown.

`*default*::`

Configure the system to use the default configuration, as recommended by the package maintainers.

`*disable*::`

Configure the system to explicitly disable legacy CA certificates. Using this configuration, the system will use the set of included and trusted CA certificates as released by Mozilla.

`*install*::`

The configuration file will be read and the system configuration

will be set accordingly. This command is executed automatically during upgrades of the ca-certificates package.

FILES

/etc/pki/ca-trust/ca-legacy.conf::

A configuration file that will be used and modified by the ca-legacy command.

The contents of the configuration file will be read on package upgrades.

AUTHOR

Written by Kai Engert.

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* /opt/cola/permits/1425443200_1664017022.0583818/0/ca-certificates-2022.2.54-74.el7_9.src.rpm-cosi-expand-archive-GCjLhYzR/ca-legacy.8.txt

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////

update-ca-trust(8)

=====

:doctype: manpage

:man source: update-ca-trust

NAME

update-ca-trust - manage consolidated and dynamic configuration of CA certificates and associated trust

SYNOPSIS

update-ca-trust ['COMMAND']

DESCRIPTION

update-ca-trust(8) is used to manage a consolidated and dynamic configuration feature of Certificate Authority (CA) certificates and associated trust.

The feature is available for new applications that read the consolidated configuration files found in the `/etc/pki/ca-trust/extracted` directory or that load the PKCS#11 module `p11-kit-trust.so`

Parts of the new feature are also provided in a way to make it useful for legacy applications.

Many legacy applications expect CA certificates and trust configuration in a fixed location, contained in files with particular path and name, or by referring to a classic PKCS#11 trust module provided by the NSS cryptographic library.

The dynamic configuration feature provides functionally compatible replacements for classic configuration files and for the classic NSS trust module named `libnssckbi`.

In order to enable legacy applications, that read the classic files or access the classic module, to make use of the new consolidated and dynamic configuration feature, the classic filenames have been changed to symbolic links.

The symbolic links refer to dynamically created and consolidated output stored below the `/etc/pki/ca-trust/extracted` directory hierarchy.

The output is produced using the 'update-ca-trust' command (without parameters),

or using the 'update-ca-trust extract' command.

In order to produce the output, a flexible set of source configuration is read, as described in section <<sourceconf,SOURCE CONFIGURATION>>.

In addition, the classic PKCS#11 module is replaced with a new PKCS#11 module (p11-kit-trust.so) that dynamically reads the same source configuration.

[[sourceconf]]

SOURCE CONFIGURATION

The dynamic configuration feature uses several source directories that will be scanned for any number of source files. *It is important to select the correct subdirectory for adding files, as the subdirectory defines how contained certificates will be trusted or distrusted, and which file formats are read.*

Files in *subdirectories below the directory hierarchy /usr/share/pki/ca-trust-source/* contain CA certificates and trust settings in the PEM file format. The trust settings found here will be interpreted with a *low priority*.

Files in *subdirectories below the directory hierarchy /etc/pki/ca-trust/source/* contain CA certificates and trust settings in the PEM file format. The trust settings found here will be interpreted with a *high priority*.

.You may use the following rules of thumb to decide, whether your configuration files should be added to the /etc or rather to the /usr directory hierarchy:

* If you are manually adding a configuration file to a system, you probably want it to override any other default configuration, and you most likely should add it to the respective subdirectory in the /etc hierarchy.

* If you are creating a package that provides additional root CA certificates, that is intended for distribution to several computer systems, but you still want to allow the administrator to override your list, then your package should add your files to the respective subdirectory in the /usr hierarchy.

* If you are creating a package that is supposed to override the default system trust settings, that is intended for distribution to several computer systems, then your package should install the files to the respective subdirectory in the /etc hierarchy.

.*QUICK HELP 1*:. To add a certificate in the simple PEM or DER file formats to the list of CAs trusted on the system:

* add it as a new file to directory /etc/pki/ca-trust/source/anchors/

* run 'update-ca-trust extract'

.*QUICK HELP 2*:. If your certificate is in the extended BEGIN TRUSTED file format (which may contain distrust/blacklist trust flags, or trust flags for usages other than TLS) then:

- * add it as a new file to directory /etc/pki/ca-trust/source/
- * run 'update-ca-trust extract'

.In order to offer simplicity and flexibility, the way certificate files are treated depends on the subdirectory they are installed to.

- * simple trust anchors subdirectory: /usr/share/pki/ca-trust-source/anchors/ or /etc/pki/ca-trust/source/anchors/
- *
- simple blacklist (distrust) subdirectory: /usr/share/pki/ca-trust-source/blacklist/ or /etc/pki/ca-trust/source/blacklist/
- * extended format directory: /usr/share/pki/ca-trust-source/ or /etc/pki/ca-trust/source/

.In the main directories /usr/share/pki/ca-trust-source/ or /etc/pki/ca-trust/source/ you may install one or multiple files in the following file formats:

- * certificate files that include trust flags, in the BEGIN/END TRUSTED CERTIFICATE file format (any file name), which have been created using the openssl x509 tool and the -addreject -addtrust options.

Bundle files with multiple certificates are supported.

- * files in the p11-kit file format using the .p11-kit file name extension, which can (e.g.) be used to distrust certificates based on serial number and issuer name, without having the full certificate available.

(This is currently an undocumented format, to be extended later.

For examples of the supported formats, see the files shipped with the ca-certificates package.)

- * certificate files without trust flags in either the DER file format or in the PEM (BEGIN/END CERTIFICATE) file format (any file name). Such files will be added with neutral trust, neither trusted nor distrusted. They will simply be known to the system, which might be helpful to assist cryptographic software in constructing chains of certificates. (If you want a CA certificate in these file formats to be trusted, you should remove it from this directory and move it to the ./anchors subdirectory instead.)

In the anchors subdirectories /usr/share/pki/ca-trust-source/anchors/ or /etc/pki/ca-trust/source/anchors/ you may install one or multiple certificates in either the DER file format or in the PEM (BEGIN/END CERTIFICATE) file format. Each certificate will be treated as *trusted* for all purposes.

In the blacklist subdirectories /usr/share/pki/ca-trust-source/blacklist/ or /etc/pki/ca-trust/source/blacklist/ you may install one or multiple certificates in either the DER file format or in the PEM (BEGIN/END CERTIFICATE) file format. Each certificate will be treated as *distrusted* for all purposes.

Please refer to the x509(1) manual page for the documentation of the BEGIN/END CERTIFICATE and BEGIN/END TRUSTED CERTIFICATE file formats.

Applications that rely on a static file for a list of trusted CAs

may load one of the files found in the `/etc/pki/ca-trust/extracted` directory. After modifying any file in the `/usr/share/pki/ca-trust-source/` or `/etc/pki/ca-trust/source/` directories or in any of their subdirectories, or after adding a file, it is necessary to run the `'update-ca-trust extract'` command, in order to update the consolidated files in `/etc/pki/ca-trust/extracted/`.

Applications that load the classic PKCS#11 module using filename `libnssckbi.so` (which has been converted into a symbolic link pointing to the new module) and any application capable of loading PKCS#11 modules and loading `p11-kit-trust.so`, will benefit from the dynamically merged set of certificates and trust information stored in the `/usr/share/pki/ca-trust-source/` and `/etc/pki/ca-trust/source/` directories.

[[extractconf]]

EXTRACTED CONFIGURATION

The directory `/etc/pki/ca-trust/extracted/` contains generated CA certificate bundle files which are created and updated, based on the `<<sourceconf,SOURCE CONFIGURATION>>` by running the `'update-ca-trust extract'` command.

If your application isn't able to load the PKCS#11 module `p11-kit-trust.so`, then you can use these files in your application to load a list of global root CA certificates.

Please never manually edit the files stored in this directory, because your changes will be lost and the files automatically overwritten, each time the `'update-ca-trust extract'` command gets executed.

In order to install new trusted or distrusted certificates, please rather install them in the respective subdirectory below the `/usr/share/pki/ca-trust-source/` or `/etc/pki/ca-trust/source/` directories, as described in the `<<sourceconf,SOURCE CONFIGURATION>>` section.

The directory `/etc/pki/ca-trust/extracted/java/` contains a CA certificate bundle in the java keystore file format. Distrust information cannot be represented in this file format, and distrusted certificates are missing from these files. File `cacerts` contains CA certificates trusted for TLS server authentication.

The directory `/etc/pki/ca-trust/extracted/openssl/` contains CA certificate bundle files in the extended BEGIN/END TRUSTED CERTIFICATE file format, as described in the x509(1) manual page. File `ca-bundle.trust.crt` contains the full set of all trusted or distrusted certificates, including the associated trust flags.

The directory `/etc/pki/ca-trust/extracted/pem/` contains CA certificate bundle files in the simple BEGIN/END CERTIFICATE file format, as described in the x509(1) manual page.

Distrust information cannot be represented in this file format, and distrusted

certificates are missing from these files.

File `tls-ca-bundle.pem` contains CA certificates trusted for TLS server authentication.

File `email-ca-bundle.pem` contains CA certificates trusted for E-Mail protection.

File `objsign-ca-bundle.pem` contains CA certificates trusted for code signing.

COMMANDS

(absent/empty command)::

Same as the `*extract*` command described below. (However, the command may print fewer warnings, as this command is being run during rpm package installation, where non-fatal status output is undesired.)

`*extract*`::

Instruct `update-ca-trust` to scan the `<<sourceconf,SOURCE CONFIGURATION>>` and produce updated versions of the consolidated configuration files stored below the `/etc/pki/ca-trust/extracted` directory hierarchy.

FILES

`/etc/pki/tls/certs/ca-bundle.crt`::

Classic filename, file contains a list of CA certificates trusted for TLS server authentication usage, in the simple BEGIN/END CERTIFICATE file format, without distrust information.

This file is a symbolic link that refers to the consolidated output created by the `update-ca-trust` command.

`/etc/pki/tls/certs/ca-bundle.trust.crt`::

Classic filename, file contains a list of CA certificates in the extended BEGIN/END TRUSTED CERTIFICATE file format, which includes trust (and/or distrust) flags specific to certificate usage.

This file is a symbolic link that refers to the consolidated output created by the `update-ca-trust` command.

`/etc/pki/java/cacerts`::

Classic filename, file contains a list of CA certificates trusted for TLS server authentication usage, in the Java keystore file format, without distrust information.

This file is a symbolic link that refers to the consolidated output created by the `update-ca-trust` command.

`/usr/share/pki/ca-trust-source`::

Contains multiple, low priority source configuration files as explained in section `<<sourceconf,SOURCE CONFIGURATION>>`. Please pay attention to the specific meanings of the respective subdirectories.

/etc/pki/ca-trust/source::

Contains

multiple, high priority source configuration files as explained in section <<sourceconf,SOURCE CONFIGURATION>>. Please pay attention to the specific meanings of the respective subdirectories.

/etc/pki/ca-trust/extracted::

Contains consolidated and automatically generated configuration files for consumption by applications, which are created using the 'update-ca-trust extract' command. Don't edit files in this directory, because they will be overwritten.

See section <<extractconf,EXTRACTED CONFIGURATION>> for additional details.

AUTHOR

Written by Kai Engert and Stef Walter.

Found in path(s):

* /opt/cola/permits/1425443200_1664017022.0583818/0/ca-certificates-2022.2.54-74.el7_9.src.rpm-cosi-expand-archive-GCjLhYzR/update-ca-trust.8.txt

1.310 zstd 1.5.2

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This file contains a list of people who've made non-trivial
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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/Buffer.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/utils/NonBlockingPumpInputStream.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/ssh/Ssh.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/ssh/ShellFactoryImpl.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/AbstractWindowsConsoleWriter.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/BufferImpl.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/style/InterpolationHelper.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/style/StyleBundle.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/utils/WriterOutputStream.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/style/StyleBundleInvocationHandler.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/style/StyleResolver.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/style/StyledWriter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/solaris/SolarisNativePty.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/style/MemoryStyleSource.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/utils/PumpReader.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/SimpleMaskingCallback.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/ssh/ShellCommand.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/osx/OsXNativePty.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/style/StyleColor.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/telnet/Telnet.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/freebsd/FreeBsdNativePty.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/linux/LinuxNativePty.java
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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/utils/NonBlockingPumpReader.java
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 jar/org/jline/builtins/telnet/ConnectionManager.java
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 jar/org/jline/builtins/telnet/ConnectionEvent.java
 * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
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 jar/org/jline/builtins/telnet/Connection.java
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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/KillRing.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/utils/StyleResolver.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/Size.java

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jar/org/jline/utils/NonBlockingInputStream.java
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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/style/StyleSource.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/utils/NonBlockingInputStreamImpl.java
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```

```
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```

```
auto_left_margin, bw, bw
auto_right_margin, am, am
back_color_erase, bce, ut
can_change, ccc, cc
ceol_standout_glitch, xhp, xs
col_addr_glitch, xhpa, YA
cpi_changes_res, cpix, YF
cr_cancels_micro_mode, crxm, YB
dest_tabs_magic_smso, xt, xt
eat_newline_glitch, xenl, xn
erase_overstrike, eo, eo
generic_type, gn, gn
hard_copy, hc, hc
hard_cursor, chts, HC
has_meta_key, km, km
has_print_wheel, daisy, YC
has_status_line, hs, hs
hue_lightness_saturation, hls, hl
insert_null_glitch, in, in
lpi_changes_res, lpix, YG
```


memory_above, da, da
memory_below, db, db
move_insert_mode, mir, mi
move_standout_mode, msgr, ms
needs_xon_xoff, nxon, nx
no_esc_ctlc, xsb, xb
no_pad_char, npc,
NP
non_dest_scroll_region, ndscr, ND
non_rev_rmcup, nrrmc, NR
over_strike, os, os
prtr_silent, mc5i, 5i
row_addr_glitch, xvpa, YD
semi_auto_right_margin, sam, YE
status_line_esc_ok, eslok, es
tilde_glitch, hz, hz
transparent_underline, ul, ul
xon_xoff, xon, xo
columns, cols, co
init_tabs, it, it
label_height, lh, lh
label_width, lw, lw
lines, lines, li
lines_of_memory, lm, lm
magic_cookie_glitch, xmc, sg
max_attributes, ma, ma
max_colors, colors, Co
max_pairs, pairs, pa
maximum_windows, wnum, MW
no_color_video, ncv, NC
num_labels, nlab, NI
padding_baud_rate, pb, pb
virtual_terminal, vt, vt
width_status_line, wsl, ws
bit_image_entwining, bitwin, Yo
bit_image_type, bitype, Yp
buffer_capacity, bufisz, Ya
buttons, btns, BT
dot_horz_spacing, spinh, Yc
dot_vert_spacing, spinv, Yb
max_micro_address, maddr, Yd
max_micro_jump, mjump, Ye
micro_col_size, mcs, Yf
micro_line_size, mls, Yg
number_of_pins, npins, Yh
output_res_char, orc, Yi
output_res_horz_inch, orhi, Yk
output_res_line, orl, Yj

output_res_vert_inch,
orvi, Yl
print_rate, cps, Ym
wide_char_size, widcs, Yn
acs_chars, acsc, ac
back_tab, cbt, bt
bell, bel, bl
carriage_return, cr, cr
change_char_pitch, cpi, ZA
change_line_pitch, lpi, ZB
change_res_horz, chr, ZC
change_res_vert, cvr, ZD
change_scroll_region, csr, cs
char_padding, rmp, rP
clear_all_tabs, tbc, ct
clear_margins, mgc, MC
clear_screen, clear, cl
clr_bol, e1l, cb
clr_eol, el, ce
clr_eos, ed, cd
column_address, hpa, ch
command_character, cmdch, CC
create_window, cwin, CW
cursor_address, cup, cm
cursor_down, cud1, do
cursor_home, home, ho
cursor_invisible, civis, vi
cursor_left, cub1, le
cursor_mem_address, mrcup, CM
cursor_normal, cnorm, ve
cursor_right, cuf1, nd
cursor_to_ll, ll, ll
cursor_up, cuu1, up
cursor_visible, cvvis, vs
define_char, defc, ZE
delete_character, dch1, dc
delete_line, dl1, dl
dial_phone, dial, DI
dis_status_line, dsl, ds
display_clock, dclk, DK
down_half_line, hd, hd
ena_acs, enacs, eA
enter_alt_charset_mode, smacs, as
enter_am_mode, smam,
SA
enter_blink_mode, blink, mb
enter_bold_mode, bold, md
enter_ca_mode, smcup, ti

enter_delete_mode, smdc, dm
enter_dim_mode, dim, mh
enter_doublewide_mode, swidm, ZF
enter_draft_quality, sdrfq, ZG
enter_insert_mode, smir, im
enter_italics_mode, sitm, ZH
enter_leftward_mode, slm, ZI
enter_micro_mode, smicm, ZJ
enter_near_letter_quality, snlq, ZK
enter_normal_quality, snrmq, ZL
enter_protected_mode, prot, mp
enter_reverse_mode, rev, mr
enter_secure_mode, invis, mk
enter_shadow_mode, sshm, ZM
enter_standout_mode, smso, so
enter_subscript_mode, ssubm, ZN
enter_superscript_mode, ssupm, ZO
enter_underline_mode, smul, us
enter_upward_mode, sum, ZP
enter_xon_mode, smxon, SX
erase_chars, ech, ec
exit_alt_charset_mode, rmacs, ae
exit_am_mode, rmam, RA
exit_attribute_mode, sgr0, me
exit_ca_mode, rmcup, te
exit_delete_mode, rmdc, ed
exit_doublewide_mode, rwidm, ZQ
exit_insert_mode, rmir, ei
exit_italics_mode, ritm, ZR
exit_leftward_mode, rlm, ZS
exit_micro_mode, rmicm, ZT
exit_shadow_mode, rshm,
ZU
exit_standout_mode, rmso, se
exit_subscript_mode, rsubm, ZV
exit_superscript_mode, rsupm, ZW
exit_underline_mode, rmul, ue
exit_upward_mode, rum, ZX
exit_xon_mode, rmxon, RX
fixed_pause, pause, PA
flash_hook, hook, fh
flash_screen, flash, vb
form_feed, ff, ff
from_status_line, fsl, fs
goto_window, wingo, WG
hangup, hup, HU
init_1string, is1, i1
init_2string, is2, is

init_3string, is3, i3
init_file, if, if
init_prog, iprog, iP
initialize_color, initc, Ic
initialize_pair, initp, Ip
insert_character, ich1, ic
insert_line, il1, al
insert_padding, ip, ip
key_a1, ka1, K1
key_a3, ka3, K3
key_b2, kb2, K2
key_backspace, kbs, kb
key_beg, kbeg, @1
key_btab, kcbt, kB
key_c1, kc1, K4
key_c3, kc3, K5
key_cancel, kcan, @2
key_catab, ktbc, ka
key_clear, kclr, kC
key_close, kclo, @3
key_command, kcmd, @4
key_copy, kcpy, @5
key_create, kcrt, @6
key_ctab, kctab, kt
key_dc, kdch1, kD
key_dl, kdl1, kL
key_down, kcud1, kd
key_eic, krmir, kM
key_end, kend, @7
key_enter, kent, @8
key_eol, kel, kE
key_eos,
ked, kS
key_exit, kext, @9
key_f0, kf0, k0
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key_f29, kf29, FJ
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key_f30, kf30, FK
key_f31, kf31, FL
key_f32, kf32, FM
key_f33, kf33, FN
key_f34, kf34, FO
key_f35, kf35, FP
key_f36, kf36, FQ
key_f37, kf37, FR
key_f38, kf38, FS
key_f39, kf39, FT
key_f4, kf4, k4
key_f40, kf40, FU
key_f41, kf41, FV
key_f42, kf42, FW
key_f43, kf43, FX
key_f44, kf44, FY
key_f45, kf45, FZ
key_f46, kf46, Fa
key_f47, kf47, Fb
key_f48, kf48, Fc
key_f49, kf49, Fd
key_f5, kf5, k5
key_f50, kf50, Fe
key_f51, kf51, Ff
key_f52, kf52, Fg
key_f53, kf53, Fh
key_f54, kf54, Fi
key_f55, kf55, Fj
key_f56, kf56, Fk
key_f57, kf57, Fl
key_f58, kf58,
Fm
key_f59, kf59, Fn
key_f6, kf6, k6
key_f60, kf60, Fo
key_f61, kf61, Fp
key_f62, kf62, Fq
key_f63, kf63, Fr

key_f7, kf7, k7
key_f8, kf8, k8
key_f9, kf9, k9
key_find, kfnd, @0
key_help, khlp, %1
key_home, khome, kh
key_ic, kich1, kI
key_il, kill, kA
key_left, kcub1, kI
key_ll, kll, kH
key_mark, kmrk, %2
key_message, kmsg, %3
key_move, kmov, %4
key_next, knxt, %5
key_npage, knp, kN
key_open, kopn, %6
key_options, kopt, %7
key_ppage, kpp, kP
key_previous, kprv, %8
key_print, kpri, %9
key_redo, krdo, %0
key_reference, kref, &1
key_refresh, krfr, &2
key_replace, krpl, &3
key_restart, krst, &4
key_resume, kres, &5
key_right, kcuf1, kr
key_save, ksav, &6
key_sbeg, kBEG, &9
key_scancel, kCAN, &0
key_scommand, kCMD, *1
key_scopy, kCPY, *2
key_screate, kCRT, *3
key_sdc, kDC, *4
key_sdl, kDL, *5
key_select, kslt, *6
key_send, kEND, *7
key_seol, kEOL, *8
key_sexit, kEXT, *9
key_sf, kind, kF
key_sfind, kFND, *0
key_shelp, kHLP, #1
key_shome, kHOM, #2
key_sic, kIC, #3
key_sleft, kLFT, #4
key_smessage,
kMSG, %a
key_smove, kMOV, %b

key_snext, kNXT, %c
key_soptions, kOPT, %d
key_sprevious, kPRV, %e
key_sprint, kPRT, %f
key_sr, kri, kR
key_sredo, kRDO, %g
key_sreplace, kRPL, %h
key_sright, kRIT, %i
key_srsume, kRES, %j
key_ssave, kSAV, !1
key_ssuspend, kSPD, !2
key_stab, khts, kT
key_sundo, kUND, !3
key_suspend, kspd, &7
key_undo, kund, &8
key_up, kcuu1, ku
keypad_local, rmkx, ke
keypad_xmit, smkx, ks
lab_f0, lf0, l0
lab_f1, lf1, l1
lab_f10, lf10, la
lab_f2, lf2, l2
lab_f3, lf3, l3
lab_f4, lf4, l4
lab_f5, lf5, l5
lab_f6, lf6, l6
lab_f7, lf7, l7
lab_f8, lf8, l8
lab_f9, lf9, l9
label_format, fln, Lf
label_off, rmln, LF
label_on, smln, LO
meta_off, rmm, mo
meta_on, smm, mm
micro_column_address, mhpa, ZY
micro_down, mcud1, ZZ
micro_left, mcub1, Za
micro_right, mcuf1, Zb
micro_row_address, mvpa, Zc
micro_up, mcuu1, Zd
newline, nel, nw
order_of_pins, porder, Ze
orig_colors, oc, oc
orig_pair, op, op
pad_char, pad, pc
parm_dch, dch, DC
parm_delete_line, dl, DL
parm_down_cursor, cud, DO

parm_down_micro,
 mcud, Zf
parm_ich, ich, IC
parm_index, indn, SF
parm_insert_line, il, AL
parm_left_cursor, cub, LE
parm_left_micro, mcub, Zg
parm_right_cursor, cuf, RI
parm_right_micro, mcuf, Zh
parm_rindex, rin, SR
parm_up_cursor, cuu, UP
parm_up_micro, mcuu, Zi
pkey_key, pfkey, pk
pkey_local, pfloc, pl
pkey_xmit, pfx, px
plab_norm, pln, pn
print_screen, mc0, ps
ptr_non, mc5p, pO
ptr_off, mc4, pf
ptr_on, mc5, po
pulse, pulse, PU
quick_dial, qdial, QD
remove_clock, rmclk, RC
repeat_char, rep, rp
req_for_input, rfi, RF
reset_1string, rs1, r1
reset_2string, rs2, r2
reset_3string, rs3, r3
reset_file, rf, rf
restore_cursor, rc, rc
row_address, vpa, cv
save_cursor, sc, sc
scroll_forward, ind, sf
scroll_reverse, ri, sr
select_char_set, scs, Zj
set_attributes, sgr, sa
set_background, setb, Sb
set_bottom_margin, smgb, Zk
set_bottom_margin_parm, smgbp, Zl
set_clock, sclk, SC
set_color_pair, scp, sp
set_foreground, setf, Sf
set_left_margin, smgl, ML
set_left_margin_parm, smglp, Zm
set_right_margin,
 smgr, MR
set_right_margin_parm, smgrp, Zn
set_tab, hts, st

set_top_margin, smgt, Zo
set_top_margin_parm, smgtp, Zp
set_window, wind, wi
start_bit_image, sbim, Zq
start_char_set_def, scsd, Zr
stop_bit_image, rbim, Zs
stop_char_set_def, rcsd, Zt
subscript_characters, subcs, Zu
superscript_characters, supcs, Zv
tab, ht, ta
these_cause_cr, dochr, Zw
to_status_line, tsl, ts
tone, tone, TO
underline_char, uc, uc
up_half_line, hu, hu
user0, u0, u0
user1, u1, u1
user2, u2, u2
user3, u3, u3
user4, u4, u4
user5, u5, u5
user6, u6, u6
user7, u7, u7
user8, u8, u8
user9, u9, u9
wait_tone, wait, WA
xoff_character, xoffc, XF
xon_character, xonc, XN
zero_motion, zerom, Zx
alt_scancode_esc, scesa, S8
bit_image_carriage_return, bicr, Yv
bit_image_newline, binel, Zz
bit_image_repeat, birep, Xy
char_set_names, csnm, Zy
code_set_init, csin, ci
color_names, colornm, Yw
define_bit_image_region, defbi, Yx
device_type, devt, dv
display_pc_char, dispch, S1
end_bit_image_region, endbi, Yy
enter_pc_charset_mode,
smpch, S2
enter_scancode_mode, smsc, S4
exit_pc_charset_mode, rmpch, S3
exit_scancode_mode, rmsc, S5
get_mouse, getm, Gm
key_mouse, kmous, Km
mouse_info, minfo, Mi

pc_term_options, pctrm, S6
pkey_plab, pfxl, xl
req_mouse_pos, reqmp, RQ
scancode_escape, scesc, S7
set0_des_seq, s0ds, s0
set1_des_seq, s1ds, s1
set2_des_seq, s2ds, s2
set3_des_seq, s3ds, s3
set_a_background, setab, AB
set_a_foreground, setaf, AF
set_color_band, setcolor, Yz
set_lr_margin, smglr, ML
set_page_length, slines, YZ
set_tb_margin, smgtb, MT
enter_horizontal_hl_mode, ehlm, Xh
enter_left_hl_mode, elhlm, Xl
enter_low_hl_mode, elohlm, Xo
enter_right_hl_mode, erhlm, Xr
enter_top_hl_mode, ethlm, Xt
enter_vertical_hl_mode, evhlm, Xv
set_a_attributes, sgr1, sA
set_pglen_inch, slength, sL

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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/Utils/capabilities.txt

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jar/org/jline/builtins/telnet/ConnectionListener.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/builtins/telnet/ConnectionFilter.java
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#

black
maroon
green
olive
navy
purple
teal
silver
grey
red
lime
yellow

blue
fuchsia
aqua
white
grey0
navyblue
darkblue
blue3
blue3a
blue1
darkgreen
deepskyblue4
deepskyblue4a
deepskyblue4b
dodgerblue3
dodgerblue2
green4
springgreen4
turquoise4
deepskyblue3
deepskyblue3a
dodgerblue1
green3
springgreen3
darkcyan
lightseagreen
deepskyblue2
deepskyblue1
green3a
springgreen3a
springgreen2
cyan3
darkturquoise
turquoise2
green1
springgreen2a
springgreen1
mediumspringgreen
cyan2
cyan1
darkred
deeppink4
purple4
purple4a
purple3
blueviolet
orange4
grey37

mediumpurple4
slateblue3
slateblue3a
royalblue1
chartreuse4
darkseagreen4
paleturquoise4
steelblue
steelblue3
cornflowerblue
chartreuse3
darkseagreen4a
cadetblue
cadetbluea
skyblue3
steelblue1
chartreuse3a
palegreen3
seagreen3
aquamarine3
mediumturquoise
steelblue1a
chartreuse2
seagreen2
seagreen1
seagreen1a
aquamarine1
darkslategray2
darkreda
deeppink4a
darkmagenta
darkmagentaa
darkviolet
purplea
orange4a
lightpink4
plum4
mediumpurple3
mediumpurple3a
slateblue1
yellow4
wheat4
grey53
lightslategrey
mediumpurple
lightslateblue
yellow4a
darkolivegreen3

darkseagreen
lightskyblue3
lightskyblue3a
skyblue2
chartreuse2a
darkolivegreen3a
palegreen3a
darkseagreen3
darkslategray3
skyblue1
chartreuse1
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darkslategray1
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magenta3
darkvioleta
purpleb
darkorange3
indianred
hotpink3
mediumorchid3
mediumorchid
mediumpurple2
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lightsalmon3
rosybrown
grey63
mediumpurple2a
mediumpurple1
gold3
darkkhaki
navajowhite3
grey69
lightsteelblue3
lightsteelblue
yellow3
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darkseagreen3a
darkseagreen2
lightcyan3
lightskyblue1
greenyellow
darkolivegreen2

palegreen1a
darkseagreen2a
darkseagreen1
paleturquoise1
red3a
deeppink3
deeppink3a
magenta3a
magenta3b
magenta2
darkorange3a
indianreda
hotpink3a
hotpink2
orchid
mediumorchid1
orange3
lightsalmon3a
lightpink3
pink3
plum3
violet
gold3a
lightgoldenrod3
tan
mistyrose3
thistle3
plum2
yellow3a
khaki3
lightgoldenrod2
lightyellow3
grey84
lightsteelblue1
yellow2
darkolivegreen1
darkolivegreen1a
darkseagreen1a
honeydew2
lightcyan1
red1
deeppink2
deeppink1
deeppink1a
magenta2a
magenta1
orangered1
indianred1

indianred1a
hotpink
hotpinka
mediumorchid1a
darkorange
salmon1
lightcoral
palevioletred1
orchid2
orchid1
orange1
sandybrown
lightsalmon1
lightpink1
pink1
plum1
gold1
lightgoldenrod2a
lightgoldenrod2b
navajowhite1
mistyrose1
thistle1
yellow1
lightgoldenrod1
khaki1
wheat1
cornsilk1
grey100
grey3
grey7
grey11
grey15
grey19
grey23
grey27
grey30
grey35
grey39
grey42
grey46
grey50
grey54
grey58
grey62
grey66
grey70
grey74
grey78

grey82
grey85
grey89
grey93

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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/utils/colors.txt

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Found in path(s):

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/Reference.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/Expander.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/spi/Pty.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/package-info.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-

jar/org/jline/terminal/impl/CursorSupport.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-

jar/org/jline/terminal/impl/jna/win/WindowsAnsiWriter.java

*

/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-

jar/org/jline/reader/impl/completer/NullCompleter.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/completer/Levenshtein.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-

jar/org/jline/reader/impl/completer/AggregateCompleter.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-

jar/org/jline/reader/impl/history/package-info.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/keymap/KeyMap.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/OSUtils.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-

jar/org/jline/reader/impl/completer/package-info.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-

jar/org/jline/terminal/impl/MouseEvent.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/package-

info.java

*

/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/Attributes.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-

jar/org/jline/terminal/impl/Support.java

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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/ExecPty.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/utils/AttributedString.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/utils/ShutdownHooks.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/AbstractPosixTerminal.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/utils/DiffHelper.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/utils/WCWidth.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/reader/impl/DefaultExpander.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/Source.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/utils/ExecHelper.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/Cursor.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/Macro.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/utils/InputStreamReader.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/Binding.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/reader/UserInterruptException.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/reader/impl/UndoTree.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/reader/impl/completer/EnumCompleter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/Widget.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/package-info.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/utils/ClosedException.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/NativeSignalHandler.java
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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/reader/impl/ReaderUtils.java
```

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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
```

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jar/org/jline/widget/AutosuggestionWidgets.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/Utils/Signals.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/console/CommandInput.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/jansi/JansiNativePty.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/console/impl/AbstractCommandRegistry.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/jna/win/JnaWinSysTerminal.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/reader/LineReaderBuilder.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/reader/impl/completer/SystemCompleter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/jna/linux/CLibrary.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/jna/osx/CLibrary.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/widget/Widgets.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/jna/linux/LinuxNativePty.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/widget/AutopairWidgets.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/console/CommandRegistry.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/Nano.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/console/CommandMethods.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/spi/JnaSupport.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/TerminalBuilder.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/jna/JnaSupportImpl.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/console/impl/Builtins.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/Utils/Display.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/jansi/win/JansiWinSysTerminal.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/jna/solaris/SolarisNativePty.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/jansi/JansiSupportImpl.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/Utils/Log.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-

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jar/org/jline/reader/impl/DefaultParser.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/Parser.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/LineReaderImpl.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/ConsoleOptionGetter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/console/impl/JlineCommandRegistry.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/CompletionMatcher.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/console/CmdLine.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/EndOfFileException.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/TTop.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/console/ConsoleEngine.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/utils/ColorPalette.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/solaris/CLibrary.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/console/CmdDesc.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/freebsd/CLibrary.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/spi/JansiSupport.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/console/ScriptEngine.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/freebsd/FreeBsdNativePty.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/JnaNativePty.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/jna/osx/OsXNativePty.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/Less.java
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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/Utils/AnsiWriter.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/jansi/win/WindowsAnsiWriter.java

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- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-console/pom.xml
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-terminal-jansi/pom.xml
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-remote-ssh/pom.xml
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-reader/pom.xml
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline/pom.xml
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-terminal-jna/pom.xml
- *
- /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-builtins/pom.xml
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-style/pom.xml
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-terminal/pom.xml
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/META-INF/maven/org.jline/jline-remote-telnet/pom.xml

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- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/AbstractWindowsTerminal.java
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/Candidate.java
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/Utils/Status.java
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/terminal/impl/AbstractPty.java
- * /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/ConfigurationPath.java

* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/Tmux.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/completer/ArgumentCompleter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/completer/StringsCompleter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/completer/InfoCmp.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/completer/Highlighter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/completer/Editor.java
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* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/console/impl/DefaultPrinter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/console/impl/ConsoleEngineImpl.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/PrintAboveWriter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/Commands.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/history/DefaultHistory.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/console/ArgDesc.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/DefaultHighlighter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/console/Printer.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/widget/TailTipWidgets.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/Styles.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/LineReader.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/console/impl/SystemRegistryImpl.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/CompletionMatcherImpl.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/impl/CompletionMatcherImpl.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/builtins/Completers.java
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/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/terminal/impl/AbstractTerminal.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/console/impl/SystemHighlighter.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-
jar/org/jline/console/SystemRegistry.java
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/Utils/AttributedStyle.java
No license file was found, but licenses were detected in source scan.
```

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* specific language governing permissions and limitations
* under the License.
*/
```

Found in path(s):

```
* /opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/SyntaxError.java
*
/opt/cola/permits/1434683282_1665037674.3132415/0/jline-3-20-0-sources-jar/org/jline/reader/EOFError.java
```

1.315 metrics-jvm 4.2.12

1.315.1 Available under license :

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics.jvm

Build-Jdk-Spec: 11

Bundle-Description: A set of classes which allow you to monitor critical aspects of your Java Virtual Machine using Metrics.

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>

Bundle-ManifestVersion: 2

Bundle-Name: JVM Integration for Metrics

Bundle-SymbolicName: io.dropwizard.metrics.jvm

Bundle-Version: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.jvm;uses:="com.codahale.metrics,javax.management";version="4.2.12"
Implementation-Title: JVM Integration for Metrics
Implementation-Version: 4.2.12
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.sun.management;resolution:=optional,com.codahale.metrics;version="[4.2,5)",javax.management
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /opt/cola/permits/1434973136_1665051951.2958791/0/metrics-jvm-4-2-12-jar/META-INF/MANIFEST.MF

1.316 metrics-health-checks 4.2.12

1.316.1 Available under license :

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.health
Build-Jdk-Spec: 11
Bundle-Description: An addition to Metrics which provides the ability to run application-specific health checks, allowing you to check your application's health in production.
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Health Checks
Bundle-SymbolicName: io.dropwizard.metrics.healthchecks
Bundle-Version: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.health.jvm;uses:="com.codahale.metrics.health,com.codahale.metrics.jvm";version="4.2.12",com.codahale.metrics.health.annotation;version="4.2.12",com.codahale.metrics.health;uses:="com.codahale.metrics";version="4.2.12"
Implementation-Title: Metrics Health Checks
Implementation-Version: 4.2.12
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics;version="[4.2,5)",com.codahale.metrics.health,com.codahale.metrics.health.annotation,com.codahale.metrics.jvm;version="[4.2,5)";resolution:=optional
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /opt/cola/permits/1434973188_1665051949.7440183/0/metrics-healthchecks-4-2-12-jar/META-

1.317 nss 3.79.0-1.el7_9

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1.318 metrics-annotation 4.2.12

1.318.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.annotation
Build-Jdk-Spec: 11
Bundle-Description: A dependency-less package of just the annotations used by other Metrics modules.
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>
Bundle-ManifestVersion: 2
Bundle-Name: Annotations for Metrics
Bundle-SymbolicName: io.dropwizard.metrics.annotation
Bundle-Version: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.annotation;version="4.2.12"
Implementation-Title: Annotations for Metrics
Implementation-Version: 4.2.12
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /opt/cola/permits/1435925682_1665131991.1248417/0/metrics-annotation-4-2-12-jar/META-INF/MANIFEST.MF

1.319 expat 2.1.0-15.el7_9

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1.320 metrics-jetty 4.2.12

1.320.1 Available under license :

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Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics.jetty9

Build-Jdk-Spec: 11

Bundle-Description: A set of extensions for Jetty 9.3 and higher which provide instrumentation of thread pools, connector metrics, and application latency and utilization.

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>

Bundle-ManifestVersion: 2

Bundle-Name: Metrics Integration for Jetty 9.3 and higher

Bundle-SymbolicName: io.dropwizard.metrics.jetty9

Bundle-Version: 4.2.12

Created-By: Apache Maven Bundle Plugin 5.1.8

Export-Package: com.codahale.metrics.jetty9;uses:="com.codahale.metrics, javax.servlet, javax.servlet.http, org.eclipse.jetty.io, org.eclipse.jetty.server, org.eclipse.jetty.server.handler, org.eclipse.jetty.util.annotation, org.eclipse.jetty.util.component, org.eclipse.jetty.util.thread";version="4.2.12"

Implementation-Title: Metrics Integration for Jetty 9.3 and higher

Implementation-Version:

4.2.12

Import-Package: javax.servlet;version="[2.5.0,4.0.0)", javax.servlet.http;version="[2.5.0,4.0.0)", com.codahale.metrics;version="[4.2,5)", org.eclipse.jetty.http;version="[9.4,10)", org.eclipse.jetty.io;version="[9.4,10)", org.eclipse.jetty.server;version="[9.4,10)", org.eclipse.jetty.server.handler;version="[9.4,10)", org.eclipse.jetty.util.annotation;version="[9.4,10)", org.eclipse.jetty.util.component;version="[9.4,10)", org.eclipse.jetty.util.thread;version="[9.4,10)"

Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /opt/cola/permits/1437913149_1665412945.7540498/0/metrics-jetty9-4-2-12-jar/META-INF/MANIFEST.MF

1.321 metrics-json 4.2.12

1.321.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.json
Build-Jdk-Spec: 11
Bundle-Description: A set of Jackson modules which provide serializers for most Metrics classes.
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>
Bundle-ManifestVersion: 2
Bundle-Name: Jackson Integration for Metrics
Bundle-SymbolicName: io.dropwizard.metrics.json
Bundle-Version: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.json;uses:="com.codahale.metrics, com.fasterxml.jackson.core,com.fasterxml.jackson.databind";version="4.2.12"
Implementation-Title: Jackson Integration for Metrics
Implementation-Version: 4.2.12
Import-Package: com.codahale.metrics;version="[4.2,5)",com.codahale.metrics.health;version="[4.2,5)";resolution:=optional,com.fasterxml.jackson.core;version="[2.12,3)",com.fasterxml.jackson.databind;version="[2.12,3)",com.fasterxml.jackson.databind.module;version="[2.12,3)",com.fasterxml.jackson.databind.ser;version="[2.12,3)",com.fasterxml.jackson.databind.ser.std;version="[2.12,3)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /opt/cola/permits/1437913142_1665412927.3404572/0/metrics-json-4-2-12-jar/META-INF/MANIFEST.MF

1.322 metrics-jmx 4.2.12

1.322.1 Available under license :

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jmx
Build-Jdk-Spec: 11
Bundle-Description: A set of classes which allow you to report metrics via JMX.
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration with JMX

Bundle-SymbolicName: io.dropwizard.metrics.jmx
Bundle-Version: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.jmx;uses:="com.codahale.metrics,javax.management";version="4.2.12"
Implementation-Title: Metrics Integration with JMX
Implementation-Version: 4.2.12
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics;version="[4.2,5)",javax.management
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /opt/cola/permits/1437913191_1665412996.190549/0/metrics-jmx-4-2-12-jar/META-INF/MANIFEST.MF

1.323 metrics-logback 4.2.12

1.323.1 Available under license :

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.logback
Build-Jdk-Spec: 11
Bundle-Description: An instrumented appender for Logback.
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Logback
Bundle-SymbolicName: io.dropwizard.metrics.logback
Bundle-Version: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.logback;uses:="ch.qos.logback.classic.spi,ch.qos.logback.core,com.codahale.metrics";version="4.2.12"
Implementation-Title: Metrics Integration for Logback
Implementation-Version: 4.2.12
Import-Package: ch.qos.logback.classic;version="[1.2,2)",ch.qos.logback.classic.spi;version="[1.2,2)",ch.qos.logback.core;version="[1.2,2)",com.codahale.metrics;version="[4.2,5)"
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):

*

/opt/cola/permits/1437913135_1665412964.3274512/0/metrics-logback-4-2-12-jar/META-INF/MANIFEST.MF

1.324 metrics-jersey2 4.2.12

1.324.1 Available under license :

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jersey2
Build-Jdk-Spec: 11
Bundle-Description: A set of class providing Metrics integration for Jersey, the reference JAX-RS implementation.
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Jersey 2.x
Bundle-SymbolicName: io.dropwizard.metrics.jersey2
Bundle-Version: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.jersey2;uses:="com.codahale.metrics, javax.ws.rs.core, javax.ws.rs.ext, org.glassfish.jersey.server.model, org.glassfish.jersey.server.monitoring";version="4.2.12"
Implementation-Title: Metrics Integration for Jersey 2.x
Implementation-Version: 4.2.12
Import-Package: com.codahale.metrics;version="[4.2,5)", com.codahale.metrics.annotation;version="[4.2,5)", javax.ws.rs.core;version="[2.1,3)", javax.ws.rs.ext;version="[2.1,3)", org.glassfish.jersey.server;version="[2.36,3)", org.glassfish.jersey.server.model;version="[2.36,3)", org.glassfish.jersey.server.monitoring;version="[2.36,3)"
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /opt/cola/permits/1437913170_1665412973.240013/0/metrics-jersey2-4-2-12-jar/META-INF/MANIFEST.MF

1.325 metrics-servlets 4.2.12

1.325.1 Available under license :

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.servlets
Build-Jdk-Spec: 11
Bundle-Description: A set of utility servlets for Metrics, allowing you to expose valuable information about your production environment.
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Utility Servlets

Bundle-SymbolicName: io.dropwizard.metrics.servlets
Bundle-Version: 4.2.12
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: com.codahale.metrics.servlets;uses:="com.codahale.metrics,com.codahale.metrics.health,com.fasterxml.jackson.databind,javax.servlet,javax.servlet.http";version="4.2.12"
Implementation-Title: Metrics Utility Servlets
Implementation-Version: 4.2.12
Import-Package: javax.servlet;version="[2.5.0,4.0.0)",javax.servlet.http;version="[2.5.0,4.0.0)",com.codahale.metrics;version="[4.2,5)",com.codahale.metrics.health;version="[4.2,5)",com.codahale.metrics.json;version="[4.2,5)",com.codahale.metrics.jvm;version="[4.2,5)",com.fasterxml.jackson.databind;version="[2.12,3)",com.fasterxml.jackson.databind.util;version="[2.12,3)",com.papertrail.profiler;version="[1.1,2)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):

* /opt/cola/permits/1437913163_1665413003.420422/0/metrics-servlets-4-2-12-jar/META-INF/MANIFEST.MF

1.326 kotlin 1.7.10

1.326.1 Available under license :

No license file was found, but licenses were detected in source scan.

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{ "version":3,"file":"kotlin.js","sources":["wrapper.js","js/arrayUtils.js","js/callableReferenceUtils.js","js/conversions.js","js/core.js","js/long.js","js/markerFunctions.js","js/misc.js","js/polyfills.js","js/rtti.js","runtime/arrayUtils.kt","runtime/Enum.kt","primitiveCompanionObjects.kt","common/src/generated/_Arrays.kt","common/src/generated/_Ranges.kt","unsigned/src/kotlin/UByte.kt","unsigned/src/kotlin/UInt.kt","unsigned/src/kotlin/UShort.kt","builtin-sources/Ranges.kt","src/kotlin/collections/Collections.kt","src/kotlin/collections/Maps.kt","src/kotlin/collections/Sets.kt","src/kotlin/text/StringNumberConversions.kt","src/kotlin/time/Duration.kt","unsigned/src/kotlin/UnsignedUtils.kt","src/kotlin/collections/Iterables.kt","src/kotlin/collections/Sequences.kt","src/kotlin/util/Preconditions.kt","js/src/generated/_ArraysJs.kt","src/kotlin/comparisons/Comparisons.kt","src/kotlin/util/Standard.kt","js/src/generated/_ComparisonsJs.kt","unsigned/src/kotlin/ULong.kt","common/src/generated/_Collections.kt","js/src/kotlin/collections.kt","src/kotlin/collections/Iterators.kt","common/src/generated/_Comparisons.kt","common/src/generated/_Maps.kt","common/src/generated/_OneToManyTitlecaseMappings.kt","js/src/kotlin/text/char.kt","js/src/kotlin/text/string.kt","src/kotlin/text/Char.kt","src/kotlin/CharCode.kt","common/src/generated/_Sequences.kt","common/src/generated/_Sets.kt","common/src/generated/_Strings.kt","src/kotlin/text/Strings.kt","unsigned/src/kotlin/UByteArray.kt","unsigned/src/kotlin/UIntArray.kt","unsigned/src/kotlin/ULongArray.kt","unsigned/src/kotlin/UShortArray.kt","common/src/generated/_UArrays.kt","common/src/generated/_UCollections.kt","common/src/generated/_UComparisons.kt","common/src/generated/_URanges.kt","common/src/generated/_USequences.kt","common/src/kotlin/ExceptionsH.kt","common/src/kotlin/JsAnnotationsH.kt","common/src/kotlin/ioH.kt","builtin-sources/Collections.kt","builtin-sources/Iterators.kt","builtin-sources/ProgressionIterators.kt","builtin-sources/Progressions.kt","builtin-sources/Range.kt","builtin-sources/Unit.kt","builtin-sources/annotation/Annotations.kt","builtin-sources/internal/InternalAnnotations.kt","builtin-sources/internal/progressionUtil.kt","src/kotlin/builtins.kt","src/kotlin/jsTypeOf.kt","src/kotlin/kotlin.kt","src/kotlin/CharCode_js-
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v1.kt","src/kotlin/coroutines/CoroutineImpl.kt","src/kotlin/util/Result.kt","src/kotlin/coroutines/Continuation.kt","src/kotlin/coroutines/intrinsics/IntrinsicsJs.kt","src/kotlin/currentBeMisc.kt","src/kotlin/exceptions.kt","src/kotlin/jsOperators.kt","src/kotlin/math_js-v1.kt","src/kotlin/numbers_js-v1.kt","src/kotlin/reflection_js-v1.kt","src/kotlin/text/numberConversions_js-v1.kt","js/src/kotlin/js.arrays/fill.kt","js/src/kotlin/js.arrays/sort.kt","js/src/generated/_CharCategories.kt","js/src/generated/_CollectionsJs.kt","js/src/generated/_DigitChars.kt","js/src/generated/_LetterChars.kt","js/src/generated/_OtherLowercaseChars.kt","js/src/generated/_OtherUppercaseChars.kt","js/src/generated/_StringsJs.kt","js/src/generated/_TitlecaseMappings.kt","js/src/generated/_UArraysJs.kt","js/src/generated/_WhitespaceChars.kt","js/src/kotlin/Comparator.kt","js/src/kotlin/annotations.kt","js/src/kotlin/annotationsJVM.kt","js/src/kotlin/collections/AbstractMutableCollection.kt","js/src/kotlin/collections/AbstractMutableList.kt","js/src/kotlin/collections/AbstractMutableMap.kt","js/src/kotlin/collections/AbstractMutableSet.kt","js/src/kotlin/collections/ArrayList.kt","js/src/kotlin/collections/ArraySorting.kt","js/src/kotlin/collections/ArraysJs.kt","js/src/kotlin/collections/EqualityComparator.kt","js/src/kotlin/collections/HashMap.kt","js/src/kotlin/collections/HashSet.kt","js/src/kotlin/collections/InternalHashMap.kt","js/src/kotlin/collections/InternalMap.kt","js/src/kotlin/collections/InternalStringMap.kt","js/src/kotlin/collections/LinkedHashMap.kt","js/src/kotlin/collections/LinkedHashSet.kt","js/src/kotlin/concurrent.kt","js/src/kotlin/console.kt","js/src/kotlin/coroutines/SafeContinuationJs.kt","js/src/kotlin/coroutines/cancellation/CancellationException.kt","js/src/kotlin/coroutines/js/internal/EmptyContinuation.kt","js/src/kotlin/date.kt","js/src/kotlin/dom/Builders.kt","js/src/kotlin/dom/Classes.kt","js/src/kotlin/dom/Dom.kt","js/src/kotlin/dom/EventListener.kt","js/src/kotlin/dom/ItemArrayLike.kt","js/src/kotlin/dom/Mutations.kt","js/src/kotlin/dynamic.kt","js/src/kotlin/exceptionUtils.kt","js/src/kotlin/grouping.kt","src/kotlin/collections/Grouping.kt","js/src/kotlin/internalAnnotations.kt","js/src/kotlin/json.kt","js/src/kotlin/math.kt","js/src/kotlin/numbers.kt","js/src/kotlin/promise.kt","js/src/kotlin/random/PlatformRandom.kt","js/src/kotlin/reflect/AssociatedObjects.kt","js/src/kotlin/reflect/JsClass.kt","js/src/kotlin/reflect/KClassImpl.kt","js/src/kotlin/reflect/KClassesImpl.kt","js/src/kotlin/reflect/KTypeHelpers.kt","js/src/kotlin/reflect/KTypeImpl.kt","js/src/kotlin/reflect/KTypeParameterImpl.kt","js/src/kotlin/reflect/primitives.kt","js/src/kotlin/reflect/reflection.kt","js/src/kotlin/regex.kt","js/src/kotlin/sequence.kt","js/src/kotlin/text/CharCategoryJS.kt","js/src/kotlin/text/CharacterCodingExceptionJs.kt","js/src/kotlin/text/StringBuilderJs.kt","js/src/kotlin/text/numberConversions.kt","js/src/kotlin/text/regex.kt","src/kotlin/text/StringBuilder.kt","js/src/kotlin/text/stringsCode.kt","js/src/kotlin/text/utf8Encoding.kt","js/src/kotlin/throwableExtensions.kt","js/src/kotlin/time/DurationJs.kt","js/src/kotlin/time/DurationUnit.kt","js/src/kotlin/time/MonoTimeSource.kt","js/src/kotlinx/dom/Builders.kt","js/src/kotlinx/dom/Classes.kt","src/kotlin/text/regex/RegexExtensions.kt","js/src/kotlinx/dom/Dom.kt","js/src/kotlinx/dom/Mutations.kt","js/src/org.w3c/deprecated.kt","js/src/org.w3c/org.khronos.webgl.kt","js/src/org.w3c/org.w3c.dom.clipboard.kt","js/src/org.w3c/org.w3c.dom.css.kt","js/src/org.w3c/org.w3c.dom.encryptedmedia.kt","js/src/org.w3c/org.w3c.dom.events.kt","js/src/org.w3c/org.w3c.dom.kt","js/src/org.w3c/org.w3c.fetch.kt","js/src/org.w3c/org.w3c.dom.mediacapture.kt","js/src/org.w3c/org.w3c.dom.media.source.kt","js/src/org.w3c/org.w3c.dom.pointerevents.kt","js/src/org.w3c/org.w3c.dom.svg.kt","js/src/org.w3c/org.w3c.files.kt","js/src/org.w3c/org.w3c.notifications.kt","js/src/org.w3c/org.w3c.workers.kt","js/src/org.w3c/org.w3c.xhr.kt","src/kotlin/annotations/Experimental.kt","src/kotlin/annotations/ExperimentalStdlibApi.kt","src/kotlin/annotations/Inference.kt","src/kotlin/annotations/Multiplatform.kt","src/kotlin/annotations/OptIn.kt","src/kotlin/collections/AbstractCollection.kt","src/kotlin/collections/AbstractIterator.kt","src/kotlin/collections/AbstractList.kt","src/kotlin/collections/AbstractMap.kt","src/kotlin/collections/AbstractSet.kt","src/kotlin/collections/ArrayDeque.kt","src/kotlin/collections/Arrays.kt","src/kotlin/collections/BrittleContainsOptimization.kt","src/kotlin/collections/IndexedValue.kt","src/kotlin/collections/MapAccessors.kt","src/kotlin/collections/MapWithDefault.kt","src/kotlin/collections/MutableCollections.kt","src/kotlin/collections/ReversedViews.kt","src/kotlin/collections/SequenceBuilder.kt","src/kotlin/collections/SlidingWindow.kt","src/kotlin/collections/UArraySorting.kt","src/kotlin/comparisons/compareTo.kt","src/kotlin/contracts/ContractBuilder.kt"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"src/kotlin/reflect/KTypeProjection.kt", "src/kotlin/reflect/KVariance.kt", "src/kotlin/reflect/typeOf.kt", "src/kotlin/text/Appendable.kt",
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"common/src/kotlin/MathH.kt", "js/src/kotlin/js/js.math.kt"], "sourcesContent": ["(function
(root, factory) {\n  if (typeof define === 'function' && define.amd) {\n    define('kotlin', ['exports'], factory);\n  }\n  else if (typeof exports === 'object') {\n    factory(module.exports);\n  }\n  else {\n    root.kotlin = {};\n    factory(root.kotlin);\n  }\n}(this, function (Kotlin) {\n  var _ = Kotlin;\n\n  insertContent();\n});\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.isBooleanArray = function (a) {\n  return (Array.isArray(a) || a instanceof Int8Array) && a.$type$ === \"BooleanArray\"\n};\n\nKotlin.isByteArray = function (a) {\n  return a instanceof Int8Array && a.$type$ !== \"BooleanArray\"\n};\n\nKotlin.isShortArray = function (a) {\n  return a instanceof Int16Array\n};\n\nKotlin.isCharArray = function (a) {\n  return a instanceof Uint16Array && a.$type$ === \"CharArray\"\n};\n\nKotlin.isIntArray = function (a) {\n  return a instanceof Int32Array\n};\n\nKotlin.isFloatArray = function (a) {\n  return a instanceof Float32Array\n};\n\nKotlin.isDoubleArray = function (a) {\n  return a instanceof Float64Array\n};\n\nKotlin.isLongArray = function (a) {\n  return Array.isArray(a) && a.$type$ === \"LongArray\"\n};\n\nKotlin.isArray = function (a) {\n  return Array.isArray(a) && !a.$type$;\n};\n\nKotlin.isArrayish = function (a) {\n  return Array.isArray(a) || ArrayBuffer.isView(a)\n};\n\nKotlin.arrayToString = function (a) {\n  if (a === null) return \"null\"\n  var toString = Kotlin.isCharArray(a) ? String.fromCharCode : Kotlin.toString;\n  return "[" + Array.prototype.map.call(a, function(e) { return toString(e); }).join(", ") + "]";\n};\n\nKotlin.arrayDeepToString = function (arr) {\n  return Kotlin.kotlin.collections.contentDeepToStringImpl(arr);\n};\n\nKotlin.arrayEquals = function (a, b) {\n  if (a === b) {\n    return true;\n  }\n  if (a === null || b === null || !Kotlin.isArrayish(b) || a.length !== b.length) {\n    return false;\n  }\n  for (var i = 0, n = a.length; i < n; i++) {\n    if (!Kotlin.equals(a[i], b[i])) {\n      return false;\n    }\n  }\n  return true;\n};\n\nKotlin.arrayDeepEquals = function (a, b) {\n  return Kotlin.kotlin.collections.contentDeepEqualsImpl(a, b);\n};\n\nKotlin.arrayHashCode = function (arr) {\n  if (arr === null) return 0\n  var result = 1;\n  for (var i = 0, n = arr.length; i < n; i++) {\n    result = ((31 * result | 0) + Kotlin.hashCode(arr[i])) | 0;\n  }\n  return result;\n};\n\nKotlin.arrayDeepHashCode = function (arr) {\n  return Kotlin.kotlin.collections.contentDeepHashCodeImpl(arr);\n};\n\nKotlin.primitiveArraySort = function (array) {\n  array.sort(Kotlin.doubleCompareTo);\n};\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.getCallableRef = function(name, f) {\n  f.callableName = name;\n  return f;\n};\n\nKotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {\n  getter.get = getter;\n  getter.set = setter;\n  getter.callableName = name;\n  return getPropertyRefClass(getter, setter, propertyRefClassMetadataCache[paramCount]);\n};\n\nfunction getPropertyRefClass(obj, setter, cache) {\n  obj.$metadata$ = getPropertyRefMetadata(typeof setter === \"function\" ? cache.mutable : cache.immutable);\n  obj.constructor = obj;\n  return obj;\n}\n\nvar propertyRefClassMetadataCache = [\n  {\n    mutable: { value: null, implementedInterface: function () {\n      return Kotlin.kotlin.reflect.KMutableProperty0\n    }\n  },\n}

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immutable:

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{ value: null, implementedInterface: function () {\n      return Kotlin.kotlin.reflect.KProperty0 }\n    }\n    {\n      mutable: { value: null, implementedInterface: function () {\n      return\nKotlin.kotlin.reflect.KMutableProperty1 }\n    },\n    immutable: { value: null, implementedInterface: function\n    () {\n      return Kotlin.kotlin.reflect.KProperty1 }\n    }\n  }\n};\n\nfunction getPropertyRefMetadata(cache)\n{\n  if (cache.value === null) {\n    cache.value = {\n      interfaces: [cache.implementedInterface()],\n      baseClass: null,\n      functions: {},\n      properties: {},\n      types: {},\n      staticMembers: {}\n    };\n  }\n  return cache.value;\n}\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming\nLanguage contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the\nlicense/LICENSE.txt file.\n */\n\nKotlin.toShort\n= function (a) {\n  return (a & 0xFFFF) << 16 >> 16;\n};\n\nKotlin.toByte = function (a) {\n  return (a & 0xFF)\n  << 24 >> 24;\n};\n\nKotlin.toChar = function (a) {\n  return a & 0xFFFF;\n};\n\nKotlin.numberToLong = function\n(a) {\n  return a instanceof Kotlin.Long ? a : Kotlin.Long.fromNumber(a);\n};\n\nKotlin.numberToInt = function\n(a) {\n  return a instanceof Kotlin.Long ? a.toInt() : Kotlin.doubleToInt(a);\n};\n\nKotlin.numberToShort =\nfunction (a) {\n  return Kotlin.toShort(Kotlin.numberToInt(a));\n};\n\nKotlin.numberToByte = function (a) {\n\n  return Kotlin.toByte(Kotlin.numberToInt(a));\n};\n\nKotlin.numberToDouble = function (a) {\n  return\n  +a;\n};\n\nKotlin.numberToChar = function (a) {\n  return\n  Kotlin.toChar(Kotlin.numberToInt(a));\n};\n\nKotlin.doubleToInt = function(a) {\n  if (a > 2147483647) return\n  2147483647;\n  if (a < -2147483648) return -2147483648;\n  return a | 0;\n};\n\nKotlin.toBoxedChar = function\n(a) {\n  if (a == null) return a;\n\n  if (a instanceof Kotlin.BoxedChar) return a;\n  return new Kotlin.BoxedChar(a);\n};\n\nKotlin.unboxChar =\nfunction(a) {\n  if (a == null) return a;\n  return Kotlin.toChar(a);\n};\n\n"/*\n * Copyright 2010-2018 JetBrains\ns.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0\nlicense that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.equals = function (obj1, obj2) {\n  if (obj1\n  === null) {\n    return obj2 === null;\n  }\n\n  if (obj2 === null) {\n    return false;\n  }\n\n  if (obj1 !== obj1)\n  {\n    return obj2 !== obj2;\n  }\n\n  if (typeof obj1 === \"object\" && typeof obj1.equals === \"function\") {\n\n    return obj1.equals(obj2);\n  }\n\n  if (typeof obj1 === \"number\" && typeof obj2 === \"number\") {\n\n    return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2);\n  }\n\n  return obj1 ===\n  obj2;\n};\n\nKotlin.hashCode = function (obj) {\n  if (obj == null)\n  {\n    return 0;\n  }\n\n  var objType = typeof obj;\n  if (\"object\" === objType) {\n    return \"function\" ===\n    typeof obj.hashCode ? obj.hashCode() : getObjectHashCode(obj);\n  }\n\n  if (\"function\" === objType) {\n\n    return getObjectHashCode(obj);\n  }\n\n  if (\"number\" === objType) {\n    return\n    Kotlin.numberHashCode(obj);\n  }\n\n  if (\"boolean\" === objType) {\n    return Number(obj);\n  }\n\n  var str\n  = String(obj);\n  return getStringHashCode(str);\n};\n\nKotlin.toString = function (o) {\n  if (o == null) {\n\n    return \"null\";\n  }\n\n  else if (Kotlin.isArrayish(o)) {\n    return \"[...]\";\n  }\n\n  else {\n    return\n    o.toString();\n  }\n};\n\n/** @const */\nvar POW_2_32 = 4294967296;\n// TODO: consider switching to Symbol\n// type once we are on ES6.\n/** @const */\nvar OBJECT_HASH_CODE_PROPERTY_NAME =\n\"kotlinHashCodeValue$\";\n\nfunction getObjectHashCode(obj) {\n  if\n  (!(OBJECT_HASH_CODE_PROPERTY_NAME in obj))\n  {\n    var hash = (Math.random() * POW_2_32) | 0; // Make 32-bit signed integer.\n\n    Object.defineProperty(obj, OBJECT_HASH_CODE_PROPERTY_NAME, { value: hash, enumerable: false });\n  }\n\n  return obj[OBJECT_HASH_CODE_PROPERTY_NAME];\n}\n\nfunction getStringHashCode(str) {\n  var\n  hash = 0;\n  for (var i = 0; i < str.length; i++) {\n    var code = str.charCodeAt(i);\n    hash = (hash * 31 +\n    code) | 0; // Keep it 32-bit.\n  }\n  return hash;\n}\n\nKotlin.identityHashCode = getObjectHashCode;\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code\nis governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Copyright 2009\nThe Closure Library Authors. All Rights Reserved.\n// Licensed under the Apache License, Version 2.0 (the\n\"License\");\n// you may not use this file except in compliance with the License.\n// You may obtain a copy of the
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License

at\n/\n// [\n// http://www.apache.org/licenses/LICENSE-2.0\n//](http://www.apache.org/licenses/LICENSE-2.0) Unless required by applicable law or agreed to in writing, software\n// distributed under the License is distributed on an \"AS-IS\" BASIS,\n// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n\n/**\n * Constructs a 64-bit two's-complement integer, given its low and high 32-bit\n * values as *signed* integers. See the from* functions below for more\n * convenient ways of constructing Longs.\n * The internal representation of a long is the two given signed, 32-bit values.\n * We use 32-bit pieces because these are the size of integers on which\n * Javascript performs bit-operations. For operations like addition and\n * multiplication, we split each number into 16-bit pieces, which can easily be\n * multiplied within Javascript's floating-point representation without overflow\n * or change in sign.\n * In the algorithms below, we frequently reduce the negative case to the\n * positive case by negating the input(s) and then post-processing the result.\n * Note that we must ALWAYS check specially whether those values are MIN_VALUE\n * (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as\n * a positive number, it overflows back into a negative). Not handling this\n * case would often result in infinite recursion.\n * \n * @param {number} low The low (signed) 32 bits of the long.\n * @param {number} high The high (signed) 32 bits of the long.\n * \n * @constructor\n * \n * @final\n * \n * @nKotlin.Long = function(low, high) {\n * // force into 32 signed bits.\n * \n * @type {number}\n * \n * @private\n * \n * this.low_ = low | 0; // force into 32 signed bits.\n * \n * @type {number}\n * \n * @private\n * \n * this.high_ = high | 0; // force into 32 signed bits.\n * \n *};\n\nKotlin.Long.\$metadata\$ = {\n * kind: \"class\",\n * simpleName: \"Long\",\n * interfaces: []\n *};\n\n//

NOTE: Common constant values ZERO, ONE, NEG_ONE, etc. are defined below the\n// from* methods on which they depend.\n\n/**\n

* A cache of the Long representations of small integer values.\n * \n * @type {!Object}\n * \n * @private\n * \n * @nKotlin.Long.IntCache_ = {};\n\n/**\n * Returns a Long representing the given (32-bit) integer value.\n * \n * @param {number} value The 32-bit integer in question.\n * \n * @return {!Kotlin.Long} The corresponding Long value.\n * \n * @nKotlin.Long.fromInt = function(value) {\n * if (-128 <= value && value < 128) {\n * var cachedObj = Kotlin.Long.IntCache_[value];\n * if (cachedObj) {\n * return cachedObj;\n * }\n * \n * var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);\n * if (-128 <= value && value < 128) {\n * Kotlin.Long.IntCache_[value] = obj;\n * }\n * \n * return obj;\n *};\n\n/**\n * Converts this number value to `Long`.\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE` if it's less than `Long.MIN_VALUE`,\n * `Long.MAX_VALUE` if it's bigger than `Long.MAX_VALUE`.\n * \n * @param {number} value The

number in question.\n * \n * @return {!Kotlin.Long} The corresponding Long value.\n * \n * @nKotlin.Long.fromNumber = function(value) {\n * if (isNaN(value)) {\n * return Kotlin.Long.ZERO;\n * } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {\n * return Kotlin.Long.MIN_VALUE;\n * } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {\n * return Kotlin.Long.MAX_VALUE;\n * } else if (value < 0) {\n * return Kotlin.Long.fromNumber(-value).negate();\n * } else {\n * return new Kotlin.Long(\n * (value % Kotlin.Long.TWO_PWR_32_DBL_) | 0,\n * (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);\n *};\n\n/**\n

* Returns a Long representing the 64-bit integer that comes by concatenating\n * the given high and low bits. Each is assumed to use 32 bits.\n * \n * @param {number} lowBits The low 32-bits.\n * \n * @param {number} highBits The high 32-bits.\n * \n * @return {!Kotlin.Long} The corresponding Long value.\n * \n * @nKotlin.Long.fromBits = function(lowBits, highBits) {\n * return new Kotlin.Long(lowBits, highBits);\n *};\n\n/**\n

* Returns a Long representation of the given string, written using the given\n * radix.\n * \n * @param {string} str The textual representation of the Long.\n * \n * @param {number=} opt_radix The radix in which the text is written.\n * \n * @return {!Kotlin.Long} The corresponding Long value.\n * \n * @nKotlin.Long.fromString = function(str, opt_radix) {\n * if (str.length == 0) {\n * throw Error('number format error: empty string');\n * }\n * \n * var radix = opt_radix || 10;\n * if (radix < 2 || 36 < radix) {\n * throw Error('radix out of range: ' + radix);\n * }\n * \n * if (str.charAt(0) == '-') {\n * return Kotlin.Long.fromString(str.substring(1), radix).negate();\n * } else if (str.indexOf('-') >= 0) {\n * throw Error('number format error: interior \"-\" character: ' + str);\n * }\n * \n * // Do several (8) digits each time through the loop, so as to\n * // minimize the calls to the very expensive emulated div.\n * var radixToPower =

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Kotlin.Long.fromNumber(Math.pow(radix, 8));\n\n var result
= Kotlin.Long.ZERO;\n for (var i = 0; i < str.length; i += 8) {\n   var size = Math.min(8, str.length - i);\n   var
value = parseInt(str.substring(i, i + size), radix);\n   if (size < 8) {\n     var power =
Kotlin.Long.fromNumber(Math.pow(radix, size));\n     result =
result.multiply(power).add(Kotlin.Long.fromNumber(value));\n   } else {\n     result =
result.multiply(radixToPower);\n     result = result.add(Kotlin.Long.fromNumber(value));\n   }\n }\n return
result;\n};\n\n\n// NOTE: the compiler should inline these constant values below and then remove\n// these
variables, so there should be no runtime penalty for these.\n\n\n/**\n * Number used repeated below in calculations.
This must appear before the\n * first call to any from* function below.\n * @type {number}\n * @private\n
*/\nKotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;\n\n\n/**\n * @type {number}\n * @private\n
*/\nKotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;\n\n\n/**\n * @type {number}\n * @private\n
*/\nKotlin.Long.TWO_PWR_32_DBL_
=\n Kotlin.Long.TWO_PWR_16_DBL_ * Kotlin.Long.TWO_PWR_16_DBL_;\n\n\n/**\n * @type {number}\n
* @private\n */\nKotlin.Long.TWO_PWR_31_DBL_ =\n Kotlin.Long.TWO_PWR_32_DBL_ / 2;\n\n\n/**\n *
@type {number}\n * @private\n */\nKotlin.Long.TWO_PWR_48_DBL_ =\n Kotlin.Long.TWO_PWR_32_DBL_
* Kotlin.Long.TWO_PWR_16_DBL_;\n\n\n/**\n * @type {number}\n * @private\n
*/\nKotlin.Long.TWO_PWR_64_DBL_ =\n Kotlin.Long.TWO_PWR_32_DBL_ *
Kotlin.Long.TWO_PWR_32_DBL_;\n\n\n/**\n * @type {number}\n * @private\n
*/\nKotlin.Long.TWO_PWR_63_DBL_ =\n Kotlin.Long.TWO_PWR_64_DBL_ / 2;\n\n\n/** @type
{!Kotlin.Long} */\nKotlin.Long.ZERO = Kotlin.Long.fromInt(0);\n\n\n/** @type {!Kotlin.Long}
*/\nKotlin.Long.ONE = Kotlin.Long.fromInt(1);\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.NEG_ONE =
Kotlin.Long.fromInt(-1);\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.MAX_VALUE =\n
Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFFF | 0);\n\n\n/** @type {!Kotlin.Long}
*/\nKotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0,
0x80000000 | 0);\n\n\n/**\n * @type {!Kotlin.Long}\n * @private\n */\nKotlin.Long.TWO_PWR_24_ =
Kotlin.Long.fromInt(1 << 24);\n\n\n/** @return {number} The value, assuming it is a 32-bit integer.
*/\nKotlin.Long.prototype.toInt = function() {\n return this.low_;\n};\n\n\n/** @return {number} The closest
floating-point representation to this value. */\nKotlin.Long.prototype.toNumber = function() {\n return this.high_
* Kotlin.Long.TWO_PWR_32_DBL_ +\n this.getLowBitsUnsigned();\n};\n\n\n/** @return {number} The 32-bit
hashCode of this value. */\nKotlin.Long.prototype.hashCode = function() {\n return this.high_ ^
this.low_;\n};\n\n\n/**\n * @param {number=} opt_radix The radix in which the text should be written.\n *
@return {string} The textual representation of this value.\n * @override\n */\nKotlin.Long.prototype.toString =
function(opt_radix) {\n var radix = opt_radix || 10;\n if (radix < 2 || 36 < radix) {\n throw Error('radix out of
range: ' + radix);\n }\n\n if (this.isZero()) {\n return '0';\n }\n\n if (this.isNegative()) {\n if
(this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n // We need to change the Long value before it can be negated,
so we remove\n // the bottom-most digit in this base and then recurse to do the rest.\n var radixLong =
Kotlin.Long.fromNumber(radix);\n var div = this.div(radixLong);\n var rem =
div.multiply(radixLong).subtract(this);\n return div.toString(radix) + rem.toInt().toString(radix);\n } else {\n
return '-' + this.negate().toString(radix);\n }\n }\n\n // Do several (5) digits each time through the loop, so as to\n
// minimize the calls to the very expensive emulated div.\n var radixToPower =
Kotlin.Long.fromNumber(Math.pow(radix, 5));\n\n var rem = this;\n var result = '';\n while (true) {\n var
remDiv = rem.div(radixToPower);\n var intVal = rem.subtract(remDiv.multiply(radixToPower)).toInt();\n var
digits = intVal.toString(radix);\n\n rem = remDiv;\n if (rem.isZero()) {\n return digits + result;\n } else {\n
while (digits.length < 5) {\n digits = '0' + digits;\n }\n result = " + digits + result;\n }\n }\n};\n\n\n/**
@return {number} The high 32-bits as a signed value. */\nKotlin.Long.prototype.getHighBits = function() {\n return
this.high_;\n};\n\n\n/**
@return {number} The low 32-bits as a signed value. */\nKotlin.Long.prototype.getLowBits = function() {\n return

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this.low_;\n};\n\n/** @return {number} The low 32-bits as an unsigned value.
*\nKotlin.Long.prototype.getLowBitsUnsigned = function() {\n return (this.low_ >= 0) ?\n this.low_ :
Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;\n};\n\n/**\n * @return {number} Returns the number of bits
needed to represent the absolute\n * value of this Long.\n *\nKotlin.Long.prototype.getNumBitsAbs = function()
{\n if (this.isNegative()) {\n if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n return 64;\n } else {\n
return this.negate().getNumBitsAbs();\n }\n } else {\n var val = this.high_ != 0 ? this.high_ : this.low_;\n
for (var bit = 31; bit > 0; bit--) {\n if ((val & (1 << bit)) != 0) {\n break;\n }\n }\n return this.high_ !=
0 ? bit + 33 : bit + 1;\n };\n\n/** @return {boolean} Whether this value is zero.
*\nKotlin.Long.prototype.isZero = function() {\n return this.high_ == 0 && this.low_ == 0;\n};\n\n/** @return
{boolean} Whether this value is negative. *\nKotlin.Long.prototype.isNegative = function() {\n return this.high_ <
0;\n};\n\n/** @return {boolean} Whether this value is odd. *\nKotlin.Long.prototype.isOdd = function() {\n
return (this.low_ & 1) == 1;\n};\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return
{boolean} Whether this Long equals the other.\n *\nKotlin.Long.prototype.equalsLong = function(other) {\n return
(this.high_ == other.high_) && (this.low_ == other.low_);\n};\n\n/**\n * @param {Kotlin.Long}
other Long to compare against.\n * @return {boolean} Whether this Long does not equal the other.\n
*\nKotlin.Long.prototype.notEqualsLong = function(other) {\n return (this.high_ != other.high_) || (this.low_ !=
other.low_);\n};\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean}
Whether this Long is less than the other.\n *\nKotlin.Long.prototype.lessThan = function(other) {\n return
this.compare(other) < 0;\n};\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return
{boolean} Whether this Long is less than or equal to the other.\n *\nKotlin.Long.prototype.lessThanOrEqual =
function(other) {\n return this.compare(other) <= 0;\n};\n\n/**\n * @param {Kotlin.Long} other Long to
compare against.\n * @return {boolean} Whether this Long is greater than the other.\n
*\nKotlin.Long.prototype.greaterThan = function(other) {\n return this.compare(other) > 0;\n};\n\n/**\n *
@param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long is greater than or equal to the other.\n
*\nKotlin.Long.prototype.greaterThanOrEqual = function(other) {\n return this.compare(other) >=
0;\n};\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {number} 0 if they are the same, 1 if the this is greater, and -1\n * if the given one is
greater.\n *\nKotlin.Long.prototype.compare = function(other) {\n if (this.equalsLong(other)) {\n return 0;\n
}\n\n var thisNeg = this.isNegative();\n var otherNeg = other.isNegative();\n if (thisNeg && !otherNeg) {\n
return -1;\n }\n if (!thisNeg && otherNeg) {\n return 1;\n }\n\n // at this point, the signs are the same, so
subtraction will not overflow\n if (this.subtract(other).isNegative()) {\n return -1;\n } else {\n return 1;\n
}\n};\n\n/** @return {!Kotlin.Long} The negation of this value. *\nKotlin.Long.prototype.negate = function()
{\n if (this.equalsLong(Kotlin.Long.MIN_VALUE))
{\n return Kotlin.Long.MIN_VALUE;\n } else {\n return this.not().add(Kotlin.Long.ONE);\n };\n};\n\n/**\n *
Returns the sum of this and the given Long.\n * @param {Kotlin.Long} other Long to add to this one.\n * @return
{!Kotlin.Long} The sum of this and the given Long.\n *\nKotlin.Long.prototype.add = function(other) {\n //
Divide each number into 4 chunks of 16 bits, and then sum the chunks.\n\n var a48 = this.high_ >>> 16;\n var a32
= this.high_ & 0xFFFF;\n var a16 = this.low_ >>> 16;\n var a00 = this.low_ & 0xFFFF;\n var b48 = other.high_
>>> 16;\n var b32 = other.high_ & 0xFFFF;\n var b16 = other.low_ >>> 16;\n var b00 = other.low_ &
0xFFFF;\n\n var c48 = 0, c32 = 0, c16 = 0, c00 = 0;\n c00 += a00 + b00;\n c16 += c00 >>> 16;\n c00 &=
0xFFFF;\n c16 += a16 + b16;\n c32 += c16 >>> 16;\n c16 &= 0xFFFF;\n c32 += a32 + b32;\n c48 += c32 >>>
16;\n c32 &= 0xFFFF;\n c48 += a48 + b48;\n c48 &= 0xFFFF;\n return Kotlin.Long.fromBits((c16
<< 16) | c00, (c48 << 16) | c32);\n};\n\n/**\n * Returns the difference of this and the given Long.\n * @param
{Kotlin.Long} other Long to subtract from this.\n * @return {!Kotlin.Long} The difference of this and the given
Long.\n *\nKotlin.Long.prototype.subtract = function(other) {\n return this.add(other.negate());\n};\n\n/**\n *
Returns the product of this and the given long.\n * @param {Kotlin.Long} other Long to multiply with this.\n *
@return {!Kotlin.Long} The product of this and the other.\n *\nKotlin.Long.prototype.multiply = function(other)

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*^nKotlin.Long.prototype.modulo = function(other) {
  return
  this.subtract(this.div(other).multiply(other));
};
^n\n^n/** @return {!Kotlin.Long} The bitwise-NOT of this value.
*^nKotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_,
  ~this.high_);
};
^n\n^n/**
  * Returns the bitwise-AND of this Long and the given one.
  * @param {Kotlin.Long}
  other The Long with which to AND.
  * @return {!Kotlin.Long} The bitwise-AND of this and the other.
^n\n^nKotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
  this.high_ & other.high_);
};
^n\n^n/**
  * Returns the bitwise-OR of this Long and the given one.
  * @param {Kotlin.Long} other The Long with which to OR.
  * @return {!Kotlin.Long} The bitwise-OR of this and
  the other.
^n\n^nKotlin.Long.prototype.or = function(other) {
  return Kotlin.Long.fromBits(this.low_ |
  other.low_,
  this.high_ | other.high_);
};
^n\n^n/**
  * Returns the bitwise-XOR of this Long
  and the given one.
  * @param {Kotlin.Long} other The Long with which to XOR.
  * @return {!Kotlin.Long}
  The bitwise-XOR of this and the other.
^n\n^nKotlin.Long.prototype.xor
  = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
  this.high_ ^
  other.high_);
};
^n\n^n/**
  * Returns this Long with bits shifted to the left by the given amount.
  * @param
  {number} numBits The number of bits by which to shift.
  * @return {!Kotlin.Long} This shifted to the left by the
  given amount.
^n\n^nKotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0)
  {
  return this;
  } else {
  var low = this.low_;
  if (numBits < 32) {
  var high = this.high_;
  return
  Kotlin.Long.fromBits(
  low << numBits,
  (high << numBits) | (low >>> (32 - numBits)));
  } else
  {
  return Kotlin.Long.fromBits(0, low << (numBits - 32));
  }
  };
^n\n^n/**
  * Returns this Long with
  bits shifted to the right by the given amount.
  * @param {number} numBits The number of bits by which to shift.
  * @return {!Kotlin.Long} This shifted to the right by the given
  amount.
^n\n^nKotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
  return this;
  } else {
  var high = this.high_;
  if (numBits < 32) {
  var low = this.low_;
  return
  Kotlin.Long.fromBits(
  (low >>> numBits) | (high << (32 - numBits)),
  high >> numBits);
  } else
  {
  return Kotlin.Long.fromBits(
  high >> (numBits - 32),
  high >= 0 ? 0 : -1);
  }
  };
^n\n^n/**
  * Returns this Long with bits shifted to the right by the given amount, with
  * zeros placed into the
  new leading bits.
  * @param {number} numBits The number of bits by which to shift.
  * @return {!Kotlin.Long}
  This shifted to the right by the given amount, with
  * zeros placed into the new leading bits.
^n\n^nKotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
  return this;
  } else {
  var high = this.high_;
  if (numBits < 32) {
  var low = this.low_;
  return
  Kotlin.Long.fromBits(
  (low >>> numBits) | (high << (32 - numBits)),
  high >>> numBits);
  } else if (numBits == 32) {
  return Kotlin.Long.fromBits(high, 0);
  } else {
  return
  Kotlin.Long.fromBits(high >>> (numBits - 32), 0);
  }
  };
^n\n^n// Support for
  Kotlin
^n\n^nKotlin.Long.prototype.equals = function (other) {
  return other instanceof Kotlin.Long &&
  this.equalsLong(other);
};
^n\n^nKotlin.Long.prototype.compareTo_11rb$ =
  Kotlin.Long.prototype.compare;
^n\n^nKotlin.Long.prototype.inc = function() {
  return
  this.add(Kotlin.Long.ONE);
};
^n\n^nKotlin.Long.prototype.dec = function() {
  return
  this.add(Kotlin.Long.NEG_ONE);
};
^n\n^nKotlin.Long.prototype.valueOf = function() {
  return
  this.toNumber();
};
^n\n^nKotlin.Long.prototype.unaryPlus = function() {
  return
  this;
};
^n\n^nKotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;
^n\n^nKotlin.Long.prototype.inv =
  Kotlin.Long.prototype.not;
^n\n^nKotlin.Long.prototype.rangeTo
  = function (other) {
  return new Kotlin.kotlin.ranges.LongRange(this, other);
};
^n\n^n/* Copyright 2010-2018
  JetBrains s.r.o. and Kotlin Programming Language contributors.
  * Use of this source code is governed by the
  Apache 2.0 license that can be found in the license/LICENSE.txt file.
^n\n^n^n/**
  * @param {string} id
  * @param {Object} declaration
^n\n^nKotlin.defineModule = function (id, declaration)
  {
  };
^n\n^nKotlin.defineInlineFunction = function(tag, fun) {
  return fun;
};
^n\n^nKotlin.wrapFunction =
  function(fun) {
  var f = function() {
  f = fun();
  return f.apply(this, arguments);
  };
  return
  function() {
  return f.apply(this, arguments);
  };
};
^n\n^nKotlin.isTypeOf = function(type) {
  return

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function (object) {\n    return typeof object === type;\n };\n\nKotlin.isInstanceOf = function (klass) {\n
return function (object) {\n    return Kotlin.isType(object, klass);\n };\n\nKotlin.orNull
= function (fn) {\n    return function (object) {\n        return object == null || fn(object);\n
}\n};\n\nKotlin.andPredicate = function (a, b) {\n    return function (object) {\n        return a(object) && b(object);\n
}\n};\n\nKotlin.kotlinModuleMetadata = function (abiVersion, moduleName, data) {\n};\n\nKotlin.suspendCall =
function (value) {\n    return value;\n};\n\nKotlin.coroutineResult = function (qualifier) {\n
throwMarkerError();\n};\n\nKotlin.coroutineController = function (qualifier) {\n
throwMarkerError();\n};\n\nKotlin.coroutineReceiver = function (qualifier) {\n
throwMarkerError();\n};\n\nKotlin.setCoroutineResult = function (value, qualifier) {\n
throwMarkerError();\n};\n\nKotlin.getReifiedTypeParameterKType = function (typeParameter) {\n
throwMarkerError();\n};\n\nfunction throwMarkerError() {\n    throw new Error(\n        \"This marker function
should never be called. \" +\n        \"Looks like compiler did not eliminate it properly.
\n \" +\n        \"Please, report an issue if you caught this exception.\");\n}\n\nKotlin.getFunctionById = function (id,
defaultValue) {\n    return function () {\n        return defaultValue;\n    };\n};\n\n/*\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.compareTo = function (a, b) {\n    var
typeA = typeof a;\n    if (typeA === \"number\") {\n        if (typeof b === \"number\") {\n            return
Kotlin.doubleCompareTo(a, b);\n        }\n        return Kotlin.primitiveCompareTo(a, b);\n    }\n    if (typeA ===
\"string\" || typeA === \"boolean\") {\n        return Kotlin.primitiveCompareTo(a, b);\n    }\n    return
a.compareTo_11rb$(b);\n};\n\nKotlin.primitiveCompareTo = function (a, b) {\n    return a < b ? -1 : a > b ? 1 :
0;\n};\n\nKotlin.doubleCompareTo = function (a, b) {\n    if (a < b) return -1;\n    if (a
> b) return 1;\n    if (a === b) {\n        if (a !== 0) return 0;\n        var ia = 1 / a;\n        return ia === 1 / b ? 0 : (ia
< 0 ? -1 : 1);\n    }\n    return a !== a ? (b !== b ? 0 : 1) : -1;\n};\n\nKotlin.charInc = function (value) {\n    return
Kotlin.toChar(value+1);\n};\n\nKotlin.charDec = function (value) {\n    return Kotlin.toChar(value-
1);\n};\n\nKotlin.imul = Math.imul || imul;\n\nKotlin.imulEmulated = imul;\n\nfunction imul(a, b) {\n    return ((a &
0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0)) | 0;\n}\n\n(function () {\n    var buf = new ArrayBuffer(8);\n    var
bufFloat64 = new Float64Array(buf);\n    var bufFloat32 = new Float32Array(buf);\n    var bufInt32 = new
Int32Array(buf);\n    var lowIndex = 0;\n    var highIndex = 1;\n    bufFloat64[0] = -1; // bff00000_00000000\n    if
(bufInt32[lowIndex] !== 0) {\n        lowIndex = 1;\n        highIndex = 0;\n    }\n    Kotlin.doubleToBits =
function (value) {\n        return Kotlin.doubleToRawBits(isNaN(value)
? NaN : value);\n    };\n    Kotlin.doubleToRawBits = function (value) {\n        bufFloat64[0] = value;\n        return
Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex]);\n    };\n    Kotlin.doubleFromBits =
function (value) {\n        bufInt32[lowIndex] = value.low_;\n        bufInt32[highIndex] = value.high_;\n        return
bufFloat64[0];\n    };\n    Kotlin.floatToBits = function (value) {\n        return Kotlin.floatToRawBits(isNaN(value)
? NaN : value);\n    };\n    Kotlin.floatToRawBits = function (value) {\n        bufFloat32[0] = value;\n        return
bufInt32[0];\n    };\n    Kotlin.floatFromBits = function (value) {\n        bufInt32[0] = value;\n        return
bufFloat32[0];\n    };\n    // returns zero value for number with positive sign bit and non-zero value for number
with negative sign bit.\n    Kotlin.doubleSignBit = function (value) {\n        bufFloat64[0] = value;\n        return
bufInt32[highIndex] & 0x80000000;\n    };\n    Kotlin.numberHashCode
= function (obj) {\n        if ((obj | 0) === obj) {\n            return obj | 0;\n        }\n        else {\n            bufFloat64[0] =
obj;\n            return (bufInt32[highIndex] * 31 | 0) + bufInt32[lowIndex] | 0;\n        }\n    };\n\n})();\n\nKotlin.ensureNotNull = function (x) {\n    return x != null ? x : Kotlin.throwNPE();\n};\n\n/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nif (typeof
String.prototype.startsWith === \"undefined\") {\n    Object.defineProperty(String.prototype, \"startsWith\", {\n
value: function (searchString, position) {\n        position = position || 0;\n        return
this.lastIndexOf(searchString, position) === position;\n    };\n});\n\nif (typeof String.prototype.endsWith ===
\"undefined\") {\n    Object.defineProperty(String.prototype, \"endsWith\", {\n

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value: function (searchString, position) {\n      var subjectString = this.toString();\n      if (position ===\n      undefined || position > subjectString.length) {\n          position = subjectString.length;\n      }\n      position -= searchString.length;\n      var lastIndex = subjectString.indexOf(searchString, position);\n      return lastIndex !== -1 && lastIndex === position;\n  }\n  });\n}\n\n// ES6 Math polyfills\n\nif (typeof Math.sign\n    === \"undefined\") {\n    Math.sign = function(x) {\n        x = +x; // convert to a number\n        if (x === 0 ||\n        isNaN(x)) {\n            return Number(x);\n        }\n        return x > 0 ? 1 : -1;\n    };}\n\nif (typeof Math.trunc ===\n    \"undefined\") {\n    Math.trunc = function(x) {\n        if (isNaN(x)) {\n            return NaN;\n        }\n        if (x > 0)\n        {\n            return Math.floor(x);\n        }\n        return Math.ceil(x);\n    };}\n}\n\n(function() {\n    var epsilon =\n    2.220446049250313E-16;\n\n    var taylor_2_bound = Math.sqrt(epsilon);\n    var taylor_n_bound = Math.sqrt(taylor_2_bound);\n    var\n    upper_taylor_2_bound = 1/taylor_2_bound;\n    var upper_taylor_n_bound = 1/taylor_n_bound;\n\n    if (typeof\n    Math.sinh === \"undefined\") {\n        Math.sinh = function(x) {\n            if (Math.abs(x) < taylor_n_bound) {\n                var result = x;\n                if (Math.abs(x) > taylor_2_bound) {\n                    result += (x * x * x) / 6;\n                }\n                return result;\n            } else {\n                var y = Math.exp(x);\n                var y1 = 1 / y;\n                if\n                (!isFinite(y)) return Math.exp(x - Math.LN2);\n                if (!isFinite(y1)) return -Math.exp(-x - Math.LN2);\n                return (y - y1) / 2;\n            }\n        };}\n\n    if (typeof Math.cosh === \"undefined\") {\n        Math.cosh =\n        function(x) {\n            var y = Math.exp(x);\n            var y1 = 1 / y;\n            if (!isFinite(y)\n            || !isFinite(y1)) return Math.exp(Math.abs(x) - Math.LN2);\n            return (y + y1) / 2;\n        };}\n\n    if\n    (typeof Math.tanh === \"undefined\") {\n        Math.tanh = function(x){\n            if (Math.abs(x) < taylor_n_bound)\n            {\n                var result = x;\n                if (Math.abs(x) > taylor_2_bound) {\n                    result -= (x * x * x) / 3;\n                }\n                return result;\n            }\n            else {\n                var a = Math.exp(+x), b = Math.exp(-x);\n                return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);\n            }\n        };}\n\n    // Inverse\n    hyperbolic function implementations derived from boost special math functions,\n    // Copyright Eric Ford &\n    Hubert Holin 2001.\n\n    if (typeof Math.asinh === \"undefined\") {\n        var asinh = function(x) {\n            if (x\n            >= +taylor_n_bound)\n            {\n                if (x > upper_taylor_n_bound)\n                {\n                    // approximation by laurent series in 1/x\n                    at 0+ order from -1 to 0\n                    return Math.log(x) + Math.LN2;\n                }\n                else\n                {\n                    // approximation by laurent series in 1/x at 0+ order from -1 to 1\n                    return\n                    Math.log(x * 2 + (1 / (x * 2)));\n                }\n            }\n            else\n            {\n                return\n                Math.log(x + Math.sqrt(x * x + 1));\n            }\n            else if (x <= -taylor_n_bound)\n            {\n                return\n                -asinh(-x);\n            }\n            else\n            {\n                // approximation by taylor series in x at 0 up to\n                order 2\n                var result = x;\n                if (Math.abs(x) >= taylor_2_bound)\n                {\n                    var x3 =\n                    x * x * x;\n\n                    // approximation by taylor series in x at 0 up to order 4\n                    result -= x3 / 6;\n                }\n                return result;\n            }\n        };}\n\n    Math.asinh = asinh;\n\n    if (typeof Math.acosh === \"undefined\") {\n        Math.acosh = function(x) {\n            if (x < 1)\n            {\n                return NaN;\n            }\n            else if (x - 1\n            >= taylor_n_bound)\n            {\n                if (x > upper_taylor_2_bound)\n                {\n                    //\n                    approximation by laurent series in 1/x at 0+ order from -1 to 0\n                    return Math.log(x) + Math.LN2;\n                }\n                }\n            }\n            else\n            {\n                return Math.log(x + Math.sqrt(x * x - 1));\n            }\n        }\n    }\n\n    else\n    {\n        var y = Math.sqrt(x - 1);\n        // approximation by taylor series in y at 0 up to\n        order 2\n        var result =\n        y;\n        if (y >= taylor_2_bound)\n        {\n            var y3 = y * y * y;\n            // approximation\n            by taylor series in y at 0 up to order 4\n            result -= y3 / 12;\n        }\n        return Math.sqrt(2) *\n        result;\n    }\n}\n\nif (typeof Math.atanh === \"undefined\") {\n    Math.atanh = function(x) {\n        if (Math.abs(x) < taylor_n_bound) {\n            var result = x;\n            if (Math.abs(x) > taylor_2_bound) {\n                result += (x * x * x) / 3;\n            }\n            return result;\n        }\n        return Math.log((1 + x)\n        / (1 - x)) / 2;\n    };}\n\n    if (typeof Math.log1p === \"undefined\") {\n        Math.log1p = function(x) {\n            if (Math.abs(x) < taylor_n_bound) {\n                var x2 = x * x;\n                var x3 = x2 * x;\n                var x4 = x3 *\n    
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return a !== a ? (b !== b ? 0 : 1) : -1\n    });\n    for (var i = 0; i < arrays.length; ++i) {\n        var TypedArray =
arrays[i];\n        if (typeof TypedArray.prototype.sort === "undefined") {\n
Object.defineProperty(TypedArray.prototype, 'sort', {\n            value: function(compareFunction) {\n
return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);\n            }\n        });\n    }\n    }));\n";\n/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\nKotlin.Kind = {\n    CLASS: "class",\n    INTERFACE: "interface",\n    OBJECT:
"object"};\n\nKotlin.callGetter = function (thisObject, klass, propertyName) {\n    var propertyDescriptor =
Object.getOwnPropertyDescriptor(klass, propertyName);\n    if (propertyDescriptor != null &&
propertyDescriptor.get != null) {\n        return propertyDescriptor.get.call(thisObject);\n    }\n    propertyDescriptor =
Object.getOwnPropertyDescriptor(thisObject, propertyName);\n    if (propertyDescriptor != null && "value" in
propertyDescriptor) {\n        return thisObject[propertyName];\n    }\n    return Kotlin.callGetter(thisObject,
Object.getPrototypeOf(klass), propertyName);\n};\n\nKotlin.callSetter = function (thisObject, klass, propertyName,
value) {\n    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);\n    if
(propertyDescriptor != null && propertyDescriptor.set != null) {\n        propertyDescriptor.set.call(thisObject,
value);\n        return;\n    }\n    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject,
propertyName);\n    if (propertyDescriptor != null && "value" in propertyDescriptor) {\n
thisObject[propertyName] = value;\n        return\n    }\n    Kotlin.callSetter(thisObject,
Object.getPrototypeOf(klass), propertyName, value);\n};\n\nfunction isInheritanceFromInterface(ctor, iface) {\n    if
(ctor === iface) return true;\n    var metadata = ctor.$metadata$;\n    if (metadata != null) {\n        var interfaces =
metadata.interfaces;\n        for (var i = 0; i < interfaces.length; i++) {\n            if
(isInheritanceFromInterface(interfaces[i],
iface)) {\n                return true;\n            }\n        }\n        var superPrototype = ctor.prototype != null ?
Object.getPrototypeOf(ctor.prototype) : null;\n        var superConstructor = superPrototype != null ?
superPrototype.constructor : null;\n        return superConstructor != null &&
isInheritanceFromInterface(superConstructor, iface);\n}\n\n/**\n * \n * @param {*} object\n * @param
{Function|Object} klass\n * @returns {Boolean}\n */\nKotlin.isType = function (object, klass) {\n    if (klass ===
Object) {\n        switch (typeof object) {\n            case "string":\n            case "number":\n            case
"boolean":\n            case "function":\n                return true;\n            default:\n                return object instanceof
Object;\n        }\n    }\n    if (object == null || klass == null || (typeof object !== 'object' && typeof object !==
'function')) {\n        return false;\n    }\n    if (typeof klass === "function" && object instanceof
klass) {\n        return true;\n    }\n    var proto = Object.getPrototypeOf(klass);\n    var constructor = proto != null ?
proto.constructor : null;\n    if (constructor != null && "$metadata$" in constructor) {\n        var metadata =
constructor.$metadata$;\n        if (metadata.kind === Kotlin.Kind.OBJECT) {\n            return object === klass;\n
        }\n    }\n    var klassMetadata = klass.$metadata$;\n    // In WebKit (JavaScriptCore) for some interfaces from
DOM typeof returns "object", nevertheless they can be used in RHS of instanceof\n    if (klassMetadata == null)
{\n        return object instanceof klass;\n    }\n    if (klassMetadata.kind === Kotlin.Kind.INTERFACE &&
object.constructor != null) {\n        return isInheritanceFromInterface(object.constructor, klass);\n    }\n    return
false;\n};\n\nKotlin.isNumber = function (a) {\n    return typeof a == "number" || a instanceof
Kotlin.Long;\n};\n\nKotlin.isChar = function (value) {\n    return
value instanceof Kotlin.BoxedChar;\n};\n\nKotlin.isComparable = function (value) {\n    var type = typeof
value;\n    return type === "string" ||\n        type === "boolean" ||\n        Kotlin.isNumber(value) ||\n        Kotlin.isType(value, Kotlin.kotlin.Comparable);\n};\n\nKotlin.isCharSequence = function (value) {\n    return
typeof value === "string" || Kotlin.isType(value, Kotlin.kotlin.CharSequence);\n};\n";\n/*\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get
declarations directly under the module\n\n@PublishedApi\nnexternal internal fun <T> Array(size: Int):
Array<T>\n\n@JsName("newArray")\nfun <T> newArray(size: Int, initialValue: T) = fillArrayVal(Array<T>(size),

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initValue)\n\n@JsName("newArrayF")\ninline fun <T> arrayWithFun(size: Int, init: (Int) -> T) =
fillArrayFun(Array<T>(size),
init)\n\n@JsName("fillArray")\ninline fun <T> fillArrayFun(array: Array<T>, init: (Int) -> T): Array<T> {\n for
(i in 0..array.size - 1) {\n array[i] = init(i)\n } return array\n}\n\n@JsName("booleanArray")\nfun
booleanArray(size: Int, init: dynamic): Array<Boolean> {\n val result: dynamic = Array<Boolean>(size)\n
result.`$type$` = "BooleanArray"\n return when (init) {\n null, true -> fillArrayVal(result, false)\n false -
> result\n else -> fillArrayFun<Boolean>(result, init)\n }}\n\n@JsName("booleanArrayF")\ninline fun
booleanArrayWithFun(size: Int, init: (Int) -> Boolean): Array<Boolean> = fillArrayFun(booleanArray(size, false),
init)\n\n@JsName("charArray")\n@Suppress("UNUSED_PARAMETER")\nfun charArray(size: Int, init:
dynamic): Array<Char> {\n val result = js("new Uint16Array(size)")\n result.`$type$` = "CharArray"\n
return when (init) {\n null, true, false -> result // For consistency\n
else -> fillArrayFun<Char>(result, init)\n }}\n\n@JsName("charArrayF")\ninline fun
charArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> {\n val array = charArray(size, null)\n for (i in
0..array.size - 1) {\n @Suppress("UNUSED_VARIABLE") // used in js block\n val value = init(i)\n
js("array[i] = value;")\n } return array\n}\n\n@JsName("untypedCharArrayF")\ninline fun
untypedCharArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> {\n val array = Array<Char>(size)\n for
(i in 0..array.size - 1) {\n @Suppress("UNUSED_VARIABLE") // used in js block\n val value = init(i)\n
js("array[i] = value;")\n } return array\n}\n\n@JsName("longArray")\nfun longArray(size: Int, init:
dynamic): Array<Long> {\n val result: dynamic = Array<Long>(size)\n result.`$type$` = "LongArray"\n
return when (init) {\n null, true -> fillArrayVal(result, 0L)\n false -> result\n
else -> fillArrayFun<Long>(result, init)\n }}\n\n@JsName("longArrayF")\ninline fun
longArrayWithFun(size: Int, init: (Int) -> Long): Array<Long> = fillArrayFun(longArray(size, false),
init)\n\nprivate fun <T> fillArrayVal(array: Array<T>, initialValue: T): Array<T> {\n for (i in 0..array.size - 1) {\n
array[i] = initialValue\n } return array\n}"/\n\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\n\npackage kotlin\n\npublic class Enum<T> : Enum<T>> :
Comparable<Enum<T>> {\n @JsName("name$") private var _name: String = ""\n @JsName("ordinal$")
private var _ordinal: Int = 0\n\n val name: String\n get() = _name\n\n val ordinal: Int\n get() =
_ordinal\n\n override fun compareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)\n\n override fun
equals(other: Any?) = this ===
other\n\n override fun hashCode(): Int = js("Kotlin.identityHashCode")(this)\n\n override fun toString() =
name\n\n companion object\n}"/\n\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *\n\npackage kotlin.js.internal\n\n@JsName("DoubleCompanionObject")\ninternal
object DoubleCompanionObject {\n @JsName("MIN_VALUE")\n const val MIN_VALUE: Double = 4.9E-
324\n\n @JsName("MAX_VALUE")\n const val MAX_VALUE: Double = 1.7976931348623157E308\n\n
@JsName("POSITIVE_INFINITY")\n @Suppress("DIVISION_BY_ZERO")\n const val
POSITIVE_INFINITY: Double = 1.0 / 0.0\n\n @JsName("NEGATIVE_INFINITY")\n
@Suppress("DIVISION_BY_ZERO")\n const val NEGATIVE_INFINITY: Double = -1.0 / 0.0\n\n
@JsName("NaN")\n @Suppress("DIVISION_BY_ZERO")\n const val NaN: Double = -(0.0 / 0.0)\n\n
@JsName("SIZE_BYTES")\n
const val SIZE_BYTES = 8\n\n @JsName("SIZE_BITS")\n const val SIZE_BITS =
64\n}\n\n@JsName("FloatCompanionObject")\ninternal object FloatCompanionObject {\n
@JsName("MIN_VALUE")\n const val MIN_VALUE: Float = 1.4E-45F\n\n @JsName("MAX_VALUE")\n
const val MAX_VALUE: Float = 3.4028235E38F\n\n @JsName("POSITIVE_INFINITY")\n
@Suppress("DIVISION_BY_ZERO")\n const val POSITIVE_INFINITY: Float = 1.0F / 0.0F\n\n
@JsName("NEGATIVE_INFINITY")\n @Suppress("DIVISION_BY_ZERO")\n const val
NEGATIVE_INFINITY: Float = -1.0F / 0.0F\n\n @JsName("NaN")\n

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@Suppress("DIVISION_BY_ZERO")\n  const val NaN: Float = -(0.0F / 0.0F)\n\n
@JsName("SIZE_BYTES")\n  const val SIZE_BYTES = 4\n\n  @JsName("SIZE_BITS")\n  const val
SIZE_BITS = 32\n}\n\n@JsName("IntCompanionObject")\ninternal object IntCompanionObject {\n
@JsName("MIN_VALUE")\n  val MIN_VALUE: Int = -2147483647 - 1\n\n  @JsName("MAX_VALUE")\n
  val MAX_VALUE: Int = 2147483647\n\n  @JsName("SIZE_BYTES")\n  const val SIZE_BYTES = 4\n\n
@JsName("SIZE_BITS")\n  const val SIZE_BITS = 32\n}\n\n@JsName("LongCompanionObject")\ninternal
object LongCompanionObject {\n  @JsName("MIN_VALUE")\n  val MIN_VALUE: Long =
js("Kotlin.Long.MIN_VALUE")\n\n  @JsName("MAX_VALUE")\n  val MAX_VALUE: Long =
js("Kotlin.Long.MAX_VALUE")\n\n  @JsName("SIZE_BYTES")\n  const val SIZE_BYTES = 8\n\n
@JsName("SIZE_BITS")\n  const val SIZE_BITS = 64\n}\n\n@JsName("ShortCompanionObject")\ninternal
object ShortCompanionObject {\n  @JsName("MIN_VALUE")\n  val MIN_VALUE: Short = -32768\n\n
@JsName("MAX_VALUE")\n  val MAX_VALUE: Short = 32767\n\n  @JsName("SIZE_BYTES")\n  const
val SIZE_BYTES = 2\n\n  @JsName("SIZE_BITS")\n  const val SIZE_BITS =
16\n}\n\n@JsName("ByteCompanionObject")\ninternal object ByteCompanionObject {\n
@JsName("MIN_VALUE")\n  val MIN_VALUE: Byte = -128\n\n
  @JsName("MAX_VALUE")\n  val MAX_VALUE: Byte = 127\n\n  @JsName("SIZE_BYTES")\n  const
val SIZE_BYTES = 1\n\n  @JsName("SIZE_BITS")\n  const val SIZE_BITS =
8\n}\n\n@JsName("CharCompanionObject")\ninternal object CharCompanionObject {\n
@JsName("MIN_VALUE")\n  public const val MIN_VALUE: Char = "\u0000"\n\n
@JsName("MAX_VALUE")\n  public const val MAX_VALUE: Char = "\uFFFF"\n\n
@JsName("MIN_HIGH_SURROGATE")\n  public const val MIN_HIGH_SURROGATE: Char = "\uD800"\n\n
@JsName("MAX_HIGH_SURROGATE")\n  public const val MAX_HIGH_SURROGATE: Char =
"\uDBFF"\n\n  @JsName("MIN_LOW_SURROGATE")\n  public const val MIN_LOW_SURROGATE: Char =
"\uDC00"\n\n  @JsName("MAX_LOW_SURROGATE")\n  public const val MAX_LOW_SURROGATE: Char =
"\uDFFF"\n\n  @JsName("MIN_SURROGATE")\n  public const val MIN_SURROGATE: Char =
MIN_HIGH_SURROGATE\n\n  @JsName("MAX_SURROGATE")\n  public const val MAX_SURROGATE:
Char = MAX_LOW_SURROGATE\n\n
  @JsName("SIZE_BYTES")\n  const val SIZE_BYTES = 2\n\n  @JsName("SIZE_BITS")\n  const val
SIZE_BITS = 16\n}\n\ninternal object StringCompanionObject {\n}\n\ninternal object BooleanCompanionObject
{\n}\n\n", /*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n *\n * @file: kotlin.jvm.JvmMultifileClass\n * @file: kotlin.jvm.JvmName("ArraysKt")\n *\n * package
kotlin.collections\n *\n * / NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n * / See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n *\n * \nimport kotlin.random.*\nimport
kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the
size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior
is unspecified.\n *\n * @kotlin.internal.InlineOnly\n * public
inline operator fun <T> Array<out T>.component1(): T {\n  return get(0)\n}\n\n/**\n * Returns 1st *element*
from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in
Kotlin/JS\n * where the behavior is unspecified.\n *\n * @kotlin.internal.InlineOnly\n * public inline operator fun
ByteArray.component1(): Byte {\n  return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the
size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior
is unspecified.\n *\n * @kotlin.internal.InlineOnly\n * public inline operator fun ShortArray.component1(): Short {\n
return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1,
throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n * @kotlin.internal.InlineOnly\n * public inline operator fun IntArray.component1():
Int {\n  return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less
than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n

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*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component1(): Long {\n    return
get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component1(): Float {\n    return
get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component1(): Double {\n    return
get(0)\n}\n\n/**\n * Returns 1st *element*
from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsExcep] except in
Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun
BooleanArray.component1(): Boolean {\n    return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If
the size of this array is less than 1, throws an [IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the
behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component1():
Char {\n    return get(0)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less
than 2, throws an [IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component2(): T {\n    return
get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this
array is less than 2, throws an [IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the behavior is
unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component2(): Byte {\n    return
get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2,
throws an [IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component2(): Short {\n    return
get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component2(): Int {\n    return
get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsExcep] except
in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun
LongArray.component2(): Long {\n    return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If
the size of this array is less than 2, throws an [IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the
behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component2():
Float {\n    return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less
than 2, throws an [IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component2(): Double {\n    return
get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic
inline operator fun BooleanArray.component2(): Boolean {\n    return get(1)\n}\n\n/**\n * Returns 2nd *element*
from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsExcep] except in
Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun
CharArray.component2(): Char {\n    return get(1)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If
the size of this array is less than 3, throws an [IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the
behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out
T>.component3(): T {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of
this array is less than 3, throws an [IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the behavior is
unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator
fun ByteArray.component3(): Byte {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n *
If the size of this array is less than 3, throws an [IndexOutOfBoundsExcep] except in Kotlin/JS\n * where the

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behavior is unspecified.

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*^@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component3(): Short {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component3(): Int {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component3(): Long {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component3(): Float {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component3(): Double {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component3(): Boolean {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component3(): Char {\n    return get(2)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component4(): T {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component4(): Byte {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component4(): Short {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component4(): Int {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component4(): Long {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component4(): Float {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component4(): Double {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component4(): Boolean {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*^@kotlin.internal.InlineOnly\npublic

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operator fun BooleanArray.contains(element: Boolean): Boolean {\n return indexOf(element) >= 0}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\n\npublic operator fun CharArray.contains(element: Char): Boolean {\n return indexOf(element) >= 0}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n\npublic expect fun <T> Array<out T>.elementAt(index: Int): T\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n\npublic expect fun ByteArray.elementAt(index: Int): Byte\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n\npublic expect fun ShortArray.elementAt(index: Int): Short\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n\npublic expect fun IntArray.elementAt(index: Int): Int\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n\npublic expect fun LongArray.elementAt(index: Int): Long\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n\npublic expect fun FloatArray.elementAt(index: Int): Float\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n\npublic expect fun DoubleArray.elementAt(index: Int): Double\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n\npublic expect fun BooleanArray.elementAt(index: Int): Boolean\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n\npublic expect fun CharArray.elementAt(index: Int): Char\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of

calling

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the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n *^\\n@kotlin.internal.InlineOnly\\npublic inline fun
FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {\n    return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n *^\\n@kotlin.internal.InlineOnly\\npublic inline fun
DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {\n    return if (index >= 0 &&
index <= lastIndex) get(index) else defaultValue(index)\n}\n\\n/**\n * Returns an element at the given [index] or the
result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n
*^\\n@kotlin.internal.InlineOnly\\npublic inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) ->
Boolean): Boolean {\n    return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)\n}\n\\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n *^\\n@kotlin.internal.InlineOnly\\npublic inline fun
CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n    return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\\n/**\n * Returns an element at the given [index] or `null` if the
[index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^\\n@kotlin.internal.InlineOnly\\npublic inline fun
<T> Array<out T>.elementAtOrNull(index: Int): T? {\n
    return this.getOrNull(index)\n}\n\\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of
bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n
*^\\n@kotlin.internal.InlineOnly\\npublic inline fun ByteArray.elementAtOrNull(index: Int): Byte? {\n    return
this.getOrNull(index)\n}\n\\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds
of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n
*^\\n@kotlin.internal.InlineOnly\\npublic inline fun ShortArray.elementAtOrNull(index: Int): Short? {\n    return
this.getOrNull(index)\n}\n\\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds
of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n
*^\\n@kotlin.internal.InlineOnly\\npublic inline fun IntArray.elementAtOrNull(index: Int): Int? {\n    return
this.getOrNull(index)\n}\n\\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^\\n@kotlin.internal.InlineOnly\\npublic inline fun
LongArray.elementAtOrNull(index: Int): Long? {\n    return this.getOrNull(index)\n}\n\\n/**\n * Returns an element
at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^\\n@kotlin.internal.InlineOnly\\npublic inline fun
FloatArray.elementAtOrNull(index: Int): Float? {\n    return this.getOrNull(index)\n}\n\\n/**\n * Returns an element
at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^\\n@kotlin.internal.InlineOnly\\npublic inline fun
DoubleArray.elementAtOrNull(index: Int): Double? {\n    return this.getOrNull(index)\n}\n\\n/**\n * Returns an
element at the given
[index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^\\n@kotlin.internal.InlineOnly\\npublic inline fun
BooleanArray.elementAtOrNull(index: Int): Boolean? {\n    return this.getOrNull(index)\n}\n\\n/**\n * Returns an
element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^\\n@kotlin.internal.InlineOnly\\npublic inline fun
CharArray.elementAtOrNull(index: Int): Char? {\n    return this.getOrNull(index)\n}\n\\n/**\n * Returns the first
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
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samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out
T>.find(predicate: (T) -> Boolean): T? {\n    return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element
matching the given [predicate], or `null` if
no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {\n    return
firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such
element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {\n
return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no
such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {\n    return
firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such
element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {\n
return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no
such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {\n
return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no
such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {\n
return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no
such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean?
{\n    return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if
no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {\n    return
firstOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such
element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {\n
return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no
such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*/\n@kotlin.internal.InlineOnly\npublic
inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {\n    return lastOrNull(predicate)\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.findLast(predicate: (Short) -> Boolean): Short? {\n    return lastOrNull(predicate)\n}\n\n/**\n * Returns
the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.findLast(predicate: (Int) -> Boolean): Int? {\n    return lastOrNull(predicate)\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.findLast(predicate:
(Long) -> Boolean): Long? {\n    return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the
given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.findLast(predicate: (Float) -> Boolean): Float? {\n    return lastOrNull(predicate)\n}\n\n/**\n * Returns
the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun

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DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {\n  return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {\n  return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {\n  return lastOrNull(predicate)\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\npublic fun <T> Array<out T>.first(): T {\n  if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n  return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\npublic fun ByteArray.first(): Byte {\n  if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n  return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\npublic fun ShortArray.first(): Short {\n  if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n  return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\npublic fun IntArray.first(): Int {\n  if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n  return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\npublic fun LongArray.first(): Long {\n  if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n  return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\npublic fun FloatArray.first(): Float {\n  if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n  return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\npublic fun DoubleArray.first(): Double {\n  if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n  return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\npublic fun BooleanArray.first(): Boolean {\n  if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n  return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\npublic fun CharArray.first(): Char {\n  if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n  return this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * \n * @throws [NoSuchElementException] if no such element is found.\n */\n\npublic inline fun <T> Array<out T>.first(predicate: (T) -> Boolean): T {\n  for (element in this) if (predicate(element)) return element\n  throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * \n * @throws [NoSuchElementException] if no such element is found.\n */\n\npublic inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {\n  for (element in this) if (predicate(element)) return element\n  throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * \n * @throws [NoSuchElementException] if no such element is found.\n */\n\npublic inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {\n  for (element in this) if (predicate(element)) return element\n  throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * \n * @throws [NoSuchElementException] if no such element is found.\n */\n\npublic inline fun IntArray.first(predicate: (Int) -> Boolean): Int {\n  for (element in this) if (predicate(element)) return element\n  throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * \n * @throws [NoSuchElementException] if no such element is found.\n */\n\npublic inline fun LongArray.first(predicate: (Long) -> Boolean): Long {\n  for (element in this) if (predicate(element)) return element\n  throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * \n * @throws [NoSuchElementException] if no such

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element is found.\n */\npublic inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun CharArray.first(predicate: (Char) -> Boolean): Char {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to elements of this array in iteration order,\n * or throws [NoSuchElementException] if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any> Array<out T>.firstNotNullOf(transform: (T) -> R?): R {\n    return firstNotNullOfOrNull(transform) ?: throw NoSuchElementException("No element of the array was transformed to a non-null value.")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to elements of this array in iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any> Array<out T>.firstNotNullOfOrNull(transform: (T) -> R?): R? {\n    for (element in this) {\n        val result = transform(element)\n        if (result != null) {\n            return result\n        }\n    }\n    return null\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun <T> Array<out T>.firstOrNull(): T? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun ByteArray.firstOrNull(): Byte? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun ShortArray.firstOrNull(): Short? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun IntArray.firstOrNull(): Int? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun LongArray.firstOrNull(): Long? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun FloatArray.firstOrNull(): Float? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun DoubleArray.firstOrNull(): Double? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun BooleanArray.firstOrNull(): Boolean? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {\n    for (element in this) if (predicate(element)) return element\n    return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {\n    for (element in this) if (predicate(element)) return element\n    return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {\n    for (element in this) if (predicate(element))

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return element\n    return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if
element was not found.\n */\npublic inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {\n    for
(element in this) if (predicate(element)) return element\n    return null\n}\n\n/**\n * Returns the first element
matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun
LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {\n    for (element in this) if (predicate(element))
return
element\n    return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element
was not found.\n */\npublic inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {\n    for
(element in this) if (predicate(element)) return element\n    return null\n}\n\n/**\n * Returns the first element
matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun
DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {\n    for (element in this) if
(predicate(element)) return element\n    return null\n}\n\n/**\n * Returns the first element matching the given
[predicate], or `null` if element was not found.\n */\npublic inline fun BooleanArray.firstOrNull(predicate:
(Boolean) -> Boolean): Boolean? {\n    for (element in this) if (predicate(element)) return element\n    return
null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n
*/\npublic inline
fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {\n    for (element in this) if (predicate(element))
return element\n    return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the
[defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline
fun <T> Array<out T>.getOrNull(index: Int, defaultValue: (Int) -> T): T {\n    return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.getOrNull(index: Int, defaultValue: (Int) -> Byte):
Byte {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns
an element at the given [index] or the result of calling the [defaultValue] function if the [index] is
out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.getOrNull(index: Int,
defaultValue: (Int) -> Short): Short {\n    return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.getOrNull(index: Int, defaultValue: (Int) -> Int): Int {\n    return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline
fun LongArray.getOrNull(index: Int, defaultValue: (Int) -> Long): Long {\n    return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the
given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.getOrNull(index: Int, defaultValue: (Int) -> Float):
Float {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns
an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of
this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.getOrNull(index: Int, defaultValue:
(Int) -> Double): Double {\n    return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.getOrNull(index: Int, defaultValue: (Int) -> Boolean): Boolean {\n    return if (index
>= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given
[index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.getOrNull(index: Int, defaultValue: (Int) -> Char):
Char {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns
an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n * \n * @sample

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samples.collections.Collections.Elements.getOrNull\n *\npublic fun <T> Array<out T>.getOrNull(index: Int): T?
{\n    return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the
given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n *\npublic fun ByteArray.getOrNull(index: Int): Byte? {\n
return if (index >=
0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the
[index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n
*\npublic fun ShortArray.getOrNull(index: Int): Short? {\n    return if (index >= 0 && index <= lastIndex)
get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of
this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n *\npublic fun
IntArray.getOrNull(index: Int): Int? {\n    return if (index >= 0 && index <= lastIndex) get(index) else
null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n
*\n * @sample samples.collections.Collections.Elements.getOrNull\n *\npublic fun LongArray.getOrNull(index: Int):
Long? {\n    return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element
at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n *\npublic fun FloatArray.getOrNull(index: Int): Float? {\n
return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given
[index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n *\npublic fun DoubleArray.getOrNull(index: Int): Double?
{\n    return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the
given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n *\npublic fun BooleanArray.getOrNull(index: Int): Boolean?
{\n    return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the
given [index] or `null` if the [index] is out of bounds
of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n *\npublic fun
CharArray.getOrNull(index: Int): Char? {\n    return if (index >= 0 && index <= lastIndex) get(index) else
null\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n *\npublic fun
<@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {\n    if (element == null) {\n        for
(index in indices) {\n            if (this[index] == null) {\n                return index\n            }\n        }\n    } else {\n
for (index in indices) {\n        if (element == this[index]) {\n            return index\n        }\n    }\n}\n
return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n *\npublic fun
ByteArray.indexOf(element: Byte): Int {\n    for (index in indices) {\n        if (element == this[index]) {\n
return index\n        }\n    }\n    return
-1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n *\npublic fun
ShortArray.indexOf(element: Short): Int {\n    for (index in indices) {\n        if (element == this[index]) {\n
return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not
contain element.\n *\npublic fun IntArray.indexOf(element: Int): Int {\n    for (index in indices) {\n        if (element
== this[index]) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns first index of [element], or -
1 if the array does not contain element.\n *\npublic fun LongArray.indexOf(element: Long): Int {\n    for (index in
indices) {\n        if (element == this[index]) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n
* Returns first index of [element], or -1 if the array does not contain element.\n *\n@Deprecated(\n    "The function has unclear
behavior when searching
for NaN or zero values and will be removed soon. Use `indexOfFirst { it == element }` instead to continue using this
behavior, or `asList().indexOf(element: T)` to get the same search behavior as in a list.\n",
ReplaceWith(\n    "indexOfFirst { it == element }")\n)\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.6", hiddenSince = "1.7")\npublic fun FloatArray.indexOf(element: Float): Int {\n    for (index in indices) {\n
if (element == this[index]) {\n        return index\n    }\n}\n    return -1\n}\n\n/**\n * Returns first index of
[element], or -1 if the array does not contain element.\n *\n@Deprecated(\n    "The function has unclear behavior when

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searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.',

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ReplaceWith("indexOfFirst { it == element }")\n@DeprecatedSinceKotlin(warningSince = "1.4",
errorSince = "1.6", hiddenSince = "1.7")\npublic fun DoubleArray.indexOf(element: Double): Int {\n for
(index in indices) {\n if (element == this[index]) {\n return index\n }\n } return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun
BooleanArray.indexOf(element: Boolean): Int {\n for (index in indices) {\n if (element == this[index]) {\n
return index\n }\n } return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not
contain element.\n */\npublic fun CharArray.indexOf(element: Char): Int {\n for (index in indices) {\n if
(element == this[index]) {\n return index\n }\n } return -1\n}\n\n/**\n * Returns index of the first
element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun <T>
Array<out T>.indexOfFirst(predicate: (T) ->
Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }
return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not
contain such element.\n */\npublic inline fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {\n for
(index in indices) {\n if (predicate(this[index])) {\n return index\n }\n } return -1\n}\n\n/**\n * Returns
index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n
*/\npublic inline fun ShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int {\n for (index in indices) {\n
if (predicate(this[index])) {\n return index\n }\n } return -1\n}\n\n/**\n * Returns index of the first
element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
IntArray.indexOfFirst(predicate:
(Int) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n
} return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array
does not contain such element.\n */\npublic inline fun LongArray.indexOfFirst(predicate: (Long) -> Boolean): Int
{\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n } return -
1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain
such element.\n */\npublic inline fun FloatArray.indexOfFirst(predicate: (Float) -> Boolean): Int {\n for (index in
indices) {\n if (predicate(this[index])) {\n return index\n }\n } return -1\n}\n\n/**\n * Returns
index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n
*/\n\npublic
inline fun DoubleArray.indexOfFirst(predicate: (Double) -> Boolean): Int {\n for (index in indices) {\n if
(predicate(this[index])) {\n return index\n }\n } return -1\n}\n\n/**\n * Returns index of the first
element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
BooleanArray.indexOfFirst(predicate: (Boolean) -> Boolean): Int {\n for (index in indices) {\n if
(predicate(this[index])) {\n return index\n }\n } return -1\n}\n\n/**\n * Returns index of the first
element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int {\n for (index in indices) {\n if
(predicate(this[index])) {\n return index\n }\n } return -1\n}\n\n/**\n * Returns index of the last
element matching the given [predicate], or -1 if the array
does not contain such element.\n */\npublic inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean):
Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }
return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not
contain such element.\n */\npublic inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n for
(index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n } return -
1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain
such element.\n */\npublic inline fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {\n for (index in
indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n } return -1\n}\n\n/**\n * Returns
index of the last

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element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n    for (index in indices.reversed()) {\n        if
(predicate(this[index])) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns index of the last
element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n    for (index in indices.reversed()) {\n        if
(predicate(this[index])) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns index of the last
element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {\n    for (index in indices.reversed()) {\n        if
(predicate(this[index])) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array
does not contain such element.\n */\npublic inline fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean):
Int {\n    for (index in indices.reversed()) {\n        if (predicate(this[index])) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not
contain such element.\n */\npublic inline fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {\n    for (index in indices.reversed()) {\n        if (predicate(this[index])) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain
such element.\n */\npublic inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n    for (index in
indices.reversed()) {\n        if
(predicate(this[index])) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns the last element.\n */\n * @throws NoSuchElementException if the array is empty.\n */\n * @sample
samples.collections.Collections.Elements.last\n */\npublic fun <T> Array<out T>.last(): T {\n    if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n    return this[lastIndex]\n}\n\n/**\n * Returns the last
element.\n */\n * @throws NoSuchElementException if the array is empty.\n */\n * @sample
samples.collections.Collections.Elements.last\n */\npublic fun ByteArray.last(): Byte {\n    if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n    return this[lastIndex]\n}\n\n/**\n * Returns the last
element.\n */\n * @throws NoSuchElementException if the array is empty.\n */\n * @sample
samples.collections.Collections.Elements.last\n */\npublic fun ShortArray.last(): Short {\n    if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n    return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n */\n * @throws NoSuchElementException if the
array is empty.\n */\n * @sample samples.collections.Collections.Elements.last\n */\npublic fun IntArray.last(): Int
{\n    if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n    return
this[lastIndex]\n}\n\n/**\n * Returns the last element.\n */\n * @throws NoSuchElementException if the array is
empty.\n */\n * @sample samples.collections.Collections.Elements.last\n */\npublic fun LongArray.last(): Long {\n    if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n    return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n */\n * @throws NoSuchElementException if the array is empty.\n */\n * @sample
samples.collections.Collections.Elements.last\n */\npublic fun FloatArray.last(): Float {\n    if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n    return this[lastIndex]\n}\n\n/**\n * Returns
the last element.\n */\n * @throws NoSuchElementException if the array is empty.\n */\n * @sample
samples.collections.Collections.Elements.last\n */\npublic fun DoubleArray.last(): Double {\n    if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n    return this[lastIndex]\n}\n\n/**\n * Returns the last
element.\n */\n * @throws NoSuchElementException if the array is empty.\n */\n * @sample
samples.collections.Collections.Elements.last\n */\npublic fun BooleanArray.last(): Boolean {\n    if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n    return this[lastIndex]\n}\n\n/**\n * Returns the last
element.\n */\n * @throws NoSuchElementException if the array is empty.\n */\n * @sample
samples.collections.Collections.Elements.last\n */\npublic fun CharArray.last(): Char {\n    if (isEmpty())\n    throw NoSuchElementException("Array is empty.")\n    return this[lastIndex]\n}\n\n/**\n * Returns the last
element matching the given [predicate].\n */

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* \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *^public inline fun <T> Array<out T>.last(predicate: (T) ->
Boolean): T {\n   for (index in this.indices.reversed()) {\n       val element = this[index]\n       if
(predicate(element)) return element\n   }\n   throw NoSuchElementException("Array contains no element
matching the predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws
NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *^public inline fun ByteArray.last(predicate: (Byte) -> Boolean):
Byte {\n   for (index in this.indices.reversed()) {\n       val element = this[index]\n       if (predicate(element)) return
element\n   }\n   throw NoSuchElementException("Array contains no element matching the
predicate.")\n}\n\n/**\n * Returns the last element matching the
given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *^public inline fun ShortArray.last(predicate: (Short) -> Boolean):
Short {\n   for (index in this.indices.reversed()) {\n       val element = this[index]\n       if (predicate(element))
return element\n   }\n   throw NoSuchElementException("Array contains no element matching the
predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws
NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *^public inline fun IntArray.last(predicate: (Int) -> Boolean): Int
{\n   for (index in this.indices.reversed()) {\n       val element = this[index]\n       if (predicate(element)) return
element\n   }\n   throw NoSuchElementException("Array contains no element matching the
predicate.")\n}\n\n/**\n * Returns the last element matching
the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *^public inline fun LongArray.last(predicate: (Long) -> Boolean):
Long {\n   for (index in this.indices.reversed()) {\n       val element = this[index]\n       if (predicate(element))
return element\n   }\n   throw NoSuchElementException("Array contains no element matching the
predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws
NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *^public inline fun FloatArray.last(predicate: (Float) -> Boolean):
Float {\n   for (index in this.indices.reversed()) {\n       val element = this[index]\n       if (predicate(element))
return element\n   }\n   throw NoSuchElementException("Array contains no element matching the
predicate.")\n}\n\n/**\n * Returns the last
element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n *
@sample samples.collections.Collections.Elements.last\n *^public inline fun DoubleArray.last(predicate:
(Double) -> Boolean): Double {\n   for (index in this.indices.reversed()) {\n       val element = this[index]\n       if
(predicate(element)) return element\n   }\n   throw NoSuchElementException("Array contains no element
matching the predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws
NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *^public inline fun BooleanArray.last(predicate: (Boolean) ->
Boolean): Boolean {\n   for (index in this.indices.reversed()) {\n       val element = this[index]\n       if
(predicate(element)) return element\n   }\n   throw NoSuchElementException("Array contains no element
matching the predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws
NoSuchElementException if no such
element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n *^public inline fun
CharArray.last(predicate: (Char) -> Boolean): Char {\n   for (index in this.indices.reversed()) {\n       val element =
this[index]\n       if (predicate(element)) return element\n   }\n   throw NoSuchElementException("Array contains
no element matching the predicate.")\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not
contain element.\n * \n *^public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int
{\n   if (element == null) {\n       for (index in indices.reversed()) {\n           if (this[index] == null) {\n
return index\n           }\n       }\n   } else {\n       for (index in indices.reversed()) {\n           if (element ==

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this[index]) {\n        return index\n    }\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun ByteArray.lastIndexOf(element: Byte): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun ShortArray.lastIndexOf(element: Short): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun IntArray.lastIndexOf(element: Int): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun LongArray.lastIndexOf(element: Long): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\n@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfLast { it == element }' instead to continue using this behavior, or '.asList().lastIndexOf(element: T)' to get the same search behavior as in a list.")\nReplaceWith("indexOfLast { it == element }")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6", hiddenSince = "1.7")\npublic fun FloatArray.lastIndexOf(element: Float): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\n@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfLast { it == element }' instead to continue using this behavior, or '.asList().lastIndexOf(element: T)' to get the same search behavior as in a list.")\nReplaceWith("indexOfLast { it == element }")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6", hiddenSince = "1.7")\npublic fun DoubleArray.lastIndexOf(element: Double): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun BooleanArray.lastIndexOf(element: Boolean): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun CharArray.lastIndexOf(element: Char): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index\n        }\n    }\n    return -1\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\n\n * @sample\n samples.collections.Collections.Elements.last\n */\npublic fun <T> Array<out T>.lastOrNull(): T? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\n\n * @sample\n samples.collections.Collections.Elements.last\n */\npublic fun ByteArray.lastOrNull(): Byte? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\n\n * @sample\n samples.collections.Collections.Elements.last\n */\npublic fun ShortArray.lastOrNull(): Short? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\n\n * @sample\n samples.collections.Collections.Elements.last\n */\npublic fun IntArray.lastOrNull(): Int? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\n\n * @sample\n samples.collections.Collections.Elements.last\n */\npublic fun LongArray.lastOrNull(): Long? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\n\n * @sample\n samples.collections.Collections.Elements.last\n */\npublic fun FloatArray.lastOrNull(): Float? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\n\n * @sample\n samples.collections.Collections.Elements.last\n */\npublic fun DoubleArray.lastOrNull(): Double? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\n\n * @sample\n samples.collections.Collections.Elements.last\n */\npublic fun BooleanArray.lastOrNull(): Boolean? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n */\n\n * @sample\n samples.collections.Collections.Elements.last\n */\n
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samples.collections.Collections.Elements.last\n */\npublic fun CharArray.lastOrNull(): Char? {\n    return if
(isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if
no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun
<T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {\n    for (index in this.indices.reversed()) {\n        val
element = this[index]\n        if (predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n */\npublic inline fun ByteArray.lastOrNull(predicate:
(Byte) -> Boolean): Byte? {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if
(predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n */\npublic inline fun ShortArray.lastOrNull(predicate: (Short) ->
Boolean): Short? {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if
(predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n */\npublic inline fun IntArray.lastOrNull(predicate: (Int) ->
Boolean): Int? {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if
(predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element
was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun
LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {\n    for (index in this.indices.reversed()) {\n        val
element = this[index]\n        if (predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n */\npublic inline fun FloatArray.lastOrNull(predicate: (Float) ->
Boolean): Float? {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if
(predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*/\npublic inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {\n    for (index in
this.indices.reversed()) {\n        val element = this[index]\n        if (predicate(element)) return element\n    }\n
return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was
found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun
BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n    for (index in this.indices.reversed()) {\n
        val element = this[index]\n        if (predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns
the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n */\npublic inline fun CharArray.lastOrNull(predicate: (Char) ->
Boolean): Char? {\n    for (index in this.indices.reversed()) {\n        val element
= this[index]\n        if (predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns a random
element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*/\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.random(): T {\n
return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws
NoSuchElementException if this array is empty.\n */\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline fun ByteArray.random(): Byte {\n    return random(Random)\n}\n\n/**\n * Returns a random element from
this array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*/\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.random(): Short {\n    return
random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws
NoSuchElementException if this array is empty.\n */\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline fun IntArray.random(): Int {\n    return random(Random)\n}\n\n/**\n * Returns a random element from this
array.\n * \n * @throws NoSuchElementException if this array is empty.\n

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*^@SinceKotlin("1.3")^@kotlin.internal.InlineOnly^public inline fun LongArray.random(): Long {^
return
random(Random)^}^|^n/**^ * Returns a random element from this array.^ * ^ * @throws
NoSuchElementException if this array is empty.^ * ^@SinceKotlin("1.3")^@kotlin.internal.InlineOnly^public
inline fun FloatArray.random(): Float {^
return random(Random)^}^|^n/**^ * Returns a random element from
this array.^ * ^ * @throws NoSuchElementException if this array is empty.^
*^@SinceKotlin("1.3")^@kotlin.internal.InlineOnly^public inline fun DoubleArray.random(): Double {^
return random(Random)^}^|^n/**^ * Returns a random element from this array.^ * ^ * @throws
NoSuchElementException if this array is empty.^ * ^@SinceKotlin("1.3")^@kotlin.internal.InlineOnly^public
inline fun BooleanArray.random(): Boolean {^
return random(Random)^}^|^n/**^ * Returns a random element
from this array.^ * ^ * @throws NoSuchElementException if this array is empty.^
*^@SinceKotlin("1.3")^@kotlin.internal.InlineOnly^public inline fun CharArray.random(): Char {^
return
random(Random)^}^|^n/**^ * Returns a random element from this array using the specified source of
randomness.^ * ^ * @throws NoSuchElementException if this array is empty.^ * ^@SinceKotlin("1.3")^public
fun <T> Array<out T>.random(random: Random): T {^
if (isEmpty())^
throw
NoSuchElementException("Array is empty.^")^
return get(random.nextInt(size))^}^|^n/**^ * Returns a random
element from this array using the specified source of randomness.^ * ^ * @throws NoSuchElementException if
this array is empty.^ * ^@SinceKotlin("1.3")^public fun ByteArray.random(random: Random): Byte {^
if
(isEmpty())^
throw NoSuchElementException("Array
is empty.^")^
return get(random.nextInt(size))^}^|^n/**^ * Returns a random element from this array using the
specified source of randomness.^ * ^ * @throws NoSuchElementException if this array is empty.^
*^@SinceKotlin("1.3")^public fun ShortArray.random(random: Random): Short {^
if (isEmpty())^
throw NoSuchElementException("Array is empty.^")^
return get(random.nextInt(size))^}^|^n/**^ * Returns a
random element from this array using the specified source of randomness.^ * ^ * @throws
NoSuchElementException if this array is empty.^ * ^@SinceKotlin("1.3")^public fun IntArray.random(random:
Random): Int {^
if (isEmpty())^
throw NoSuchElementException("Array is empty.^")^
return
get(random.nextInt(size))^}^|^n/**^ * Returns a random element from this array using the specified source of
randomness.^ * ^ * @throws NoSuchElementException if this array is empty.^ * ^@SinceKotlin("1.3")^public
fun LongArray.random(random:
Random): Long {^
if (isEmpty())^
throw NoSuchElementException("Array is empty.^")^
return
get(random.nextInt(size))^}^|^n/**^ * Returns a random element from this array using the specified source of
randomness.^ * ^ * @throws NoSuchElementException if this array is empty.^ * ^@SinceKotlin("1.3")^public
fun FloatArray.random(random: Random): Float {^
if (isEmpty())^
throw
NoSuchElementException("Array is empty.^")^
return get(random.nextInt(size))^}^|^n/**^ * Returns a random
element from this array using the specified source of randomness.^ * ^ * @throws NoSuchElementException if
this array is empty.^ * ^@SinceKotlin("1.3")^public fun DoubleArray.random(random: Random): Double {^
if (isEmpty())^
throw NoSuchElementException("Array is empty.^")^
return
get(random.nextInt(size))^}^|^n/**^ * Returns a random element from this array using the specified source of
randomness.^ * ^ * @throws NoSuchElementException
if this array is empty.^ * ^@SinceKotlin("1.3")^public fun BooleanArray.random(random: Random): Boolean
{^
if (isEmpty())^
throw NoSuchElementException("Array is empty.^")^
return
get(random.nextInt(size))^}^|^n/**^ * Returns a random element from this array using the specified source of
randomness.^ * ^ * @throws NoSuchElementException if this array is empty.^ * ^@SinceKotlin("1.3")^public
fun CharArray.random(random: Random): Char {^
if (isEmpty())^
throw NoSuchElementException("Array
is empty.^")^
return get(random.nextInt(size))^}^|^n/**^ * Returns a random element from this array, or `null` if
this array is empty.^
*^@SinceKotlin("1.4")^@WasExperimental(ExperimentalStdlibApi::class)^@kotlin.internal.InlineOnly^publi
c inline fun <T> Array<out T>.randomOrNull(): T? {^
return randomOrNull(Random)^}^|^n/**^ * Returns a
random element from this array, or `null` if this array is empty.^

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*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c
inline fun ByteArray.randomOrNull(): Byte? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a random
element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun ShortArray.randomOrNull(): Short? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun IntArray.randomOrNull(): Int? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a random
element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun LongArray.randomOrNull(): Long? {\n    return randomOrNull(Random)\n}\n\n/**\n
* Returns a random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun FloatArray.randomOrNull(): Float? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun DoubleArray.randomOrNull(): Double? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun BooleanArray.randomOrNull(): Boolean? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c
inline fun CharArray.randomOrNull(): Char? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a random
element from this array using the specified source of randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T> Array<out
T>.randomOrNull(random: Random): T? {\n    if (isEmpty())\n        return null\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
ByteArray.randomOrNull(random: Random): Byte? {\n    if (isEmpty())\n        return null\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
fun ShortArray.randomOrNull(random: Random): Short? {\n    if (isEmpty())\n        return null\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
IntArray.randomOrNull(random: Random): Int? {\n    if (isEmpty())\n        return null\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
LongArray.randomOrNull(random: Random): Long? {\n    if (isEmpty())\n        return null\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array
is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
FloatArray.randomOrNull(random: Random): Float? {\n    if (isEmpty())\n        return null\n    return

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get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
DoubleArray.randomOrNull(random: Random): Double? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
BooleanArray.randomOrNull(random: Random): Boolean? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified
source of randomness, or `null` if this array is empty.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
CharArray.randomOrNull(random: Random): Char? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or
has more than one element.\n */\npublic fun <T> Array<out T>.single(): T {\n return when (size) {\n 0 ->
throw NoSuchElementException("Array is empty.")\n 1 -> this[0]\n else -> throw
IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n * Returns the single element, or
throws an exception if the array is empty or has more than one element.\n */\npublic fun ByteArray.single(): Byte
{\n return when (size) {\n 0 -> throw NoSuchElementException("Array is empty.")\n 1 -> this[0]\n
else -> throw IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one
element.\n */\npublic fun ShortArray.single(): Short {\n return when (size) {\n 0 -> throw
NoSuchElementException("Array is empty.")\n 1 -> this[0]\n else -> throw
IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n * Returns the single element, or
throws an exception if the array is empty or has more than one element.\n */\npublic fun IntArray.single(): Int {\n
return when (size) {\n 0 -> throw NoSuchElementException("Array is empty.")\n 1 -> this[0]\n else -
> throw IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n * Returns the single
element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun
LongArray.single(): Long {\n return when (size) {\n 0 -> throw NoSuchElementException("Array is
empty.")\n 1 -> this[0]\n else -> throw IllegalArgumentException("Array has more than one element.")\n
}\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one
element.\n */\npublic fun FloatArray.single(): Float {\n return when (size) {\n 0 -> throw
NoSuchElementException("Array is empty.")\n 1 -> this[0]\n else -> throw
IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n * Returns the single element, or
throws an exception if the array is empty or has more than one element.\n */\npublic fun DoubleArray.single():
Double {\n return when (size) {\n 0 -> throw NoSuchElementException("Array is empty.")\n 1 ->
this[0]\n else -> throw IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n *
Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic
fun BooleanArray.single(): Boolean {\n return when (size) {\n 0 -> throw NoSuchElementException("Array is empty.")\n 1 ->
this[0]\n else -> throw IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n *
Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic
fun CharArray.single(): Char {\n return when (size) {\n 0 -> throw NoSuchElementException("Array is
empty.")\n 1 -> this[0]\n else -> throw IllegalArgumentException("Array has more than one element.")\n
}\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or
more than one matching element.\n */\npublic inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {\n
var single: T? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if
(found) throw IllegalArgumentException("Array contains more

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    than one matching element.}")\n        single = element\n        found = true\n    }\n }\n if (!found) throw
NoSuchElementException("Array contains no element matching the predicate.")\n
@Suppress("UNCHECKED_CAST")\n    return single as T\n}\n}\n/**\n * Returns the single element matching the
given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun
ByteArray.single(predicate: (Byte) -> Boolean): Byte {\n    var single: Byte? = null\n    var found = false\n    for
(element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Array
contains more than one matching element.")\n                single = element\n                found = true\n            }\n        }\n        if
(!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    }\n}\n
@Suppress("UNCHECKED_CAST")\n    return single as Byte\n}\n}\n/**\n * Returns the single element matching
the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun
ShortArray.single(predicate: (Short) -> Boolean): Short {\n    var single: Short? = null\n    var found = false\n    for
(element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Array
contains more than one matching element.")\n                single = element\n                found = true\n            }\n        }\n        if
(!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    }\n}\n
@Suppress("UNCHECKED_CAST")\n    return single as Short\n}\n}\n/**\n * Returns the single element matching
the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun
IntArray.single(predicate: (Int) -> Boolean): Int {\n    var single: Int? = null\n    var found = false\n    for (element in
this) {\n        if (predicate(element)) {\n            if (found) throw
IllegalArgument\nException("Array contains more than one matching element.")\n                single = element\n                found = true\n            }\n        }\n        if
(!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    }\n}\n
@Suppress("UNCHECKED_CAST")\n    return single as Int\n}\n}\n/**\n * Returns the single
element matching the given [predicate], or throws exception if there is no or more than one matching element.\n
*/\npublic inline fun LongArray.single(predicate: (Long) -> Boolean): Long {\n    var single: Long? = null\n    var
found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw
IllegalArgument\nException("Array contains more than one matching element.")\n                single = element\n                found = true\n            }\n        }\n        if
(!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    }\n}\n
@Suppress("UNCHECKED_CAST")\n    return single as Long\n}\n}\n/**\n * Returns the single element matching
the given [predicate], or throws exception if there is no or more than one
matching element.\n */\npublic inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {\n    var single:
Float? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found)
throw
IllegalArgument\nException("Array contains more than one matching element.")\n                single = element\n                found = true\n            }\n        }\n        if
(!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    }\n}\n
@Suppress("UNCHECKED_CAST")\n    return single as Float\n}\n}\n/**\n * Returns the single element matching
the given [predicate], or throws exception if there is no or more than one
matching element.\n */\npublic inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {\n    var
single: Double? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found)
throw
IllegalArgument\nException("Array contains more than one matching element.")\n                single = element\n                found = true\n            }\n        }\n        if
(!found) throw NoSuchElementException("Array contains no element matching the
predicate.")\n    }\n}\n
@Suppress("UNCHECKED_CAST")\n    return single as Double\n}\n}\n/**\n * Returns the single element
matching the given [predicate], or throws exception if there is no or more than one
matching element.\n */\npublic inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {\n    var
single: Boolean? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found)
throw
IllegalArgument\nException("Array contains more than one matching element.")\n                single = element\n                found = true\n            }\n        }\n        if
(!found) throw NoSuchElementException("Array contains no element matching the
predicate.")\n    }\n}\n
@Suppress("UNCHECKED_CAST")\n    return single as Boolean\n}\n}\n/**\n * Returns the
single element matching the given [predicate], or throws exception if there is no or more than one matching

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element.\n */\npublic inline fun CharArray.single(predicate: (Char) -> Boolean): Char {\n    var single: Char? =
null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw
IllegalArgumentException("Array contains more than one matching element.")\n            single = element\n
found = true\n        }\n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching
the predicate.")\n    @Suppress("UNCHECKED_CAST")\n    return single as Char\n}\n\n/**\n * Returns single
element, or `null` if the array is empty or has more than one element.\n */\npublic fun <T> Array<out
T>.singleOrNull(): T? {\n    return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element,
or `null` if the array is empty or has more than one element.\n */\npublic fun ByteArray.singleOrNull(): Byte? {\n
return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more
than one element.\n */\npublic fun ShortArray.singleOrNull(): Short? {\n    return if (size == 1) this[0] else
null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic
fun IntArray.singleOrNull(): Int? {\n    return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element,
or `null` if the array is empty or has more than one element.\n */\npublic fun LongArray.singleOrNull(): Long? {\n
return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more
than one element.\n */\npublic fun FloatArray.singleOrNull(): Float? {\n    return if (size == 1) this[0] else
null\n}\n\n/**\n * Returns single element, or `null` if the array
is empty or has more than one element.\n */\npublic fun DoubleArray.singleOrNull(): Double? {\n    return if (size
== 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one
element.\n */\npublic fun BooleanArray.singleOrNull(): Boolean? {\n    return if (size == 1) this[0] else
null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic
fun CharArray.singleOrNull(): Char? {\n    return if (size == 1) this[0] else null\n}\n\n/**\n * Returns the single
element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n
*\npublic inline fun <T> Array<out T>.singleOrNull(predicate: (T) -> Boolean): T? {\n    var single: T? = null\n
var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n
single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or
`null` if element was not found or more than one element was found.\n */\npublic inline fun
ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {\n    var single: Byte? = null\n    var found = false\n
for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n
found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element
matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic
inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {\n    var single: Short? = null\n    var
found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n
single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given
[predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun
IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {\n    var single: Int? = null\n    var found = false\n    for
(element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n
found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element
matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic
inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {\n    var single: Long? = null\n    var
found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n
single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given
[predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun
FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {\n    var single: Float? = null\n    var found = false\n
for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n
found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element

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matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic
inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {\n    var single: Double? = null\n
var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n
single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element
matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic
inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n    var single: Boolean? =
null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n
single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n *
Returns the single element matching the given [predicate], or `null` if element was not found or more than one
element was found.\n */\npublic inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {\n    var
single: Char? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if
(found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n *
Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is
negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Array<out
T>.drop(n: Int): List<T> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return
takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n
* \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun ByteArray.drop(n: Int): List<Byte> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun
ShortArray.drop(n: Int): List<Short> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n
return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n]
elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun IntArray.drop(n: Int): List<Int> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun LongArray.drop(n: Int): List<Long> {\n
require(n >= 0) { \"Requested element count $n is less
than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements
except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun FloatArray.drop(n: Int): List<Float> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun DoubleArray.drop(n: Int): List<Double> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun BooleanArray.drop(n: Int):
List<Boolean> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun CharArray.drop(n: Int): List<Char> {\n

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require(n >= 0) { \"Requested element count $n is less than zero.\" }\\n  return takeLast((size -
n).coerceAtLeast(0))\\n}\\n\\n/**\\n * Returns a list containing all elements except last [n] elements.\\n * \\n * @throws
IllegalArgumentException if [n] is negative.\\n * \\n * @sample
samples.collections.Collections.Transformations.drop\\n *\\npublic fun <T> Array<out T>.dropLast(n: Int): List<T>
{\\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\\n  return
take((size - n).coerceAtLeast(0))\\n}\\n}\\n\\n/**\\n * Returns a list containing all elements except last [n] elements.\\n * \\n
* @throws IllegalArgumentException if [n] is negative.\\n * \\n * @sample
samples.collections.Collections.Transformations.drop\\n *\\npublic fun ByteArray.dropLast(n: Int): List<Byte> {\\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\\n  return take((size -
n).coerceAtLeast(0))\\n}\\n}\\n\\n/**\\n * Returns a list containing all elements except last [n] elements.\\n * \\n * @throws
IllegalArgumentException if [n] is negative.\\n * \\n * @sample
samples.collections.Collections.Transformations.drop\\n *\\npublic fun ShortArray.dropLast(n: Int): List<Short> {\\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\\n  return take((size -
n).coerceAtLeast(0))\\n}\\n}\\n\\n/**\\n * Returns a list containing all elements except last [n] elements.\\n * \\n * @throws
IllegalArgumentException if [n] is negative.\\n * \\n * @sample
samples.collections.Collections.Transformations.drop\\n
*\\npublic fun IntArray.dropLast(n: Int): List<Int> {\\n  require(n >= 0) { \"Requested element count $n is less than
zero.\" }\\n  return take((size - n).coerceAtLeast(0))\\n}\\n}\\n\\n/**\\n * Returns a list containing all elements except last
[n] elements.\\n * \\n * @throws IllegalArgumentException if [n] is negative.\\n * \\n * @sample
samples.collections.Collections.Transformations.drop\\n *\\npublic fun LongArray.dropLast(n: Int): List<Long> {\\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\\n  return take((size -
n).coerceAtLeast(0))\\n}\\n}\\n\\n/**\\n * Returns a list containing all elements except last [n] elements.\\n * \\n * @throws
IllegalArgumentException if [n] is negative.\\n * \\n * @sample
samples.collections.Collections.Transformations.drop\\n *\\npublic fun FloatArray.dropLast(n: Int): List<Float> {\\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\\n  return take((size -
n).coerceAtLeast(0))\\n}\\n}\\n\\n/**\\n * Returns a list containing all elements except last [n] elements.\\n * \\n * @throws
IllegalArgumentException if [n]
is negative.\\n * \\n * @sample samples.collections.Collections.Transformations.drop\\n *\\npublic fun
DoubleArray.dropLast(n: Int): List<Double> {\\n  require(n >= 0) { \"Requested element count $n is less than
zero.\" }\\n  return take((size - n).coerceAtLeast(0))\\n}\\n}\\n\\n/**\\n * Returns a list containing all elements except last
[n] elements.\\n * \\n * @throws IllegalArgumentException if [n] is negative.\\n * \\n * @sample
samples.collections.Collections.Transformations.drop\\n *\\npublic fun BooleanArray.dropLast(n: Int):
List<Boolean> {\\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\\n  return take((size -
n).coerceAtLeast(0))\\n}\\n}\\n\\n/**\\n * Returns a list containing all elements except last [n] elements.\\n * \\n * @throws
IllegalArgumentException if [n] is negative.\\n * \\n * @sample
samples.collections.Collections.Transformations.drop\\n *\\npublic
fun CharArray.dropLast(n: Int): List<Char> {\\n  require(n >= 0) { \"Requested element count $n is less than
zero.\" }\\n  return take((size - n).coerceAtLeast(0))\\n}\\n}\\n\\n/**\\n * Returns a list containing all elements except last
elements that satisfy the given [predicate].\\n * \\n * @sample
samples.collections.Collections.Transformations.drop\\n *\\npublic inline fun <T> Array<out
T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\\n  for (index in lastIndex downTo 0) {\\n    if
(!predicate(this[index])) {\\n      return take(index + 1)\\n    }\\n  }\\n  return emptyList()\\n}\\n}\\n\\n/**\\n * Returns
a list containing all elements except last elements that satisfy the given [predicate].\\n * \\n * @sample
samples.collections.Collections.Transformations.drop\\n *\\npublic inline fun ByteArray.dropLastWhile(predicate:
(Byte) -> Boolean): List<Byte> {\\n  for (index in lastIndex downTo 0) {\\n    if (!predicate(this[index])) {\\n
return take(index + 1)\\n    }\\n  }\\n  return emptyList()\\n}\\n}\\n\\n/**\\n * Returns a list containing all elements except last elements that satisfy
the given [predicate].\\n * \\n * @sample samples.collections.Collections.Transformations.drop\\n *\\npublic inline

```

```

fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0)
    if (!predicate(this[index]))
        return take(index + 1)
    return emptyList()
}
* Returns a list containing all elements except last elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0)
    if (!predicate(this[index]))
        return take(index + 1)
    return emptyList()
}
* Returns a list containing all elements except last elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0)
    if (!predicate(this[index]))
        return take(index + 1)
    return emptyList()
}
* Returns a list containing all elements except last elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0)
    if (!predicate(this[index]))
        return take(index + 1)
    return emptyList()
}
* Returns a list containing all elements except last elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0)
    if (!predicate(this[index]))
        return take(index + 1)
    return emptyList()
}
* Returns a list containing all elements except last elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0)
    if (!predicate(this[index]))
        return take(index + 1)
    return emptyList()
}
* Returns a list containing all elements except last elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0)
    if (!predicate(this[index]))
        return take(index + 1)
    return emptyList()
}
* Returns a list containing all elements except first elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun <T> Array<out T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
    if (yielding)
        list.add(item)
    else if (!predicate(item))
        list.add(item)
        yielding = true
    return list
}
* Returns a list containing all elements except first elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (item in this)
    if (yielding)
        list.add(item)
    else if (!predicate(item))
        list.add(item)
        yielding = true
    return list
}
* Returns a list containing all elements except first elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this)
    if (yielding)
        list.add(item)
    else if (!predicate(item))
        list.add(item)
        yielding = true
    return list
}
* Returns a list containing all elements except first elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    var yielding = false
    val list = ArrayList<Int>()
    for (item in this)
    if (yielding)
        list.add(item)
    else if (!predicate(item))
        list.add(item)
        yielding = true
    return list
}
* Returns a list containing all elements except first elements that satisfy the given [predicate].
* @sample samples.collections.Collections.Transformations.drop
* public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    var yielding = false
    val list =

```



```

evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic
inline fun <T> Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {\n    return
filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given
[predicate].\n *
 * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of
predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n
*/\npublic inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> {\n    return
filterIndexedTo(ArrayList<Byte>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n *
 * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun ShortArray.filterIndexed(predicate:
(index: Int, Short) -> Boolean): List<Short> {\n    return filterIndexedTo(ArrayList<Short>(), predicate)\n}\n\n/**\n
 * Returns a list containing only elements matching the given [predicate].\n *
 * @param [predicate] function
that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the
element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun ShortArray.filterIndexed(predicate:
(index: Int, Short) -> Boolean): List<Short> {\n    return filterIndexedTo(ArrayList<Short>(), predicate)\n}\n\n/**\n
 * Returns a list containing only elements matching the given [predicate].\n *
 * @param [predicate] function
that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the
element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun IntArray.filterIndexed(predicate:
(index: Int, Int) -> Boolean): List<Int> {\n    return
filterIndexedTo(ArrayList<Int>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n *
 * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun LongArray.filterIndexed(predicate:
(index: Int, Long) -> Boolean): List<Long> {\n    return filterIndexedTo(ArrayList<Long>(), predicate)\n}\n\n/**\n
 * Returns a list containing only elements matching the given [predicate].\n *
 * @param [predicate] function that takes
the index of an element and the element
itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun FloatArray.filterIndexed(predicate:
(index: Int, Float) -> Boolean): List<Float> {\n    return filterIndexedTo(ArrayList<Float>(), predicate)\n}\n\n/**\n
 * Returns a list containing only elements matching the given [predicate].\n *
 * @param [predicate] function that takes
the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n
 * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun
DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {\n    return
filterIndexedTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n *
 * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result
of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n
*/\npublic inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {\n
    return filterIndexedTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list containing only elements
matching the given [predicate].\n *
 * @param [predicate] function that takes the index of an element and the element
itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun CharArray.filterIndexed(predicate:
(index: Int, Char) -> Boolean): List<Char> {\n    return filterIndexedTo(ArrayList<Char>(), predicate)\n}\n\n/**\n
 * Appends all elements matching the given [predicate] to the given [destination].\n *
 * @param [predicate] function that
takes the index of an element and the element itself\n * and returns the result of predicate evaluation
on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun
<T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) ->
Boolean): C {\n    forEachIndexed { index, element ->\n        if (predicate(index, element))
destination.add(element)\n    }\n    return destination\n}\n\n/**\n * Appends all elements matching the given
[predicate] to the given [destination].\n *
 * @param [predicate] function that takes the index of an element and the
element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

```

```

samples.collections.Collections.Filtering.filterIndexedTo\n *\npublic inline fun <C : MutableCollection<in Byte>>
ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {\n  forEachIndexed {
index, element ->\n    if (predicate(index, element)) destination.add(element)\n  }\n  return
destination\n}\n\n/**\n *

```

Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

```

samples.collections.Collections.Filtering.filterIndexedTo\n *\npublic inline fun <C :
MutableCollection<in Short>> ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) ->
Boolean): C {\n  forEachIndexed { index, element ->\n    if (predicate(index, element))
destination.add(element)\n  }\n  return destination\n}\n\n/**\n * Appends all elements matching the given

```

[predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n *\npublic inline fun <C : MutableCollection<in Int>>
IntArray.filterIndexedTo(destination:

```

C, predicate: (index: Int, Int) -> Boolean): C {\n  forEachIndexed { index, element ->\n    if (predicate(index,
element)) destination.add(element)\n  }\n  return destination\n}\n\n/**\n * Appends all elements matching the
given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and
the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

```

```

samples.collections.Collections.Filtering.filterIndexedTo\n *\npublic inline fun <C : MutableCollection<in Long>>
LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {\n  forEachIndexed {
index, element ->\n    if (predicate(index, element)) destination.add(element)\n  }\n  return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *

```

@param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n *\npublic inline fun <C : MutableCollection<in Float>>
FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {\n forEachIndexed {
index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *

```

@param [predicate] function that takes the index of an element and the element itself\n * and returns the result of
predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n
*\npublic inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate:
(index: Int, Double) -> Boolean): C {\n  forEachIndexed { index, element ->\n    if (predicate(index, element))
destination.add(element)\n

```

```

}\n  return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given
[destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n * \n * @sample

```

```

samples.collections.Collections.Filtering.filterIndexedTo\n *\npublic inline fun <C : MutableCollection<in
Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {\n
forEachIndexed { index, element ->\n    if (predicate(index, element)) destination.add(element)\n  }\n  return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *

```

@param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n *\npublic inline fun

```

<C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) ->
Boolean): C {\n  forEachIndexed { index, element ->\n    if (predicate(index, element))
destination.add(element)\n  }\n  return destination\n}\n\n/**\n * Returns a list containing all elements that are
instances of specified type parameter R.\n * \n * @sample

```

```

samples.collections.Collections.Filtering.filterIsInstance\n *\npublic inline fun <reified R>

```

```

Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {\n  return
filterIsInstanceTo(ArrayList<R>())\n}\n\n/**\n * Appends all elements that are instances of specified type
parameter R to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterIsInstanceTo\n *\npublic inline fun <reified R, C :
MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {\n  for (element in this) if (element is
R) destination.add(element)\n  return destination\n}\n\n/**\n * Returns
a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n *\npublic inline fun <T> Array<out T>.filterNot(predicate: (T) ->
Boolean): List<T> {\n  return filterNotTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing all
elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n
*\npublic inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {\n  return
filterNotTo(ArrayList<Byte>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the
given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n *\npublic inline fun
ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {\n  return filterNotTo(ArrayList<Short>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*\npublic inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {\n  return
filterNotTo(ArrayList<Int>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given
[predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n *\npublic inline fun
LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {\n  return filterNotTo(ArrayList<Long>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n *\npublic inline fun FloatArray.filterNot(predicate: (Float) ->
Boolean): List<Float> {\n  return filterNotTo(ArrayList<Float>(), predicate)\n}\n\n/**\n * Returns a list
containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n *\npublic inline fun DoubleArray.filterNot(predicate: (Double) ->
Boolean):
List<Double> {\n  return filterNotTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list containing all
elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n
*\npublic inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {\n  return
filterNotTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the
given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n *\npublic inline fun
CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {\n  return filterNotTo(ArrayList<Char>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements that are not `null`.\n * \n * @sample
samples.collections.Collections.Filtering.filterNotNull\n *\npublic fun <T : Any> Array<out T?>.filterNotNull():
List<T> {\n  return filterNotNullTo(ArrayList<T>())\n}\n\n/**\n * Appends all elements that are not `null` to the
given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterNotNullTo\n *\npublic fun <C
: MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {\n  for (element in this) if
(element != null) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements not matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.filterNotTo(destination: C, predicate: (T) ->
Boolean): C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return
destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n *
@sample samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <C : MutableCollection<in
Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {\n  for
(element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all
elements not matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <C : MutableCollection<in Short>>
ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {\n  for (element in this) if

```

```

(!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <C : MutableCollection<in Int>>
IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {\n  for (element in this) if
(!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <C : MutableCollection<in Long>>
LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {\n  for (element in this) if
(!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <C : MutableCollection<in Float>>
FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {\n  for (element in this) if
(!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <C : MutableCollection<in Double>>
DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {\n  for (element
in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements
not matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <C : MutableCollection<in Boolean>>
BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {\n  for (element in this) if
(!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <C : MutableCollection<in Char>>
CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n  for (element in this) if
(!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements matching
the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <T, C : MutableCollection<in T>>
Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n  for (element in this) if
(predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) ->
Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n *
@sample samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <C : MutableCollection<in
Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {\n  for (element in this) if
(predicate(element))
destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements matching the given [predicate]
to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun
<C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {\n  for (element
in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *\npublic inline fun <C : MutableCollection<in Long>>
LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {\n  for (element in this) if
(predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*\npublic inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) ->
Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n *

```

```

@sample samples.collections.Collections.Filtering.filterTo\n *^public inline fun <C : MutableCollection<in
Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {\n  for (element in this) if
(predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*^public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate:
(Boolean) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n
  return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n
* \n * @sample samples.collections.Collections.Filtering.filterTo\n *^public inline fun <C : MutableCollection<in
Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n  for (element in this) if
(predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Returns a list containing elements
at indices in the specified [indices] range.\n *^public fun <T> Array<out T>.slice(indices: IntRange): List<T> {\n
if (indices.isEmpty()) return listOf()\n  return copyOfRange(indices.start, indices.endInclusive +
1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n *^public
fun ByteArray.slice(indices: IntRange): List<Byte> {\n  if (indices.isEmpty()) return listOf()\n  return
copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list
containing elements at indices in the specified [indices] range.\n *^public fun ShortArray.slice(indices: IntRange):
List<Short> {\n  if (indices.isEmpty()) return listOf()\n  return copyOfRange(indices.start, indices.endInclusive +
1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n *^public
fun IntArray.slice(indices: IntRange): List<Int> {\n  if (indices.isEmpty()) return listOf()\n  return
copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at
indices in the specified [indices] range.\n *^public fun LongArray.slice(indices: IntRange): List<Long> {\n  if
(indices.isEmpty()) return listOf()\n  return copyOfRange(indices.start, indices.endInclusive +
1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n *^public
fun FloatArray.slice(indices: IntRange): List<Float> {\n  if (indices.isEmpty()) return
listOf()\n  return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list
containing elements at indices in the specified [indices] range.\n *^public fun DoubleArray.slice(indices:
IntRange): List<Double> {\n  if (indices.isEmpty()) return listOf()\n  return copyOfRange(indices.start,
indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified
[indices] range.\n *^public fun BooleanArray.slice(indices: IntRange): List<Boolean> {\n  if (indices.isEmpty())
return listOf()\n  return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list
containing elements at indices in the specified [indices] range.\n *^public fun CharArray.slice(indices: IntRange):
List<Char> {\n  if (indices.isEmpty()) return listOf()\n  return copyOfRange(indices.start, indices.endInclusive +
1).asList()\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n
*^public fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {\n  val size =
indices.collectionSizeOrDefault(10)\n  if (size == 0) return emptyList()\n  val list = ArrayList<T>(size)\n  for
(index in indices) {\n    list.add(get(index))\n  }\n  return list\n}\n\n/**\n * Returns a list containing elements at
specified [indices].\n *^public fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {\n  val size =
indices.collectionSizeOrDefault(10)\n  if (size == 0) return emptyList()\n  val list = ArrayList<Byte>(size)\n  for
(index in indices) {\n    list.add(get(index))\n  }\n  return list\n}\n\n/**\n * Returns a list containing elements at
specified [indices].\n *^public fun ShortArray.slice(indices: Iterable<Int>): List<Short> {\n  val size =
indices.collectionSizeOrDefault(10)\n  if (size == 0) return emptyList()\n  val list = ArrayList<Short>(size)\n
for (index in indices) {\n    list.add(get(index))\n  }\n  return list\n}\n\n/**\n
* Returns a list containing elements at specified [indices].\n *^public fun IntArray.slice(indices: Iterable<Int>):
List<Int> {\n  val size = indices.collectionSizeOrDefault(10)\n  if (size == 0) return emptyList()\n  val list =
ArrayList<Int>(size)\n  for (index in indices) {\n    list.add(get(index))\n  }\n  return list\n}\n\n/**\n * Returns
a list containing elements at specified [indices].\n *^public fun LongArray.slice(indices: Iterable<Int>):
List<Long> {\n  val size = indices.collectionSizeOrDefault(10)\n  if (size == 0) return emptyList()\n  val list =
ArrayList<Long>(size)\n  for (index in indices) {\n    list.add(get(index))\n  }\n  return list\n}\n\n/**\n

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Returns a list containing elements at specified [indices].\n */\npublic fun FloatArray.slice(indices: Iterable<Int>):
List<Float> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list =
ArrayList<Float>(size)\n    for
(index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns a list containing elements at
specified [indices].\n */\npublic fun DoubleArray.slice(indices: Iterable<Int>): List<Double> {\n    val size =
indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list = ArrayList<Double>(size)\n
for (index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns a list containing
elements at specified [indices].\n */\npublic fun BooleanArray.slice(indices: Iterable<Int>): List<Boolean> {\n    val
size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list =
ArrayList<Boolean>(size)\n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n *
Returns a list containing elements at specified [indices].\n */\npublic fun CharArray.slice(indices: Iterable<Int>):
List<Char> {\n    val size = indices.collectionSizeOrDefault(10)\n
if (size == 0) return emptyList()\n    val list = ArrayList<Char>(size)\n    for (index in indices) {\n
list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns an array containing elements of this array at specified
[indices].\n */\npublic fun <T> Array<T>.sliceArray(indices: Collection<Int>): Array<T> {\n    val result =
arrayOfNulls(this, indices.size)\n    var targetIndex = 0\n    for (sourceIndex in indices) {\n
result[targetIndex++] = this[sourceIndex]\n    }\n    return result\n}\n\n/**\n * Returns an array containing elements
of this array at specified [indices].\n */\npublic fun ByteArray.sliceArray(indices: Collection<Int>): ByteArray {\n
val result = ByteArray(indices.size)\n    var targetIndex = 0\n    for (sourceIndex in indices) {\n
result[targetIndex++] = this[sourceIndex]\n    }\n    return result\n}\n\n/**\n * Returns an array containing elements
of this array at specified [indices].\n */\npublic fun ShortArray.sliceArray(indices:
Collection<Int>): ShortArray {\n    val result = ShortArray(indices.size)\n    var targetIndex = 0\n    for
(sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n    return result\n}\n\n/**\n *
Returns an array containing elements of this array at specified [indices].\n */\npublic fun
IntArray.sliceArray(indices: Collection<Int>): IntArray {\n    val result = IntArray(indices.size)\n    var targetIndex
= 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n    return
result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun
LongArray.sliceArray(indices: Collection<Int>): LongArray {\n    val result = LongArray(indices.size)\n    var
targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n    return
result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic
fun FloatArray.sliceArray(indices: Collection<Int>): FloatArray {\n    val result = FloatArray(indices.size)\n    var
targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n    return
result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun
DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {\n    val result = DoubleArray(indices.size)\n
var targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n
return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun
BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {\n    val result = BooleanArray(indices.size)\n
var targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n
return result\n}\n\n/**\n * Returns an array containing
elements of this array at specified [indices].\n */\npublic fun CharArray.sliceArray(indices: Collection<Int>):
CharArray {\n    val result = CharArray(indices.size)\n    var targetIndex = 0\n    for (sourceIndex in indices) {\n
result[targetIndex++] = this[sourceIndex]\n    }\n    return result\n}\n\n/**\n * Returns an array containing elements
at indices in the specified [indices] range.\n */\npublic fun <T> Array<T>.sliceArray(indices: IntRange): Array<T>
{\n    if (indices.isEmpty()) return copyOfRange(0, 0)\n    return copyOfRange(indices.start, indices.endInclusive +
1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun
ByteArray.sliceArray(indices: IntRange): ByteArray {\n    if (indices.isEmpty()) return ByteArray(0)\n    return
copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices
in the specified [indices] range.\n */\npublic fun ShortArray.sliceArray(indices:

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IntRange): ShortArray {\n  if (indices.isEmpty()) return ShortArray(0)\n  return copyOfRange(indices.start,
indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices]
range.\n */\npublic fun IntArray.sliceArray(indices: IntRange): IntArray {\n  if (indices.isEmpty()) return
IntArray(0)\n  return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array
containing elements at indices in the specified [indices] range.\n */\npublic fun LongArray.sliceArray(indices:
IntRange): LongArray {\n  if (indices.isEmpty()) return LongArray(0)\n  return copyOfRange(indices.start,
indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices]
range.\n */\npublic fun FloatArray.sliceArray(indices: IntRange): FloatArray {\n  if (indices.isEmpty()) return
FloatArray(0)\n  return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun
DoubleArray.sliceArray(indices: IntRange): DoubleArray {\n  if (indices.isEmpty()) return DoubleArray(0)\n
return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at
indices in the specified [indices] range.\n */\npublic fun BooleanArray.sliceArray(indices: IntRange): BooleanArray
{\n  if (indices.isEmpty()) return BooleanArray(0)\n  return copyOfRange(indices.start, indices.endInclusive +
1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun
CharArray.sliceArray(indices: IntRange): CharArray {\n  if (indices.isEmpty()) return CharArray(0)\n  return
copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing first [n] elements.\n */\n * @throws IllegalArgumentException if [n] is negative.\n */\n * @sample
samples.collections.Collections.Transformations.take\n
*/\npublic fun <T> Array<out T>.take(n: Int): List<T> {\n  require(n >= 0) { \"Requested element count $n is less
than zero.\" }\n  if (n == 0) return emptyList()\n  if (n >= size) return toList()\n  if (n == 1) return
listOf(this[0])\n  var count = 0\n  val list = ArrayList<T>(n)\n  for (item in this) {\n    list.add(item)\n    if
(++count == n)\n      break\n  }\n  return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n */\n * @throws IllegalArgumentException if [n] is negative.\n */\n * @sample
samples.collections.Collections.Transformations.take\n
*/\npublic fun ByteArray.take(n: Int): List<Byte> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList()\n  if (n >=
size) return toList()\n  if (n == 1) return listOf(this[0])\n  var count = 0\n  val list = ArrayList<Byte>(n)\n  for
(item in this) {\n    list.add(item)\n    if (++count
== n)\n      break\n  }\n  return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n */\n * @throws
IllegalArgumentException if [n] is negative.\n */\n * @sample
samples.collections.Collections.Transformations.take\n
*/\npublic fun ShortArray.take(n: Int): List<Short> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList()\n  if (n >=
size) return toList()\n  if (n == 1) return listOf(this[0])\n  var count = 0\n  val list = ArrayList<Short>(n)\n  for
(item in this) {\n    list.add(item)\n    if (++count == n)\n      break\n  }\n  return list\n}\n\n/**\n * Returns
a list containing first [n] elements.\n */\n * @throws IllegalArgumentException if [n] is negative.\n */\n * @sample
samples.collections.Collections.Transformations.take\n
*/\npublic fun IntArray.take(n: Int): List<Int> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0)\n    return emptyList()\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  var count = 0\n  val list
= ArrayList<Int>(n)\n  for (item in this) {\n    list.add(item)\n    if (++count == n)\n      break\n  }\n  return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n */\n * @throws
IllegalArgumentException if [n] is negative.\n */\n * @sample samples.collections.Collections.Transformations.take\n
*/\npublic fun LongArray.take(n: Int): List<Long> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList()\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  var count = 0\n  val list = ArrayList<Long>(n)\n  for (item in this) {\n    list.add(item)\n    if (++count == n)\n      break\n  }\n  return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n */\n * @throws
IllegalArgumentException if [n] is negative.\n */\n * @sample samples.collections.Collections.Transformations.take\n
*/\npublic fun FloatArray.take(n: Int):
List<Float> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return

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emptyList()\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  var count = 0\n  val list =
ArrayList<Float>(n)\n  for (item in this) {\n    list.add(item)\n    if (++count == n)\n      break\n  }\n  return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if
[n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun
DoubleArray.take(n: Int): List<Double> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\"
}\n  if (n == 0) return emptyList()\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  var
count = 0\n  val list = ArrayList<Double>(n)\n  for (item in this)
{\n    list.add(item)\n    if (++count == n)\n      break\n  }\n  return list\n}\n\n/**\n * Returns a list
containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun BooleanArray.take(n: Int): List<Boolean> {\n
  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList()\n  if (n >=
size) return toList()\n  if (n == 1) return listOf(this[0])\n  var count = 0\n  val list = ArrayList<Boolean>(n)\n
for (item in this) {\n    list.add(item)\n    if (++count == n)\n      break\n  }\n  return list\n}\n\n/**\n *
Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n *
@sample samples.collections.Collections.Transformations.take\n */\npublic fun CharArray.take(n: Int): List<Char>
{\n  require(n >= 0) { \"Requested element
count $n is less than zero.\" }\n  if (n == 0) return emptyList()\n  if (n >= size) return toList()\n  if (n == 1)
return listOf(this[0])\n  var count = 0\n  val list = ArrayList<Char>(n)\n  for (item in this) {\n    list.add(item)\n
  if (++count == n)\n    break\n  }\n  return list\n}\n\n/**\n * Returns a list containing last
[n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun <T> Array<out T>.takeLast(n: Int): List<T>
{\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList()\n  val
size = size\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[size - 1])\n  val list =
ArrayList<T>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n  return list\n}\n\n/**\n * Returns
a list containing last [n] elements.\n * \n * @throws IllegalArgumentException
if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun
ByteArray.takeLast(n: Int): List<Byte> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n
if (n == 0) return emptyList()\n  val size = size\n  if (n >= size) return toList()\n  if (n == 1) return
listOf(this[size - 1])\n  val list = ArrayList<Byte>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n
return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun ShortArray.takeLast(n: Int): List<Short> {\n
  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList()\n  val size =
size\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[size - 1])\n  val list = ArrayList<Short>(n)\n
  for (index in size - n until size)\n    list.add(this[index])\n  return list\n}\n\n/**\n * Returns a list containing
last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun IntArray.takeLast(n: Int): List<Int> {\n
  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList()\n  val size =
size\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[size - 1])\n  val list = ArrayList<Int>(n)\n
for (index in size - n until size)\n    list.add(this[index])\n  return list\n}\n\n/**\n * Returns a list containing last
[n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun LongArray.takeLast(n: Int): List<Long> {\n
  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n
if (n == 0) return emptyList()\n  val size = size\n  if (n >= size) return toList()\n  if (n == 1) return
listOf(this[size - 1])\n  val list = ArrayList<Long>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n
return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun FloatArray.takeLast(n: Int): List<Float> {\n

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require(n >= 0) { \"Requested element count $n is less than zero.\" } \n  if (n == 0) return emptyList()\n  val size =
size\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[size - 1])\n  val list = ArrayList<Float>(n)\n
for (index in size - n until size)\n    list.add(this[index])\n  return list\n}\n\n/**\n * Returns a list containing last
[n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\npublic fun DoubleArray.takeLast(n: Int): List<Double> {\n  require(n >= 0) { \"Requested element count $n is
less than zero.\" } \n  if (n == 0) return emptyList()\n  val size = size\n  if (n >= size) return toList()\n  if (n ==
1) return listOf(this[size - 1])\n  val list = ArrayList<Double>(n)\n  for (index in size - n until size)\n
list.add(this[index])\n  return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\npublic fun BooleanArray.takeLast(n: Int):
List<Boolean> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" } \n  if (n == 0) return
emptyList()\n  val size = size\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[size - 1])\n  val list
= ArrayList<Boolean>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n  return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n
*\npublic fun
CharArray.takeLast(n: Int): List<Char> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" } \n
if (n == 0) return emptyList()\n  val size = size\n  if (n >= size) return toList()\n  if (n == 1) return
listOf(this[size - 1])\n  val list = ArrayList<Char>(n)\n  for (index in size - n until size)\n
list.add(this[index])\n  return list\n}\n\n/**\n * Returns a list containing last elements satisfying the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n
*\npublic inline fun <T>
Array<out T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {\n  for (index in lastIndex downTo 0) {\n    if
(!predicate(this[index])) {\n      return drop(index + 1)\n    }\n  }\n  return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\npublic inline fun
ByteArray.takeLastWhile(predicate: (Byte) -> Boolean): List<Byte> {\n  for (index in lastIndex downTo 0) {\n
if (!predicate(this[index])) {\n    return drop(index + 1)\n  }\n}\n  return toList()\n}\n\n/**\n * Returns a
list containing last elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\npublic inline fun ShortArray.takeLastWhile(predicate:
(Short) -> Boolean): List<Short> {\n  for (index in lastIndex downTo 0) {\n    if (!predicate(this[index])) {\n
return drop(index + 1)\n    }\n  }\n  return toList()\n}\n\n/**\n * Returns a list containing last elements
satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n
*\npublic inline fun IntArray.takeLastWhile(predicate: (Int) -> Boolean): List<Int> {\n  for (index in lastIndex
downTo 0) {\n    if (!predicate(this[index])) {\n      return drop(index + 1)\n    }\n  }\n  return
toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\npublic inline fun LongArray.takeLastWhile(predicate:
(Long) -> Boolean): List<Long> {\n  for (index in lastIndex downTo 0) {\n    if (!predicate(this[index])) {\n
return drop(index + 1)\n    }\n  }\n  return toList()\n}\n\n/**\n * Returns a list containing last elements
satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n
*\npublic
inline fun FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {\n  for (index in lastIndex
downTo 0) {\n    if (!predicate(this[index])) {\n      return drop(index + 1)\n    }\n  }\n  return
toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\npublic
inline fun DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {\n  for (index in lastIndex
downTo 0) {\n    if (!predicate(this[index])) {\n      return drop(index + 1)\n    }\n  }\n  return
toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\npublic inline fun
BooleanArray.takeLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n  for (index in lastIndex

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downTo 0) {\n    if (!predicate(this[index])) {\n        return drop(index + 1)\n    }\n } return
toList()\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*/\npublic inline fun CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Char> {\n    for (index in
lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return drop(index + 1)\n        }\n    } return
toList()\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*/\npublic inline fun <T> Array<out
T>.takeWhile(predicate: (T) -> Boolean): List<T> {\n    val list = ArrayList<T>()\n    for (item in this) {\n        if
(!predicate(item))\n            break\n        list.add(item)\n    } return list\n\n/**\n * Returns a list containing first
elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n
*/\npublic inline fun ByteArray.takeWhile(predicate: (Byte) -> Boolean): List<Byte> {\n    val list =
ArrayList<Byte>()\n    for (item in this)
{\n        if (!predicate(item))\n            break\n        list.add(item)\n    } return list\n\n/**\n * Returns a list
containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*/\npublic inline fun ShortArray.takeWhile(predicate:
(Short) -> Boolean): List<Short> {\n    val list = ArrayList<Short>()\n    for (item in this) {\n        if
(!predicate(item))\n            break\n        list.add(item)\n    } return list\n\n/**\n * Returns a list containing first
elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n
*/\npublic inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {\n    val list = ArrayList<Int>()\n
for (item in this) {\n        if (!predicate(item))\n            break\n        list.add(item)\n    } return list\n\n/**\n *
Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n
*/\npublic inline fun
LongArray.takeWhile(predicate: (Long) -> Boolean): List<Long> {\n    val list = ArrayList<Long>()\n    for (item
in this) {\n        if (!predicate(item))\n            break\n        list.add(item)\n    } return list\n\n/**\n * Returns a
list containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*/\npublic inline fun FloatArray.takeWhile(predicate:
(Float) -> Boolean): List<Float> {\n    val list = ArrayList<Float>()\n    for (item in this) {\n        if
(!predicate(item))\n            break\n        list.add(item)\n    } return list\n\n/**\n * Returns a list containing first
elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n
*/\npublic inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {\n    val list =
ArrayList<Double>()\n
    for (item in this) {\n        if (!predicate(item))\n            break\n        list.add(item)\n    } return list\n\n/**\n *
Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*/\npublic inline fun BooleanArray.takeWhile(predicate:
(Boolean) -> Boolean): List<Boolean> {\n    val list = ArrayList<Boolean>()\n    for (item in this) {\n        if
(!predicate(item))\n            break\n        list.add(item)\n    } return list\n\n/**\n * Returns a list containing first
elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n
*/\npublic inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {\n    val list =
ArrayList<Char>()\n    for (item in this) {\n        if (!predicate(item))\n            break\n        list.add(item)\n    }
return list\n\n/**\n * Reverses elements in the
array in-place.\n */\npublic fun <T> Array<T>.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint <
0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n
this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n\n/**\n * Reverses
elements in the array in-place.\n */\npublic fun ByteArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if
(midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n
this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n\n/**\n *
Reverses elements in the array in-place.\n */\npublic fun ShortArray.reverse(): Unit {\n    val midPoint = (size / 2) -
1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp =

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this[index]\n    this[index] = this[reverseIndex]\n
    this[reverseIndex] = tmp\n    reverseIndex--\n    }\n}\n\n/**\n * Reverses elements in the array in-place.\n
*/\npublic fun IntArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements in the array in-place.\n
*/\npublic fun LongArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements in the array in-place.\n
*/\npublic fun FloatArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements in the array in-place.\n
*/\npublic fun DoubleArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements in the array in-place.\n
*/\npublic fun BooleanArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements in the array in-place.\n
*/\npublic fun CharArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n
*/\n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n
*/\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n
*/\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/\n\n@SinceKotlin("1.4")\npublic fun <T> Array<T>.reverse(fromIndex: Int, toIndex: Int): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n
*/\n * @param fromIndex the start of the range (inclusive) to reverse.\n
*/\n * @param toIndex the end of the range (exclusive) to reverse.\n
*/\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n
*/\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/\n\n@SinceKotlin("1.4")\npublic fun ByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n
*/\n * @param fromIndex the start of the range (inclusive) to reverse.\n
*/\n * @param toIndex the end of the range (exclusive) to reverse.\n
*/\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n
*/\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/\n\n@SinceKotlin("1.4")\npublic fun ShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n
*/\n * @param fromIndex the start of the range (inclusive) to reverse.\n
*/\n * @param toIndex the end of the range (exclusive) to reverse.\n
*/\n * @throws

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IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *^n@SinceKotlin("1.4")\npublic
fun IntArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n  AbstractList.checkRangeIndexes(fromIndex, toIndex,
size)\n  val midPoint = (fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var reverseIndex =
toIndex - 1\n  for (index in fromIndex until midPoint) {\n    val tmp = this[index]\n    this[index] =
this[reverseIndex]\n    this[reverseIndex] = tmp\n    reverseIndex--\n  }\n}\n\n/**\n * Reverses elements of the
array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive)
to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *^n@SinceKotlin("1.4")\npublic
fun LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n  AbstractList.checkRangeIndexes(fromIndex,
toIndex, size)\n  val midPoint = (fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var
reverseIndex = toIndex - 1\n  for (index in fromIndex until midPoint) {\n    val tmp = this[index]\n
this[index] = this[reverseIndex]\n    this[reverseIndex] = tmp\n    reverseIndex--\n  }\n}\n\n/**\n * Reverses
elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to
reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws
IndexOutOfBoundsException
if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *^n@SinceKotlin("1.4")\npublic fun
FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n  AbstractList.checkRangeIndexes(fromIndex, toIndex,
size)\n  val midPoint = (fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var reverseIndex =
toIndex - 1\n  for (index in fromIndex until midPoint) {\n    val tmp = this[index]\n    this[index] =
this[reverseIndex]\n    this[reverseIndex] = tmp\n    reverseIndex--\n  }\n}\n\n/**\n * Reverses elements of the
array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n *
@param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if
[fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *^n@SinceKotlin("1.4")\npublic fun
DoubleArray.reverse(fromIndex:
Int, toIndex: Int): Unit {\n  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  val midPoint =
(fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var reverseIndex = toIndex - 1\n  for (index in
fromIndex until midPoint) {\n    val tmp = this[index]\n    this[index] = this[reverseIndex]\n
this[reverseIndex] = tmp\n    reverseIndex--\n  }\n}\n\n/**\n * Reverses elements of the array in the specified
range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end
of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero
or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater
than [toIndex].\n *^n@SinceKotlin("1.4")\npublic fun BooleanArray.reverse(fromIndex:
Int, toIndex: Int): Unit {\n  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  val midPoint =
(fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var reverseIndex = toIndex - 1\n  for (index in
fromIndex until midPoint) {\n    val tmp = this[index]\n    this[index] = this[reverseIndex]\n
this[reverseIndex] = tmp\n    reverseIndex--\n  }\n}\n\n/**\n * Reverses elements of the array in the specified
range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end
of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero
or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater
than [toIndex].\n *^n@SinceKotlin("1.4")\npublic fun CharArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n
val midPoint = (fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var reverseIndex = toIndex -
1\n  for (index in fromIndex until midPoint) {\n    val tmp = this[index]\n    this[index] = this[reverseIndex]\n
this[reverseIndex] = tmp\n    reverseIndex--\n  }\n}\n\n/**\n * Returns a list with elements in reversed order.\n

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*^public fun <T> Array<out T>.reversed(): List<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
// Returns a list with elements in reversed order.

*^public fun ByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
// Returns a list with elements in reversed order.

*^public fun ShortArray.reversed(): List<Short> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
// Returns a list with elements in reversed order.

*^public fun IntArray.reversed(): List<Int> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
// Returns a list with elements in reversed order.

*^public fun LongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
// Returns a list with elements in reversed order.

*^public fun FloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
// Returns a list with elements in reversed order.

*^public fun DoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
// Returns a list with elements in reversed order.

*^public fun BooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
// Returns a list with elements in reversed order.

*^public fun CharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
// Returns an array with elements of this array in reversed order.

*^public fun <T> Array<T>.reversedArray(): Array<T> {
    if (isEmpty()) return this
    val result = arrayOfNulls<T>(this.size)
    val lastIndex = lastIndexOf()
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
// Returns an array with elements of this array in reversed order.

*^public fun ByteArray.reversedArray(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndexOf()
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
// Returns an array with elements of this array in reversed order.

*^public fun ShortArray.reversedArray(): ShortArray {
    if (isEmpty()) return this
    val result = ShortArray(size)
    val lastIndex = lastIndexOf()
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
// Returns an array with elements of this array in reversed order.

*^public fun IntArray.reversedArray(): IntArray {
    if (isEmpty()) return this
    val result = IntArray(size)
    val lastIndex = lastIndexOf()
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
// Returns an array with elements of this array in reversed order.

*^public fun LongArray.reversedArray(): LongArray {
    if (isEmpty()) return this
    val result = LongArray(size)
    val lastIndex = lastIndexOf()
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
// Returns an array with elements of this array in reversed order.

*^public fun FloatArray.reversedArray(): FloatArray {
    if (isEmpty()) return this
    val result = FloatArray(size)
    val lastIndex = lastIndexOf()
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
// Returns an array with elements of this array in reversed order.

*^public fun DoubleArray.reversedArray(): DoubleArray {
    if (isEmpty()) return this
    val result = DoubleArray(size)
    val lastIndex = lastIndexOf()
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
// Returns an array with elements of this array in reversed order.

*^public fun BooleanArray.reversedArray(): BooleanArray {
    if (isEmpty()) return this
    val result = BooleanArray(size)
    val lastIndex = lastIndexOf()
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
// Returns an array with elements of this array in reversed order.

*^public fun CharArray.reversedArray(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndexOf()
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
// Returns an array with elements of this array in reversed order.

Randomly shuffles elements in this array in-place.
*^@SinceKotlin("1.4")
public fun <T> Array<T>.shuffle(): Unit {
    shuffle(Random())
}
// Randomly shuffles elements in this array in-place.

*^@SinceKotlin("1.4")
public fun ByteArray.shuffle(): Unit {
    shuffle(Random())
}
// Randomly shuffles elements in this array in-place.

*^@SinceKotlin("1.4")
public fun ShortArray.shuffle(): Unit {
    shuffle(Random())
}
// Randomly shuffles elements in this array in-place.

*^@SinceKotlin("1.4")
public fun IntArray.shuffle(): Unit {
    shuffle(Random())
}
// Randomly shuffles elements in this array in-place.

*^@SinceKotlin("1.4")
public fun LongArray.shuffle(): Unit {
    shuffle(Random())
}
// Randomly shuffles elements in this array in-place.

*^@SinceKotlin("1.4")
public fun FloatArray.shuffle(): Unit {
    shuffle(Random())
}
// Randomly shuffles elements in this array in-place.

*^@SinceKotlin("1.4")
public fun DoubleArray.shuffle(): Unit {
    shuffle(Random())
}
// Randomly shuffles elements in this array in-place.

*^@SinceKotlin("1.4")
public fun BooleanArray.shuffle(): Unit {
    shuffle(Random())
}
// Randomly shuffles elements in this array in-place.

*^@SinceKotlin("1.4")
public fun CharArray.shuffle(): Unit {
    shuffle(Random())
}
// Randomly shuffles elements in this array in-place.

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shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n
*\n@SinceKotlin("1.4")\npublic fun IntArray.shuffle(): Unit {\n    shuffle(Random)\n}\n\n/**\n * Randomly
shuffles elements in this array in-place.\n *\n@SinceKotlin("1.4")\npublic fun LongArray.shuffle(): Unit {\n
shuffle(Random)\n}\n\n/**\n
* Randomly shuffles elements in this array in-place.\n *\n@SinceKotlin("1.4")\npublic fun FloatArray.shuffle():
Unit {\n    shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n
*\n@SinceKotlin("1.4")\npublic fun DoubleArray.shuffle(): Unit {\n    shuffle(Random)\n}\n\n/**\n * Randomly
shuffles elements in this array in-place.\n *\n@SinceKotlin("1.4")\npublic fun BooleanArray.shuffle(): Unit {\n
shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n
*\n@SinceKotlin("1.4")\npublic fun CharArray.shuffle(): Unit {\n    shuffle(Random)\n}\n\n/**\n * Randomly
shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n *
See: https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\npublic fun <T> Array<T>.shuffle(random: Random): Unit {\n    for (i in lastIndex
downTo 1) {\n        val j = random.nextInt(i
+ 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}\n\n/**\n * Randomly shuffles
elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\npublic fun ByteArray.shuffle(random: Random): Unit {\n    for (i in lastIndex downTo
1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\npublic fun ShortArray.shuffle(random: Random): Unit {\n    for (i in lastIndex downTo
1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified
[random] instance as the source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\npublic fun IntArray.shuffle(random: Random): Unit {\n    for (i in lastIndex downTo 1)
{\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\npublic fun LongArray.shuffle(random: Random): Unit {\n    for (i in lastIndex downTo
1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles
elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\npublic fun FloatArray.shuffle(random: Random): Unit {\n    for (i in lastIndex downTo
1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\npublic fun DoubleArray.shuffle(random: Random): Unit {\n    for (i in lastIndex
downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random]
instance as the source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\npublic fun BooleanArray.shuffle(random: Random): Unit {\n    for (i in lastIndex

```

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downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] = this[j]\n    this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\npublic fun CharArray.shuffle(random: Random): Unit {\n    for (i in lastIndex downTo
1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n
}\n}\n\n/**\n * Sorts elements in the array in-place according to natural sort order of the value returned by specified
[selector] function.\n * \n *
The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n
*\npublic inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {\n    if
(size > 1) sortWith(compareBy(selector))\n}\n\n/**\n * Sorts elements in the array in-place descending according to
natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that
equal elements preserve their order relative to each other after sorting.\n * \npublic inline fun <T, R :
Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {\n    if (size > 1)
sortWith(compareByDescending(selector))\n}\n\n/**\n * Sorts elements in the array in-place descending according
to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.\n * \npublic fun <T : Comparable<T>> Array<out T>.sortDescending():
Unit {\n    sortWith(reverseOrder())\n}\n\n/**\n * Sorts elements in the array in-place descending according to their
natural sort order.\n * \npublic fun ByteArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n
reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n
*\npublic fun ShortArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \npublic fun
IntArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements
in the array in-place descending according to their natural sort order.\n * \npublic fun LongArray.sortDescending():
Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place
descending according to their natural sort order.\n
*\npublic fun FloatArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \npublic fun
DoubleArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts
elements in the array in-place descending according to their natural sort order.\n * \npublic fun
CharArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Returns a list
of all elements sorted according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements
preserve their order relative to each other after sorting.\n * \npublic fun <T : Comparable<T>> Array<out
T>.sorted(): List<T> {\n    return sortedArray().asList()\n}\n\n/**\n * Returns a list of all elements sorted according
to their natural sort order.\n * \npublic fun ByteArray.sorted(): List<Byte>
{\n    return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according
to their natural sort order.\n * \npublic fun ShortArray.sorted(): List<Short> {\n    return toTypedArray().apply {
sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n * \npublic fun
IntArray.sorted(): List<Int> {\n    return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all
elements sorted according to their natural sort order.\n * \npublic fun LongArray.sorted(): List<Long> {\n    return
toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural
sort order.\n * \npublic fun FloatArray.sorted(): List<Float> {\n    return toTypedArray().apply { sort()
}.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n * \npublic fun
DoubleArray.sorted(): List<Double> {\n    return toTypedArray().apply
{\n        sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n
*\npublic fun CharArray.sorted(): List<Char> {\n    return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n *
Returns an array with all elements of this array sorted according to their natural sort order.\n * \n * The sort is
_stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \npublic fun <T :

```

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Comparable<T>> Array<T>.sortedArray(): Array<T> {\n  if (isEmpty()) return this\n  return this.copyOf().apply
{ sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n
*\npublic fun ByteArray.sortedArray(): ByteArray {\n  if (isEmpty()) return this\n  return this.copyOf().apply {
sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n
*\npublic fun ShortArray.sortedArray(): ShortArray
{\n  if (isEmpty()) return this\n  return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all
elements of this array sorted according to their natural sort order.\n *\npublic fun IntArray.sortedArray(): IntArray
{\n  if (isEmpty()) return this\n  return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all
elements of this array sorted according to their natural sort order.\n *\npublic fun LongArray.sortedArray():
LongArray {\n  if (isEmpty()) return this\n  return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array
with all elements of this array sorted according to their natural sort order.\n *\npublic fun FloatArray.sortedArray():
FloatArray {\n  if (isEmpty()) return this\n  return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array
with all elements of this array sorted according to their natural sort order.\n *\npublic fun
DoubleArray.sortedArray(): DoubleArray {\n  if (isEmpty()) return this\n
return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted
according to their natural sort order.\n *\npublic fun CharArray.sortedArray(): CharArray {\n  if (isEmpty())
return this\n  return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array
sorted descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements
preserve their order relative to each other after sorting.\n *\npublic fun <T : Comparable<T>>
Array<T>.sortedArrayDescending(): Array<T> {\n  if (isEmpty()) return this\n  return this.copyOf().apply {
sortWith(reverseOrder()) }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending
according to their natural sort order.\n *\npublic fun ByteArray.sortedArrayDescending(): ByteArray {\n  if
(isEmpty()) return this\n  return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all
elements of this array sorted descending according to their natural sort order.\n *\npublic fun
ShortArray.sortedArrayDescending(): ShortArray {\n  if (isEmpty()) return this\n  return this.copyOf().apply {
sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to
their natural sort order.\n *\npublic fun IntArray.sortedArrayDescending(): IntArray {\n  if (isEmpty()) return
this\n  return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this
array sorted descending according to their natural sort order.\n *\npublic fun LongArray.sortedArrayDescending():
LongArray {\n  if (isEmpty()) return this\n  return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns
an array with all elements of this array sorted descending according to their natural sort order.\n *\npublic fun
FloatArray.sortedArrayDescending(): FloatArray {\n  if (isEmpty()) return this\n  return this.copyOf().apply
{ sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to
their natural sort order.\n *\npublic fun DoubleArray.sortedArrayDescending(): DoubleArray {\n  if (isEmpty())
return this\n  return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of
this array sorted descending according to their natural sort order.\n *\npublic fun
CharArray.sortedArrayDescending(): CharArray {\n  if (isEmpty()) return this\n  return this.copyOf().apply {
sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according the specified
[comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other
after sorting.\n *\npublic fun <T> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T>
{\n  if (isEmpty()) return this\n  return this.copyOf().apply { sortWith(comparator) }\n}\n\n/**\n
* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector]
function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after
sorting.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n *\npublic inline fun <T, R :
Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {\n  return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
of the value returned by specified [selector] function.\n * \n * @sample
samples.collections.Collections.Sorting.sortedBy\n *\npublic inline fun <R : Comparable<R>>

```


ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n

*^{\npublic inline fun <R : Comparable<R>> ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short>
 {\n return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural
 sort order of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n

*^{\npublic inline fun <R : Comparable<R>>
 IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n

*^{\npublic inline fun <R : Comparable<R>>
 LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural
 sort order of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n

*^{\npublic inline fun <R : Comparable<R>>
 FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n

*^{\npublic inline fun <R : Comparable<R>>
 DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n

*^{\npublic inline fun <R : Comparable<R>>
 BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n

*^{\npublic inline fun <R : Comparable<R>>
 CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural
 sort order of the value returned by specified [selector] function.\n * \n * The sort is `_stable_`. It means that equal
 elements preserve their order relative to each other after sorting.\n * ^{\npublic inline fun <T, R : Comparable<R>>
 Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {\n return
 sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
 according to natural sort order of the value returned by specified [selector] function.\n * ^{\npublic
 inline fun <R : Comparable<R>> ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte>
 {\n return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted
 descending according to natural sort order of the value returned by specified [selector] function.\n * ^{\npublic inline
 fun <R : Comparable<R>> ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {\n
 return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
 according to natural sort order of the value returned by specified [selector] function.\n * ^{\npublic inline fun <R :
 Comparable<R>> IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {\n return
 sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
 according to natural sort order of the value returned by specified [selector] function.\n * ^{\npublic inline
 fun <R : Comparable<R>> LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {\n
 return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
 according to natural sort order of the value returned by specified [selector] function.\n * ^{\npublic inline fun <R :
 Comparable<R>> FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {\n return

sortedWith(compareByDescending(selector))\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {\n return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {\n return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {\n return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Array<out T>.sortedDescending(): List<T> {\n return sortedWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun ByteArray.sortedDescending(): List<Byte> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun ShortArray.sortedDescending(): List<Short> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun IntArray.sortedDescending(): List<Int> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun LongArray.sortedDescending(): List<Long> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun FloatArray.sortedDescending(): List<Float> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun DoubleArray.sortedDescending(): List<Double> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun CharArray.sortedDescending(): List<Char> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T> Array<out T>.sortedWith(comparator: Comparator<in T>): List<T> {\n return sortedArrayWith(comparator).asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {\n return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun CharArray.sortedWith(comparator: Comparator<in Char>):

`List<Char> { \n return toTypedArray().apply { sortWith(comparator) }.asList()\n }\n\n`

- * Returns a [List] that wraps the original array.
- * `\n * \n public expect fun <T> Array<out T>.asList(): List<T>\n\n`
 - * Returns a [List] that wraps the original array.
 - * `\n * \n public expect fun ByteArray.asList(): List<Byte>\n\n`
 - * Returns a [List] that wraps the original array.
 - * `\n * \n public expect fun ShortArray.asList(): List<Short>\n\n`
 - * Returns a [List] that wraps the original array.
 - * `\n * \n public expect fun IntArray.asList(): List<Int>\n\n`
 - * Returns a [List] that wraps the original array.
 - * `\n * \n public expect fun LongArray.asList(): List<Long>\n\n`
 - * Returns a [List] that wraps the original array.
 - * `\n * \n public expect fun FloatArray.asList(): List<Float>\n\n`
 - * Returns a [List] that wraps the original array.
 - * `\n * \n public expect fun DoubleArray.asList(): List<Double>\n\n`
 - * Returns a [List] that wraps the original array.
 - * `\n * \n public expect fun BooleanArray.asList(): List<Boolean>\n\n`
 - * Returns a [List] that wraps the original array.
 - * `\n * \n public expect fun CharArray.asList(): List<Char>\n\n`
 - * Returns ``true`` if the two specified arrays are **deeply** equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 - * \n * If two corresponding elements are nested arrays, they are also compared deeply.
 - * If any of arrays contains itself on any nesting level the behavior is undefined.
 - * \n * The elements of other types are compared for equality with the [equals][Any.equals] function.
 - * For floating point numbers it means that ``NaN`` is equal to itself and ``-0.0`` is not equal to ``0.0``.

`\n * \n @SinceKotlin("1.1")\n @kotlin.internal.LowPriorityInOverloadResolution\n public expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean\n\n`

 - * Returns ``true`` if the two specified arrays are **deeply** equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 - * \n * The specified arrays are also considered deeply equal if both are ``null``.
 - * \n * If two corresponding elements are nested arrays, they are also compared deeply.
 - * If any of arrays contains itself on any nesting level the behavior is undefined.
 - * \n * The elements of other types are compared for equality with the [equals][Any.equals] function.
 - * For floating point numbers it means that ``NaN`` is equal to itself and ``-0.0`` is not equal to ``0.0``.

`\n * \n @SinceKotlin("1.4")\n public expect infix fun <T> Array<out T>?.contentDeepEquals(other: Array<out T>?): Boolean\n\n`

 - * Returns a hash code based on the contents of this array as if it is [List].
 - * Nested arrays are treated as lists too.
 - * \n * If any of arrays contains itself on any nesting level the behavior is undefined.

`\n * \n @SinceKotlin("1.1")\n @kotlin.internal.LowPriorityInOverloadResolution\n public expect fun <T> Array<out T>.contentDeepHashCode(): Int\n\n`

 - * Returns a hash code based on the contents of this array as if it is [List].
 - * Nested arrays are treated as lists too.
 - * \n * If any of arrays contains itself on any nesting level the behavior is undefined.

`\n * \n @SinceKotlin("1.4")\n public expect fun <T> Array<out T>?.contentDeepHashCode(): Int\n\n`

 - * Returns a string representation of the contents of this array as if it is a [List].
 - * Nested arrays are treated as lists too.
 - * \n * If any of arrays contains itself on any nesting level that reference \n * is rendered as ``"[...]"`` to prevent recursion.
 - * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString

`\n * \n @SinceKotlin("1.1")\n @kotlin.internal.LowPriorityInOverloadResolution\n public expect fun <T> Array<out T>.contentDeepToString(): String\n\n`

 - * Returns a string representation of the contents of this array as if it is a [List].
 - * Nested arrays are treated as lists too.
 - * \n * If any of arrays contains itself on any nesting level that reference \n * is rendered as ``"[...]"`` to prevent recursion.
 - * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString

`\n * \n @SinceKotlin("1.4")\n public expect fun <T> Array<out T>?.contentDeepToString(): String\n\n`

 - * Returns ``true`` if the two specified arrays are **structurally** equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 - * \n * The elements are compared for equality with the [equals][Any.equals] function.
 - * For floating point numbers it means that ``NaN`` is equal to itself and ``-0.0`` is not equal to ``0.0``.

`\n * \n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public expect infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean\n\n`

 - * Returns ``true`` if the two specified arrays are **structurally** equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 - * \n * The elements are compared for equality with the [equals][Any.equals] function.
 - * For floating point numbers it means that ``NaN`` is equal to itself and ``-0.0`` is not equal to ``0.0``.

`\n * \n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.4")\n public expect infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean\n\n`

avoid deprecation warning.)\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean\n\n**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean\n\n**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect infix fun IntArray.contentEquals(other: IntArray): Boolean\n\n**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect infix fun LongArray.contentEquals(other: LongArray): Boolean\n\n**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean\n\n**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean\n\n**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean\n\n**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect infix fun CharArray.contentEquals(other: CharArray): Boolean\n\n**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin("1.4")\npublic expect infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean\n\n**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it

means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun IntArray?.contentEquals(other: IntArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun LongArray?.contentEquals(other: LongArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun CharArray?.contentEquals(other: CharArray?): Boolean`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun <T> Array<out T>.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun ByteArray.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun ShortArray.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun IntArray.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun LongArray.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun
FloatArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based
on the contents of this array as if it is [List].\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation
warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun
DoubleArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is
[List].\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation
warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun
BooleanArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is
[List].\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation
warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun
CharArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is
[List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun <T> Array<out T>?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun ByteArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as
if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun ShortArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun IntArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun LongArray?.contentHashCode(): Int\n\n/**\n * Returns a
hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun
FloatArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is
[List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun DoubleArray?.contentHashCode():
Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun BooleanArray?.contentHashCode(): Int\n\n/**\n * Returns a hash
code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun
CharArray?.contentHashCode(): Int\n\n/**\n * Returns a string representation of the contents of the specified array
as if it is [List].\n *\n\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation
warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun <T>
Array<out T>.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified
array as if it is [List].\n *\n\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation
warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince
= \"1.4\")\npublic expect fun ByteArray.contentToString(): String\n\n/**\n * Returns a string representation of the
contents of the specified array as if it is [List].\n *\n\n * @sample
samples.collections.Arrays.ContentOperations.contentToString\n\n@Deprecated(\"Use Kotlin compiler 1.4 to
avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic
expect fun ShortArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the
specified array as if it is [List].\n *\n\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation
warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun
IntArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as
if it is [List].\n *\n\n * @sample
samples.collections.Arrays.ContentOperations.contentToString\n\n@Deprecated(\"Use Kotlin compiler 1.4 to
avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic
expect fun LongArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the
specified array as if it is [List].\n *\n\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation
warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun

FloatArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public expect fun

DoubleArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public expect fun

BooleanArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public expect fun

CharArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @SinceKotlin("1.4")\n public expect fun

<T> Array<out T>?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @SinceKotlin("1.4")\n public expect fun

ByteArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @SinceKotlin("1.4")\n public expect fun

ShortArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @SinceKotlin("1.4")\n public expect fun

IntArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @SinceKotlin("1.4")\n public expect fun

LongArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @SinceKotlin("1.4")\n public expect fun

FloatArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @SinceKotlin("1.4")\n public expect fun

DoubleArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @SinceKotlin("1.4")\n public expect fun

BooleanArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n * \n @SinceKotlin("1.4")\n public expect fun

CharArray?.contentToString(): String\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n * \n @SinceKotlin("1.3")\n public expect fun

<T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>\n\n/**\n * Copies this array or its subrange into the [destination] array and returns

LongArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
 samples.collections.Arrays.CopyOfOperations.copyOfOf\n *^\npublic expect fun FloatArray.copyOfOf():
 FloatArray\n\n/**\n * Returns new
 array which is a copy of the original array.\n * \n * @sample
 samples.collections.Arrays.CopyOfOperations.copyOfOf\n *^\npublic expect fun DoubleArray.copyOfOf():
 DoubleArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
 samples.collections.Arrays.CopyOfOperations.copyOfOf\n *^\npublic expect fun BooleanArray.copyOfOf():
 BooleanArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
 samples.collections.Arrays.CopyOfOperations.copyOfOf\n *^\npublic expect fun CharArray.copyOfOf():
 CharArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n *
 The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the
 size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of
 the original array, the extra elements in the copy array are filled with zero values.\n * \n
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *^\npublic expect fun
 ByteArray.copyOfOf(newSize: Int): ByteArray\n\n/**\n * Returns new array which is a copy of the original array,
 resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n
 * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If
 [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero
 values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *^\npublic
 expect fun ShortArray.copyOfOf(newSize: Int): ShortArray\n\n/**\n * Returns new array which is a copy of the
 original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values
 if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is
 truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the
 copy array are filled with zero values.\n * \n * @sample
 samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *^\npublic expect fun
 IntArray.copyOfOf(newSize: Int): IntArray\n\n/**\n * Returns new array which is a copy of the original array, resized
 to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * -
 If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize]
 is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n *
 @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *^\npublic expect fun
 LongArray.copyOfOf(newSize: Int): LongArray\n\n/**\n * Returns new array which is a copy of the original array,
 resized to the given [newSize].\n * The
 copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the
 size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of
 the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample
 samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *^\npublic expect fun
 FloatArray.copyOfOf(newSize: Int): FloatArray\n\n/**\n * Returns new array which is a copy of the original array,
 resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n
 * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If
 [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero
 values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *^\npublic
 expect fun DoubleArray.copyOfOf(newSize: Int): DoubleArray\n\n/**\n * Returns new array which is a copy of the
 original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `false`
 values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the
 [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are
 filled with `false` values.\n * \n * @sample
 samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *^\npublic expect fun
 BooleanArray.copyOfOf(newSize: Int): BooleanArray\n\n/**\n * Returns new array which is a copy of the original

Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n

```

*\npublic expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.3")\npublic expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.3")\npublic expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.3")\npublic expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.3")\npublic expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.3")\npublic expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.3")\npublic expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.3")\npublic expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end

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`true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.isNotEmpty():
Boolean {\n    return !isEmpty()\n}\n\n/**\n * Returns the last valid index for the array.\n */\npublic val <T>
Array<out T>.lastIndex: Int\n    get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val
ByteArray.lastIndex: Int\n    get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val
ShortArray.lastIndex: Int\n    get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val
IntArray.lastIndex: Int\n    get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val
LongArray.lastIndex: Int\n    get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val
FloatArray.lastIndex: Int\n    get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val
DoubleArray.lastIndex: Int\n    get() = size - 1\n\n\n * Returns the last valid index for the array.\n */\npublic val BooleanArray.lastIndex: Int\n    get() = size - 1\n\n\n/**\n * Returns the last valid index for the array.\n */\npublic val CharArray.lastIndex: Int\n    get() = size - 1\n\n\n * Returns an array containing all elements of the original array and then the given [element].\n */\n\n@Suppress(\\"NO_ACTUAL_FOR_EXPECT\\")\npublic expect operator fun <T> Array<T>.plus(element: T):
Array<T>\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n\npublic expect operator fun ByteArray.plus(element: Byte): ByteArray\n\n/**\n * Returns an array containing all
elements of the original array and then the given [element].\n */\n\npublic expect operator fun
ShortArray.plus(element: Short): ShortArray\n\n/**\n * Returns an array containing all elements of the original
array and then the given [element].\n */\n\npublic expect operator fun IntArray.plus(element: Int): IntArray\n\n\n/**\n * Returns
an array containing all elements of the original array and then the given [element].\n */\n\npublic expect operator fun
LongArray.plus(element: Long): LongArray\n\n\n/**\n * Returns an array containing all elements of the original array
and then the given [element].\n */\n\npublic expect operator fun FloatArray.plus(element: Float): FloatArray\n\n\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n\npublic expect
operator fun DoubleArray.plus(element: Double): DoubleArray\n\n\n/**\n * Returns an array containing all elements
of the original array and then the given [element].\n */\n\npublic expect operator fun BooleanArray.plus(element:
Boolean): BooleanArray\n\n\n/**\n * Returns an array containing all elements of the original array and then the given
[element].\n */\n\npublic expect operator fun CharArray.plus(element: Char): CharArray\n\n\n\n/**\n * Returns an array
containing all elements of the original array and then all elements of the given
[elements] collection.\n */\n\n@Suppress(\\"NO_ACTUAL_FOR_EXPECT\\")\npublic expect operator fun <T>
Array<T>.plus(elements: Collection<T>): Array<T>\n\n\n/**\n * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.\n */\n\npublic expect operator fun
ByteArray.plus(elements: Collection<Byte>): ByteArray\n\n\n/**\n * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.\n */\n\npublic expect operator fun
ShortArray.plus(elements: Collection<Short>): ShortArray\n\n\n/**\n * Returns an array containing all elements of
the original array and then all elements of the given [elements] collection.\n */\n\npublic expect operator fun
IntArray.plus(elements: Collection<Int>): IntArray\n\n\n/**\n * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.\n */\n\npublic expect operator fun
LongArray.plus(elements: Collection<Long>):
LongArray\n\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the
given [elements] collection.\n */\n\npublic expect operator fun FloatArray.plus(elements: Collection<Float>):
FloatArray\n\n\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the
given [elements] collection.\n */\n\npublic expect operator fun DoubleArray.plus(elements: Collection<Double>):
DoubleArray\n\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the
given [elements] collection.\n */\n\npublic expect operator fun BooleanArray.plus(elements: Collection<Boolean>):
BooleanArray\n\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the
given [elements] collection.\n */\n\npublic expect operator fun CharArray.plus(elements: Collection<Char>):
CharArray\n\n\n\n/**\n * Returns an array containing all elements of the original array and then

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all elements of the given [elements] array.\n *^@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect operator fun <T> Array<T>.plus(elements: Array<out T>): Array<T>\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n *^/npublic expect operator fun ByteArray.plus(elements: ByteArray): ByteArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n *^/npublic expect operator fun ShortArray.plus(elements: ShortArray): ShortArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n *^/npublic expect operator fun IntArray.plus(elements: IntArray): IntArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n *^/npublic expect operator fun LongArray.plus(elements: LongArray): LongArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n *^/npublic expect operator fun FloatArray.plus(elements: FloatArray): FloatArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n *^/npublic expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n *^/npublic expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n *^@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun <T> Array<T>.plusElement(element: T): Array<T>\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n *^/npublic expect fun IntArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n *^/npublic expect fun LongArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n *^/npublic expect fun ByteArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n *^/npublic expect fun ShortArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n *^/npublic expect fun DoubleArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n *^/npublic expect fun FloatArray.sort(): Unit\n\n/**\n * Sorts the array in-place according to the natural order of its elements.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable\n *^/npublic expect fun <T : Comparable<T>> Array<out T>.sort(): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable\n *^/n@SinceKotlin("1.4")\npublic expect fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n *^/n@SinceKotlin("1.4")\npublic expect fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of

this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * @SinceKotlin("1.4")
 public expect fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * @SinceKotlin("1.4")
 public expect fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * @SinceKotlin("1.4")
 public expect fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * @SinceKotlin("1.4")
 public expect fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * @SinceKotlin("1.4")
 public expect fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * @SinceKotlin("1.4")
 public expect fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * @SinceKotlin("1.4")
 public fun <T> Comparable<T> Array<out T>.sortDescending(fromIndex: Int, toIndex: Int): Unit
 {
 sortWith(reverseOrder(), fromIndex, toIndex)
 }
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * @SinceKotlin("1.4")
 public fun ByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit
 {
 sort(fromIndex, toIndex)
 reverse(fromIndex, toIndex)
 }
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].


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if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *^\n@SinceKotlin("1.4")\npublic fun
ShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n  sort(fromIndex, toIndex)\n
reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The
elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the
range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException
if [fromIndex] is greater than [toIndex].\n *^\n@SinceKotlin("1.4")\npublic fun
IntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n  sort(fromIndex, toIndex)\n  reverse(fromIndex,
toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted
descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to
sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if
[fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *^\n@SinceKotlin("1.4")\npublic fun
LongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n  sort(fromIndex, toIndex)\n
reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The
elements are sorted descending according
to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex
the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than
zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is
greater than [toIndex].\n *^\n@SinceKotlin("1.4")\npublic fun FloatArray.sortDescending(fromIndex: Int, toIndex:
Int): Unit {\n  sort(fromIndex, toIndex)\n  reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array
in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n *
@param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to
sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
size of this array.\n * @throws IllegalArgumentException if [fromIndex]
is greater than [toIndex].\n *^\n@SinceKotlin("1.4")\npublic fun DoubleArray.sortDescending(fromIndex: Int,
toIndex: Int): Unit {\n  sort(fromIndex, toIndex)\n  reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of
the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort
order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range
(exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is
greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*^\n@SinceKotlin("1.4")\npublic fun CharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n
sort(fromIndex, toIndex)\n  reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts the array in-place according to the
order specified by the given [comparator].\n * \n * The sort is _stable_. It means that
equal elements preserve their order relative to each other after sorting.\n *^\npublic expect fun <T> Array<out
T>.sortWith(comparator: Comparator<in T>): Unit\n\n/**\n * Sorts a range in the array in-place with the given
[comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to
each other after sorting.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n *
@param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *^\npublic expect fun <T> Array<out
T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Returns an
array of Boolean containing all of the elements of this generic array.\n *^\npublic fun Array<out
Boolean>.toBooleanArray():
BooleanArray {\n  return BooleanArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Byte
containing all of the elements of this generic array.\n *^\npublic fun Array<out Byte>.toByteArray(): ByteArray {\n

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mapCapacity(size).coerceAtLeast(16)\n  return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to
elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V>
LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {\n  val capacity =
mapCapacity(size).coerceAtLeast(16)\n  return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n *
applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added
to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V>
FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {\n  val capacity =
mapCapacity(size).coerceAtLeast(16)\n  return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to
elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V>
DoubleArray.associate(transform: (Double) -> Pair<K,
V>): Map<K, V> {\n  val capacity = mapCapacity(size).coerceAtLeast(16)\n  return
associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value
pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would
have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order
of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n
*/\npublic inline fun <K, V> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {\n  val
capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to
elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * The returned
map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V>
CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {\n  val capacity =
mapCapacity(size).coerceAtLeast(16)\n  return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <T, K>
Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n  val capacity =
mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K,
T>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by
the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have
the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the
entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>
ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {\n  val capacity =
mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K, Byte>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key

```

```

returned by [keySelector] the last one gets added to the map.\n * \n * The returned
map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>
ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {\n    val capacity =
mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Short>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>
IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {\n    val capacity =
mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K,
Int>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by
the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have
the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the
entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>
LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {\n    val capacity =
mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Long>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>
FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {\n    val capacity =
mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Float>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>
DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {\n    val capacity =
mapCapacity(size).coerceAtLeast(16)\n
    return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map]
containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to
each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets
added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n *
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>
BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {\n    val capacity =
mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Boolean>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last
one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n *
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>
CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n    val capacity =
mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Char>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by

```

[keySelector] functions applied to elements of the given array.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

@sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
*/public inline
fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V):
  Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return
    associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
  }

```

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

@sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
*/public inline
fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V):
  Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return
    associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
  }

```

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

@sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
*/public inline
fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)
  }

```

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

@sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
*/public inline
fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K,
V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K,
    V>(capacity), keySelector, valueTransform)
  }

```

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

@sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
*/public inline
fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return
    associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
  }

```

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

@sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
*/public inline
fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V):
  Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return
    associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
  }

```

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

@sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
*/public inline

```

```

fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V>
{
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

*/
public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

*/
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/* Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

*/
public inline fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/* Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

*/
public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/* Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

*/
public inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/* Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

*/
public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/* Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

*/
public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/* Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

*/
public inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/* Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

*/
public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

```

```

MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
  for (element in this) {
    destination.put(keySelector(element), element)
  }
  return destination
}
Populates and returns the [destination] mutable map with key-value pairs,
where key is provided by the [keySelector] function applied to each element of the given array
and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
  for (element in this) {
    destination.put(keySelector(element),
  element)
  }
  return destination
}
Populates and returns the [destination] mutable map with key-value pairs,
where key is provided by the [keySelector] function applied to each element of the given array
and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {
  for (element in this) {
    destination.put(keySelector(element), element)
  }
  return destination
}
Populates and returns the [destination] mutable map with key-value pairs,
where key is provided by the [keySelector] function applied to each element of the given array
and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
  for (element in this) {
    destination.put(keySelector(element), element)
  }
  return destination
}
Populates and returns the [destination] mutable map with key-value pairs,
where key is provided by the [keySelector] function applied to each element of the given array
and value is the element itself.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
public inline fun <K, M : MutableMap<in K, in Char>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K): M {
  for (element in this) {
    destination.put(keySelector(element), element)
  }
  return destination
}
Populates and returns the [destination] mutable map with key-value pairs,
where key is provided by the [keySelector] function and
and value is provided by the [valueTransform] function applied to elements of the given array.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
  for (element in this) {
    destination.put(keySelector(element),
  valueTransform(element))
  }
  return destination
}
Populates and returns the [destination] mutable map with key-value pairs,
where key is provided by the [keySelector] function and
and value is provided by the [valueTransform] function applied to elements of the given array.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
  for (element in this) {
    destination.put(keySelector(element), valueTransform(element))
  }
  return destination
}
Populates and returns the [destination] mutable map with key-value pairs,
where key is provided by the [keySelector] function and
and value is provided by the [valueTransform] function applied to elements of the given array.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
public

```

```

inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) ->
K, valueTransform: (Short) -> V): M {\n  for (element in this) {\n    destination.put(keySelector(element),
valueTransform(element))\n  }\n  return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by
the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the
same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic
inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K,
valueTransform:
(Int) -> V): M {\n  for (element in this) {\n    destination.put(keySelector(element), valueTransform(element))\n
}\n  return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n *
where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function
applied to elements of the given array.\n * \n * If any two elements would have the same key returned by
[keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic
inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) ->
K, valueTransform: (Long) -> V): M {\n  for (element in this) {\n    destination.put(keySelector(element),
valueTransform(element))\n  }\n  return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value
pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the
[valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same
key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic
inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) ->
K, valueTransform: (Float) -> V): M {\n  for (element in this) {\n    destination.put(keySelector(element),
valueTransform(element))\n  }\n  return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by
the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the
same key returned by
[keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic
inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector:
(Double) -> K, valueTransform: (Double) -> V): M {\n  for (element in this) {\n
destination.put(keySelector(element), valueTransform(element))\n  }\n  return destination\n}\n\n/**\n * Populates
and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector]
function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n *
\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n *
\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\n
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination:
M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {\n  for (element in this) {\n
destination.put(keySelector(element), valueTransform(element))\n  }\n  return destination\n}\n\n/**\n * Populates
and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector]
function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n *
\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n *
\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\n
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector:
(Char) -> K, valueTransform: (Char) -> V): M {\n  for (element in this) {\n
destination.put(keySelector(element), valueTransform(element))\n  }\n  return destination\n}\n\n/**\n

```


* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

```

* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```

@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

```

* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```

@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

```

* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

```

* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateTo(destination: M, transform: (Long) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

```

* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```

@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

```

* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```

@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

```

* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```

@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

```

* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

```

```

*^public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform:
(Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

** Returns a [Map] where keys are elements from the given array and values are produced
by the [valueSelector] function applied to each element.
* If any two elements are equal, the last one gets
added to the map.
* The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Collections.Transformations.associateWith

^@SinceKotlin("1.4")^public inline
fun <K, V> Array<out K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result =
    LinkedHashMap<K, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result,
valueSelector)
}

** Returns a [Map] where keys are elements from the given array and values are
produced by the [valueSelector] function applied to each element.
* If any two elements are equal, the last
one gets added to the map.
* The returned map preserves the entry iteration order of the original array.

* @sample samples.collections.Collections.Transformations.associateWith

^@SinceKotlin("1.4")^@kotlin.internal.InlineOnly^public inline fun <V>
ByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {
    val result = LinkedHashMap<Byte,
V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

** Returns a
[Map] where keys are elements from the given array and values are
produced by the [valueSelector] function
applied to each element.
* If any two elements are equal, the last one gets added to the map.
* The
returned map preserves the entry iteration order of the original array.

* @sample
samples.collections.Collections.Transformations.associateWith

^@SinceKotlin("1.4")^@kotlin.internal.InlineOnly^public
inline fun <V> ShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {
    val result =
    LinkedHashMap<Short, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result,
valueSelector)
}

** Returns a [Map] where keys are elements from the given array and values are
produced by the [valueSelector] function applied to each element.
* If any two elements are equal, the last one
gets added to the map.
* The returned map preserves the entry iteration order of the original array.

* @sample samples.collections.Collections.Transformations.associateWith

^@SinceKotlin("1.4")^@kotlin.internal.InlineOnly^public inline fun <V>
IntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {
    val result = LinkedHashMap<Int,
V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

** Returns a
[Map] where keys are elements from the
given array and values are
produced by the [valueSelector] function applied to each element.
* If any two
elements are equal, the last one gets added to the map.
* The returned map preserves the entry iteration order
of the original array.

* @sample samples.collections.Collections.Transformations.associateWith

^@SinceKotlin("1.4")^@kotlin.internal.InlineOnly^public inline fun <V>
LongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {
    val result = LinkedHashMap<Long,
V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

** Returns a
[Map] where keys are elements from the given array and values are
produced by the [valueSelector] function
applied to each element.
* If any two elements are equal, the last one gets added to the map.
* The
returned map preserves the entry iteration order of the original array.

* @sample
samples.collections.Collections.Transformations.associateWith

^@SinceKotlin("1.4")^@kotlin.internal.InlineOnly^public inline fun <V>
FloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {
    val result = LinkedHashMap<Float,
V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

** Returns a
[Map] where keys are elements from the given array and values are
produced by the [valueSelector] function
applied to each element.
* If any two elements are equal, the last one gets added to the map.
* The
returned map preserves the entry iteration order of the original array.

* @sample
samples.collections.Collections.Transformations.associateWith

^@SinceKotlin("1.4")^@kotlin.internal.InlineOnly^public inline fun <V>

```

```

DoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V> {
    val result =
    LinkedHashMap<Double, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result,
    valueSelector)
}

Returns
a [Map] where keys are elements from the given array and values are
produced by the [valueSelector] function applied to each element.
If any two elements are equal, the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.
@sample
samples.collections.Collections.Transformations.associateWith

Since Kotlin 1.4
@kotlin.internal.InlineOnly
public inline fun <V>
BooleanArray.associateWith(valueSelector: (Boolean) -> V): Map<Boolean, V> {
    val result =
    LinkedHashMap<Boolean, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result,
    valueSelector)
}

Returns a [Map] where keys are elements from the given array and values are
produced by the [valueSelector] function applied to each element.
If any two elements are equal, the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.
@sample
samples.collections.Collections.Transformations.associateWith

Since Kotlin 1.4
@kotlin.internal.InlineOnly
public inline fun <V>
CharArray.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap<Char,
    V>(mapCapacity(size.coerceAtMost(128)).coerceAtLeast(16))
    return associateWithTo(result,
    valueSelector)
}

Populates and returns the [destination] mutable map with key-value pairs for each
element of the given array, where key is the element itself and value is provided by the [valueSelector] function
applied to that key.
If any two elements are equal, the last one overwrites the former value in the map.
@sample
samples.collections.Collections.Transformations.associateWithTo

Since Kotlin 1.4
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, in V>> Array<out K>.associateWithTo(destination: M, valueSelector: (K)
-> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

Populates and returns the [destination] mutable map with key-value pairs
for each element of the given array, where key is the element itself and value is provided by the [valueSelector]
function applied to that key.
If any two elements are equal, the last one overwrites the former value in the
map.
@sample
samples.collections.Collections.Transformations.associateWithTo

Since Kotlin 1.4
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Byte, in V>>
ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

Populates and returns the
[destination] mutable map with key-value pairs for each element of the given array, where key is the element
itself and value is provided by the [valueSelector] function applied to that key.
If any two elements are equal, the last one overwrites the former value in the map.
@sample
samples.collections.Collections.Transformations.associateWithTo

Since Kotlin 1.4
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Short, in V>>
ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

Populates and returns the
[destination] mutable map with key-value pairs for each element of the given array, where key is the element
itself and value is provided by the [valueSelector] function applied to that key.
If any two elements are
equal, the last one overwrites the former value in the map.
@sample
samples.collections.Collections.Transformations.associateWithTo

Since Kotlin 1.4
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Int, in V>>
IntArray.associateWithTo(destination:
M, valueSelector: (Int) -> V): M {
    for (element in this) {
        destination.put(element,
    valueSelector(element))
    }
    return destination
}

Populates and returns the [destination] mutable
map with key-value pairs for each element of the given array, where key is the element itself and value is
provided by the [valueSelector] function applied to that key.
If any two elements are equal, the last one
overwrites the former value in the map.
@sample

```

```

samples.collections.Collections.Transformations.associateWithTo
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Long, in V>>
LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {\n  for (element in this) {\n
destination.put(element, valueSelector(element))\n  }\n  return destination\n}\n\n/**\n * Populates and returns the
[destination] mutable map with key-value pairs for each element
of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied
to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n *
@sample samples.collections.Collections.Transformations.associateWithTo\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Float, in V>>
FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {\n  for (element in this) {\n
destination.put(element, valueSelector(element))\n  }\n  return destination\n}\n\n/**\n * Populates and returns the
[destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element
itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are
equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Double, in
V>> DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {\n  for (element in this) {\n
destination.put(element, valueSelector(element))\n  }\n  return destination\n}\n\n/**\n * Populates and returns
the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element
itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are
equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Boolean, in
V>> BooleanArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M {\n  for (element in this)
{\n  destination.put(element,
valueSelector(element))\n  }\n  return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs for each element of the given array,\n * where key is the element itself and value is
provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one
overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Char, in V>>
CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M {\n  for (element in this) {\n
destination.put(element, valueSelector(element))\n  }\n  return destination\n}\n\n/**\n * Appends all elements to
the given [destination] collection.\n *\npublic fun <T, C : MutableCollection<in T>> Array<out
T>.toCollection(destination: C): C {\n  for (item in this) {\n  destination.add(item)\n
}\n  return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n *\npublic fun
<C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {\n  for (item in this) {\n
destination.add(item)\n  }\n  return destination\n}\n\n/**\n * Appends all elements to the given [destination]
collection.\n *\npublic fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {\n  for
(item in this) {\n  destination.add(item)\n  }\n  return destination\n}\n\n/**\n * Appends all elements to the
given [destination] collection.\n *\npublic fun <C : MutableCollection<in Int>> IntArray.toCollection(destination:
C): C {\n  for (item in this) {\n  destination.add(item)\n  }\n  return destination\n}\n\n/**\n * Appends all
elements to the given [destination] collection.\n *\npublic fun <C : MutableCollection<in Long>>
LongArray.toCollection(destination: C): C {\n  for (item in this) {\n
destination.add(item)\n  }\n  return destination\n}\n\n/**\n * Appends all elements to the given [destination]
collection.\n *\npublic fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {\n  for
(item in this) {\n  destination.add(item)\n  }\n  return destination\n}\n\n/**\n * Appends all elements to the
given [destination] collection.\n *\npublic fun <C : MutableCollection<in Double>>

```

```

DoubleArray.toCollection(destination: C): C {\n  for (item in this) {\n    destination.add(item)\n  }\n  return
destination}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C :
MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C {\n  for (item in this) {\n
destination.add(item)\n  }\n  return destination}\n\n/**\n * Appends all elements to the given [destination]
collection.\n */\npublic fun <C : MutableCollection<in Char>> CharArray.toCollection(destination: C): C
{\n  for (item in this) {\n    destination.add(item)\n  }\n  return destination}\n\n/**\n * Returns a new
[HashSet] of all elements.\n */\npublic fun <T> Array<out T>.toHashSet(): HashSet<T> {\n  return
toCollection(HashSet<T>(mapCapacity(size)))}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic
fun ByteArray.toHashSet(): HashSet<Byte> {\n  return
toCollection(HashSet<Byte>(mapCapacity(size)))}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun ShortArray.toHashSet(): HashSet<Short> {\n  return
toCollection(HashSet<Short>(mapCapacity(size)))}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun IntArray.toHashSet(): HashSet<Int> {\n  return
toCollection(HashSet<Int>(mapCapacity(size)))}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun LongArray.toHashSet(): HashSet<Long> {\n  return
toCollection(HashSet<Long>(mapCapacity(size)))}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic
fun FloatArray.toHashSet(): HashSet<Float> {\n  return
toCollection(HashSet<Float>(mapCapacity(size)))}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun DoubleArray.toHashSet(): HashSet<Double> {\n  return
toCollection(HashSet<Double>(mapCapacity(size)))}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun BooleanArray.toHashSet(): HashSet<Boolean> {\n  return
toCollection(HashSet<Boolean>(mapCapacity(size)))}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun CharArray.toHashSet(): HashSet<Char> {\n  return
toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128))))}\n\n/**\n * Returns a [List] containing all
elements.\n */\npublic fun <T> Array<out T>.toList(): List<T> {\n  return when (size) {\n    0 -> emptyList()\n
1 -> listOf(this[0])\n    else -> this.toMutableList()\n  }\n}\n\n/**\n * Returns a [List] containing all
elements.\n */\npublic fun ByteArray.toList(): List<Byte> {\n
return when (size) {\n    0 -> emptyList()\n    1 -> listOf(this[0])\n    else -> this.toMutableList()\n
}\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun ShortArray.toList(): List<Short> {\n
return when (size) {\n    0 -> emptyList()\n    1 -> listOf(this[0])\n    else -> this.toMutableList()\n
}\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun IntArray.toList(): List<Int> {\n
return when (size) {\n    0 -> emptyList()\n    1 -> listOf(this[0])\n    else -> this.toMutableList()\n
}\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun LongArray.toList(): List<Long> {\n
return when (size) {\n    0 -> emptyList()\n    1 -> listOf(this[0])\n    else -> this.toMutableList()\n
}\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun FloatArray.toList(): List<Float> {\n
return when (size) {\n    0 -> emptyList()\n    1 ->
listOf(this[0])\n    else -> this.toMutableList()\n  }\n}\n\n/**\n * Returns a [List] containing all elements.\n
*/\npublic fun DoubleArray.toList(): List<Double> {\n  return when (size) {\n    0 -> emptyList()\n    1 ->
listOf(this[0])\n    else -> this.toMutableList()\n  }\n}\n\n/**\n * Returns a [List] containing all elements.\n
*/\npublic fun BooleanArray.toList(): List<Boolean> {\n  return when (size) {\n    0 -> emptyList()\n    1 ->
listOf(this[0])\n    else -> this.toMutableList()\n  }\n}\n\n/**\n * Returns a [List] containing all elements.\n
*/\npublic fun CharArray.toList(): List<Char> {\n  return when (size) {\n    0 -> emptyList()\n    1 ->
listOf(this[0])\n    else -> this.toMutableList()\n  }\n}\n\n/**\n * Returns a new [MutableList] filled with all
elements of this array.\n */\npublic fun <T> Array<out T>.toMutableList(): MutableList<T> {\n  return
ArrayList(this.asCollection())}\n\n/**\n * Returns a new [MutableList]
filled with all elements of this array.\n */\npublic fun ByteArray.toMutableList(): MutableList<Byte> {\n  val list
= ArrayList<Byte>(size)\n  for (item in this) list.add(item)\n  return list}\n\n/**\n * Returns a new

```

```

[MutableList] filled with all elements of this array.\n *\npublic fun ShortArray.toMutableList():
MutableList<Short> {\n  val list = ArrayList<Short>(size)\n  for (item in this) list.add(item)\n  return
list}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n *\npublic fun
IntArray.toMutableList(): MutableList<Int> {\n  val list = ArrayList<Int>(size)\n  for (item in this)
list.add(item)\n  return list}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n
*\npublic fun LongArray.toMutableList(): MutableList<Long> {\n  val list = ArrayList<Long>(size)\n  for (item
in this) list.add(item)\n  return list}\n\n/**\n * Returns a new [MutableList] filled with all elements of this
array.\n
*\npublic fun FloatArray.toMutableList(): MutableList<Float> {\n  val list = ArrayList<Float>(size)\n  for (item
in this) list.add(item)\n  return list}\n\n/**\n * Returns a new [MutableList] filled with all elements of this
array.\n
*\npublic fun DoubleArray.toMutableList(): MutableList<Double> {\n  val list =
ArrayList<Double>(size)\n  for (item in this) list.add(item)\n  return list}\n\n/**\n * Returns a new
[MutableList] filled with all elements of this array.\n
*\npublic fun BooleanArray.toMutableList():
MutableList<Boolean> {\n  val list = ArrayList<Boolean>(size)\n  for (item in this) list.add(item)\n  return
list}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n
*\npublic fun
CharArray.toMutableList(): MutableList<Char> {\n  val list = ArrayList<Char>(size)\n  for (item in this)
list.add(item)\n  return list}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the
element iteration
order of the original array.\n
*\npublic fun <T> Array<out T>.toSet(): Set<T> {\n  return when (size) {\n    0 ->
emptySet()\n    1 -> setOf(this[0])\n    else -> toCollection(LinkedHashSet<T>(mapCapacity(size)))\n  }\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the
original array.\n
*\npublic fun ByteArray.toSet(): Set<Byte> {\n  return when (size) {\n    0 -> emptySet()\n    1 -> setOf(this[0])\n    else -> toCollection(LinkedHashSet<Byte>(mapCapacity(size)))\n  }\n\n/**\n *
Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n
*\npublic fun ShortArray.toSet(): Set<Short> {\n  return when (size) {\n    0 -> emptySet()\n    1 ->
setOf(this[0])\n    else -> toCollection(LinkedHashSet<Short>(mapCapacity(size)))\n  }\n\n/**\n * Returns a
[Set] of all elements.\n * \n * The returned set preserves
the element iteration order of the original array.\n
*\npublic fun IntArray.toSet(): Set<Int> {\n  return when (size) {\n    0 -> emptySet()\n    1 -> setOf(this[0])\n    else ->
toCollection(LinkedHashSet<Int>(mapCapacity(size)))\n  }\n\n/**\n * Returns a [Set] of all elements.\n * \n *
The returned set preserves the element iteration order of the original array.\n
*\npublic fun LongArray.toSet():
Set<Long> {\n  return when (size) {\n    0 -> emptySet()\n    1 -> setOf(this[0])\n    else ->
toCollection(LinkedHashSet<Long>(mapCapacity(size)))\n  }\n\n/**\n * Returns a [Set] of all elements.\n * \n *
The returned set preserves the element iteration order of the original array.\n
*\npublic fun FloatArray.toSet():
Set<Float> {\n  return when (size) {\n    0 -> emptySet()\n    1 -> setOf(this[0])\n    else ->
toCollection(LinkedHashSet<Float>(mapCapacity(size)))\n  }\n\n/**\n * Returns a [Set] of all elements.\n * \n *
The returned
set preserves the element iteration order of the original array.\n
*\npublic fun DoubleArray.toSet(): Set<Double>
{\n  return when (size) {\n    0 -> emptySet()\n    1 -> setOf(this[0])\n    else ->
toCollection(LinkedHashSet<Double>(mapCapacity(size)))\n  }\n\n/**\n * Returns a [Set] of all elements.\n * \n *
The returned set preserves the element iteration order of the original array.\n
*\npublic fun
BooleanArray.toSet(): Set<Boolean> {\n  return when (size) {\n    0 -> emptySet()\n    1 -> setOf(this[0])\n    else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))\n  }\n\n/**\n * Returns a [Set] of all
elements.\n * \n * The returned set preserves the element iteration order of the original array.\n
*\npublic fun
CharArray.toSet(): Set<Char> {\n  return when (size) {\n    0 -> emptySet()\n    1 -> setOf(this[0])\n    else -
> toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))\n  }\n\n/**\n *
Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n
*\npublic inline fun

```

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<T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {\n  return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> ByteArray.flatMap(transform:
(Byte) -> Iterable<R>): List<R> {\n  return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single
list of all elements yielded from results of [transform] function being invoked on each element of original array.\n *
\n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R>
ShortArray.flatMap(transform: (Short) -> Iterable<R>):
List<R> {\n  return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements
yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> IntArray.flatMap(transform:
(Int) -> Iterable<R>): List<R> {\n  return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single
list of all elements yielded from results of [transform] function being invoked on each element of original array.\n *
\n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R>
LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {\n  return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n
*/\npublic inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {\n  return
flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of
[transform] function being invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R>
DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {\n  return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R>
BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {\n  return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element
of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun
<R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {\n  return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequence")\npublic inline fun <T, R> Array<out
T>.flatMap(transform: (T) -> Sequence<R>): List<R> {\n  return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element\n * and its index in the original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMapIndexed\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {\n  return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic

```

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inline fun <R> ByteArray.flatMapIndexed(transform: (index: Int, Byte) -> Iterable<R>): List<R> {\n  return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n
 * and its index in the original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R> {\n  return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n
 * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n
 * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> {\n  return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n
 * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n
 * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> LongArray.flatMapIndexed(transform: (index: Int, Long) -> Iterable<R>): List<R> {\n  return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n
 * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n
 * and its index in the original
array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> FloatArray.flatMapIndexed(transform: (index: Int, Float) -> Iterable<R>): List<R> {\n  return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n
 * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n
 * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> DoubleArray.flatMapIndexed(transform: (index: Int, Double)
-> Iterable<R>): List<R> {\n  return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n
 * Returns a
single list of all elements yielded from results of [transform] function being invoked on each element\n
 * and its
index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> BooleanArray.flatMapIndexed(transform: (index: Int, Boolean) -> Iterable<R>): List<R> {\n
return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n
 * Returns a single list of all elements yielded
from results of [transform] function being invoked on each element\n
 * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> CharArray.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {\n  return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n
 * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n
 * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

```



```
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedSequence\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n
```

```
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n
```

```
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic
```

```
inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, Byte) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n
```

```
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, Short) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n
```

```
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> IntArray.flatMapIndexedTo(destination: C, transform: (index: Int, Int) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n
```

```
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> LongArray.flatMapIndexedTo(destination: C, transform: (index: Int, Long) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n
```

```
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapIndexedTo(destination: C, transform: (index: Int, Float) -> Iterable<R>): C {\n    var index = 0\n    for (element in this)
```

```
{\n    val list = transform(index++, element)\n    destination.addAll(list)\n}\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index
```

in the original array, to the given [destination].\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index: Int, Double) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic
```

```
c inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapIndexedTo(destination: C, transform: (index: Int, Boolean) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic
```

```
c inline fun <R, C : MutableCollection<in R>> CharArray.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked
```

```
on each element of original array, to the given [destination].\n */\n\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\n\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\n\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\n\npublic inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\n\npublic inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n}
```

```

return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked
on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in
R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {\n    for (element in this) {\n
val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all
elements yielded from results of [transform] function being invoked on each element of original array, to the given
[destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapTo(destination: C,
transform: (Double) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n
destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of
[transform] function being invoked on each element of original array,
to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>>
BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {\n    for (element in this) {\n
val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all
elements yielded from results of [transform] function being invoked on each element of original array, to the given
[destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C,
transform: (Char) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n
destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of
[transform] function being invoked on each element of original array, to the given [destination].\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequenceTo")\npublic
inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) ->
Sequence<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n
}\n    return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given
[keySelector] function\n * applied to each element and returns a map where each group key is associated with a list
of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from
the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline
fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n    return
groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)\n}\n\n/**\n * Groups elements of the original
array by the key returned by the given [keySelector] function\n *
applied to each element and returns a map where each group key is associated with a list of corresponding
elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original
array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K>
ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {\n    return groupByTo(LinkedHashMap<K,
MutableList<Byte>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the
given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced
from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic
inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {\n    return
groupByTo(LinkedHashMap<K,
MutableList<Short>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the
given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced
from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic
inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {\n    return
groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)\n}\n\n/**\n * Groups elements of the original
array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where
each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry
iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupBy\n

```

```

*^/npublic inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {\n  return
groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)\n}\n/n/**\n * Groups elements of the
original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map
where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the
entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupBy\n */^/npublic inline fun <K>
FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {\n  return groupByTo(LinkedHashMap<K,
MutableList<Float>>(), keySelector)\n}\n/n/**\n * Groups elements of the original array by the key returned by the
given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
a list of corresponding elements.\n
* \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n *
@sample samples.collections.Collections.Transformations.groupBy\n */^/npublic inline fun <K>
DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {\n  return
groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)\n}\n/n/**\n * Groups elements of the
original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map
where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the
entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupBy\n */^/npublic inline fun <K>
BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> {\n  return
groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)\n}\n/n/**\n * Groups elements of the
original array
by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each
group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration
order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupBy\n */^/npublic inline fun <K>
CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n  return groupByTo(LinkedHashMap<K,
MutableList<Char>>(), keySelector)\n}\n/n/**\n * Groups values returned by the [valueTransform] function applied
to each element of the original array\n * by the key returned by the given [keySelector] function applied to the
element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The
returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */^/npublic inline fun <T, K, V> Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K,
List<V>> {\n  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector,
valueTransform)\n}\n/n/**\n * Groups values returned by the [valueTransform] function applied to each element of
the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns
a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves
the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */^/npublic inline fun <K, V>
ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {\n  return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n/n/**\n * Groups values
returned by the [valueTransform] function applied
to each element of the original array\n * by the key returned by the given [keySelector] function applied to the
element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The
returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */^/npublic inline fun <K, V>
ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {\n  return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n/n/**\n * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by

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the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from

the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n *\n * public inline fun <K, V> IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>> {\n * return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *}\n *\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample

samples.collections.Collections.Transformations.groupByKeysAndValues\n *\n * public inline fun <K, V> LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {\n * return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *}\n *\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample

samples.collections.Collections.Transformations.groupByKeysAndValues\n *\n * public inline fun <K, V> FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {\n * return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *}\n *\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n

* \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n *\n * public inline fun <K, V> DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {\n * return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *}\n *\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample

samples.collections.Collections.Transformations.groupByKeysAndValues\n *\n * public inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {\n * return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *}\n *\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n *\n * public inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {\n * return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *}\n *\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group

key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n *\n * public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n * for (element in this)\n * {\n * val key = keySelector(element)\n * val list = destination.getOrPut(key) { ArrayList<T>() }\n * list.add(element)\n * }\n * return destination\n *}\n *\n * Groups elements of the original array by the key returned

by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Byte>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Short>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Short>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Int>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Long>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Float>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Double>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Boolean>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {\n for (element in

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this) {\n    val key = keySelector(element)\n    val list = destination.getOrPut(key) { ArrayList<Char>() }\n    list.add(element)\n  }\n  return destination\n}\n\n/**\n * Groups values returned by the [valueTransform]  
function applied to each element of the original array\n * by the key returned by the given [keySelector] function  
applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding  
values.\n * \n * @return The [destination] map.\n * \n * @sample  
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\n\npublic inline fun <T, K, V, M :  
MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K,  
valueTransform: (T) -> V): M {\n  for (element in this) {\n    val key = keySelector(element)\n    val list =  
destination.getOrPut(key) { ArrayList<V>() }\n    list.add(valueTransform(element))\n  }\n  return  
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the  
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the  
[destination] map each group key associated with a list of corresponding  
values.\n * \n * @return The [destination] map.\n * \n * @sample  
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\n\npublic inline fun <K, V, M :  
MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K,  
valueTransform: (Byte) -> V): M {\n  for (element in this) {\n    val key = keySelector(element)\n    val list =  
destination.getOrPut(key) { ArrayList<V>() }\n    list.add(valueTransform(element))\n  }\n  return  
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the  
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the  
[destination] map each group key associated with a list of corresponding  
values.\n * \n * @return The [destination]  
map.\n * \n * @sample  
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\n\npublic  
inline fun  
<K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) ->  
K, valueTransform: (Short) -> V): M {\n  for (element in this) {\n    val key = keySelector(element)\n    val  
list = destination.getOrPut(key) { ArrayList<V>() }\n    list.add(valueTransform(element))\n  }\n  return  
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the  
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the  
[destination] map each group key associated with a list of corresponding  
values.\n * \n * @return The [destination]  
map.\n * \n * @sample  
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\n\npublic  
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector:  
(Int) -> K, valueTransform: (Int) -> V): M {\n  for (element in this) {\n    val key = keySelector(element)\n    \n    val list = destination.getOrPut(key) { ArrayList<V>() }\n    list.add(valueTransform(element))\n  }\n  \n  return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of  
the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to  
the [destination] map each group key associated with a list of corresponding  
values.\n * \n * @return The  
[destination] map.\n * \n * @sample  
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\n\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M,  
keySelector: (Long) -> K, valueTransform: (Long) -> V): M {\n  for (element in this) {\n    val key =  
keySelector(element)\n    val list = destination.getOrPut(key) { ArrayList<V>() }\n    \n    list.add(valueTransform(element))\n  }\n  \n  return destination\n}\n\n/**\n * Groups values returned by the  
[valueTransform]  
function applied to each element of the original array\n * by the key returned by the given [keySelector] function  
applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding  
values.\n * \n * @return The [destination] map.\n * \n * @sample  
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\n\npublic inline fun <K, V, M :  
MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K,  
valueTransform: (Float) -> V): M {\n  for (element in this) {\n    val key = keySelector(element)\n    val list =  
destination.getOrPut(key) { ArrayList<V>() }\n    list.add(valueTransform(element))\n  }\n  return

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destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n */\n\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n */\n\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n */\n\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Creates a [Grouping] source from an array to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n * \n * @sample samples.collections.Grouping.groupingByEachCount\n */\n\n@SinceKotlin("1.1")\n\npublic inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n return object : Grouping<T, K> {\n override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n override fun keyOf(element: T): K = keySelector(element)\n }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\n\npublic inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\n\npublic inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\n\npublic inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\n\npublic inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\n\npublic inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\n\npublic inline fun <R> FloatArray.map(transform: (Float)


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-> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the
results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample
samples.collections.Collections.Transformations.map\n *\npublic inline fun <R> DoubleArray.map(transform:
(Double) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing
the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample
samples.collections.Collections.Transformations.map\n *\npublic inline fun <R> BooleanArray.map(transform:
(Boolean) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list
containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.map\n *\npublic inline fun <R>
CharArray.map(transform: (Char) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n *
Returns a list containing the results of applying the given [transform] function\n * to each element and its index in
the original array.\n * @param [transform] function that takes the index of an element and the element itself\n *
and returns the result of the transform applied to the element.\n *\npublic inline fun <T, R> Array<out
T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size),
transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each
element and its index in the original array.\n * @param [transform] function that takes the index of an element and
the element itself\n * and returns the result of the transform applied to the element.\n *\npublic inline fun <R>
ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {\n    return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the
given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function
that takes the index of an element and the element itself\n * and returns the result of the transform applied to the
element.\n *\npublic
inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {\n    return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the
given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function
that takes the index of an element and the element itself\n * and returns the result of the transform applied to the
element.\n *\npublic inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {\n    return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the
given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function
that takes the index of an element and the element itself\n * and returns the result of the transform applied to the
element.\n *\npublic inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R):
List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the
results of applying the given [transform] function\n * to each element and its index in the original array.\n *
@param [transform] function that takes the index of an element and the element itself\n * and returns the result of
the transform applied to the element.\n *\npublic inline fun <R> FloatArray.mapIndexed(transform: (index: Int,
Float) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list
containing the results of applying the given [transform] function\n * to each element and its index in the original
array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the
result of the transform applied to the element.\n *\npublic inline fun <R> DoubleArray.mapIndexed(transform:
(index: Int, Double) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n *
Returns a list containing the results of applying the given [transform] function\n * to each element and its index in
the original array.\n * @param [transform] function that takes the index of an element and the element itself\n *
and returns the result of the transform applied to the element.\n *\npublic inline fun <R>
BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {\n    return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the
given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function
that takes the index of an element and the element itself\n * and returns the result of the transform applied to the
element.\n *\npublic inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n

```

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return mapIndexedTo(ArrayList<R>(size), transform)\n\n/**\n * Returns a list containing only the non-null
results of applying
the given [transform] function\n * to each element and its index in the original array.\n * @param [transform]
function that takes the index of an element and the element itself\n * and returns the result of the transform applied
to the element.\n */\npublic inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) ->
R?): List<R> {\n    return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given
[transform] function to each element and its index in the original array\n * and appends only the non-null results to
the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n
* and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any, C :
MutableCollection<in R>> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?):
C {\n    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it)
} }\n    return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the
original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the
index of an element and the element itself\n * and returns the result of the transform applied to the element.\n
*/\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.mapIndexedTo(destination: C, transform:
(index: Int, T) -> R): C {\n    var index = 0\n    for (item in this)\n        destination.add(transform(index++, item))\n
return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original
array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of
an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic
inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination:
C, transform: (index: Int, Byte) -> R): C {\n    var index = 0\n    for (item in this)\n
destination.add(transform(index++, item))\n    return destination\n}\n\n/**\n * Applies the given [transform]
function to each element and its index in the original array\n * and appends the results to the given [destination].\n
*/\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {\n    var index = 0\n    for (item in
this)\n        destination.add(transform(index++, item))\n    return destination\n}\n\n/**\n * Applies the given
[transform] function to each element and its index in the original array\n * and appends the results to the given
[destination].\n * @param [transform] function that takes the index of an element and the element
itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C :
MutableCollection<in R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {\n    var
index = 0\n    for (item in this)\n        destination.add(transform(index++, item))\n    return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results
to the given [destination].\n * @param [transform] function that takes the index of an element and the element
itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C :
MutableCollection<in R>> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {\n
var index = 0\n    for (item in this)\n        destination.add(transform(index++, item))\n    return
destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original
array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of
an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic
inline fun <R, C : MutableCollection<in R>> FloatArray.mapIndexedTo(destination: C, transform: (index: Int,
Float) -> R): C {\n    var index = 0\n    for (item in this)\n        destination.add(transform(index++, item))\n
return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n
* and appends the results to the given [destination].\n * @param [transform] function that takes the index of an
element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic
inline fun <R, C : MutableCollection<in R>> DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double)
-> R): C {\n    var index = 0\n    for (item in this)\n        destination.add(transform(index++,

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item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in
the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes
the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n
*/\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.mapIndexedTo(destination: C, transform:
(index: Int, Boolean) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++,
item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in
the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes
the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n
*/\npublic inline fun <R, C : MutableCollection<in
R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {\n var index = 0\n for
(item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Returns a list
containing only the non-null results of applying the given [transform] function\n * to each element in the original
array.\n * \n * @sample samples.collections.Collections.Transformations.mapNotNull\n */\npublic inline fun <T, R
: Any> Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {\n return mapNotNullTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Applies the given [transform] function to each element in the original array\n * and
appends only the non-null results to the given [destination].\n */\npublic inline fun <T, R : Any, C :
MutableCollection<in R>> Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {\n forEach {
element -> transform(element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies
the given [transform] function to each element of the original array\n * and appends the results to the given
[destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.mapTo(destination: C,
transform: (T) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return
destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and
appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>>
ByteArray.mapTo(destination: C, transform: (Byte) -> R): C {\n for (item in this)\n
destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each
element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C :
MutableCollection<in R>> ShortArray.mapTo(destination: C, transform: (Short) -> R): C {\n for (item in this)\n
destination.add(transform(item))\n
return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n *
and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>>
IntArray.mapTo(destination: C, transform: (Int) -> R): C {\n for (item in this)\n
destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each
element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C :
MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C {\n for (item in this)\n
destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to
each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R,
C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform:
(Float) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n *
Applies the given [transform] function to each element of the original array\n * and appends the results to the given
[destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C,
transform: (Double) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return
destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and
appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>>
BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {\n for (item in this)\n
destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each
element of the original array\n * and appends the results to the given [destination].\n */\npublic inline
fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {\n for (item
in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Returns a lazy [Iterable] that

```

wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}
```

Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}
```

Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}
```

Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}
```

Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}
```

Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}
```

Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}
```

Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}
```

Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}
```

Returns a list containing only distinct elements from the given array.

Among equal elements of the given array, only the first one will be present in the resulting list.

The elements in the resulting list are in the same order as they were in the source array.

```
@sample
samples.collections.Collections.Transformations.distinctAndDistinctBy
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

The elements in the resulting list are in the same order as they were in the source array.

```
@sample
samples.collections.Collections.Transformations.distinctAndDistinctBy
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

The elements in the resulting list are in the same order as they were in the source array.

```
@sample
samples.collections.Collections.Transformations.distinctAndDistinctBy
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

The elements in the resulting list are in the same order as they were in the source array.

```
@sample
samples.collections.Collections.Transformations.distinctAndDistinctBy
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

The elements in the resulting list are in the same order as they were in the source array.

```
@sample
samples.collections.Collections.Transformations.distinctAndDistinctBy
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}
```

Returns a list containing only distinct elements from the given array.

The elements in the resulting list are in the same order as they were in the source array.

```
@sample
samples.collections.Collections.Transformations.distinctAndDistinctBy
```

```

*/\npublic fun FloatArray.distinct(): List<Float> {\n    return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun DoubleArray.distinct(): List<Double> {\n    return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun BooleanArray.distinct(): List<Boolean> {\n    return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun CharArray.distinct(): List<Char> {\n    return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * Among elements of the given array with equal keys, only the first one will be present in the resulting list.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {\n    val set = HashSet<K>()\n    val list = ArrayList<T>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {\n    val set = HashSet<K>()\n    val list = ArrayList<Byte>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {\n    val set = HashSet<K>()\n    val list = ArrayList<Short>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {\n    val set = HashSet<K>()\n    val list = ArrayList<Int>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {\n    val set = HashSet<K>()\n    val list = ArrayList<Long>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {\n    val set = HashSet<K>()\n    val list =

```

```

ArrayList<Float>()\n for (e in this) {\n     val key = selector(e)\n     if (set.add(key))\n         list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {\n    val set = HashSet<K>()\n    val list = ArrayList<Double>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {\n    val set = HashSet<K>()\n    val list = ArrayList<Boolean>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> CharArray.distinctBy(selector: (Char) -> K): List<Char> {\n    val set = HashSet<K>()\n    val list = ArrayList<Char>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> {\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun LongArray.intersect(other: Iterable<Long>): Set<Long> {\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun FloatArray.intersect(other: Iterable<Float>): Set<Float> {\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\n
```

```

use [union].\n *^\npublic infix fun DoubleArray.intersect(other: Iterable<Double>): Set<Double> {\n    val set =
this.toMutableSet()\n    set.retainAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are
contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration
order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these
collections use [union].\n *^\npublic infix fun BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {\n
val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all
elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the
element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least
in one of these collections use [union].\n *^\npublic infix
fun CharArray.intersect(other: Iterable<Char>): Set<Char> {\n    val set = this.toMutableSet()\n
set.retainAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array
and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the
original array.\n *^\npublic infix fun <T> Array<out T>.subtract(other: Iterable<T>): Set<T> {\n    val set =
this.toMutableSet()\n    set.removeAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that
are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the
element iteration order of the original array.\n *^\npublic infix fun ByteArray.subtract(other: Iterable<Byte>):
Set<Byte> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set\n}\n\n/**\n * Returns a set
containing all elements that are contained by this array and not contained by the
specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n *^\npublic
infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {\n    val set = this.toMutableSet()\n
set.removeAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this
array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of
the original array.\n *^\npublic infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {\n    val set =
this.toMutableSet()\n    set.removeAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that
are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the
element iteration order of the original array.\n *^\npublic infix fun LongArray.subtract(other: Iterable<Long>):
Set<Long> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n
return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by
the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n
*^\npublic infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {\n    val set = this.toMutableSet()\n
set.removeAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this
array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of
the original array.\n *^\npublic infix fun DoubleArray.subtract(other: Iterable<Double>): Set<Double> {\n    val set
= this.toMutableSet()\n    set.removeAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that
are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the
element iteration order of the original array.\n *^\npublic
infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {\n    val set = this.toMutableSet()\n
set.removeAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this
array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of
the original array.\n *^\npublic infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> {\n    val set =
this.toMutableSet()\n    set.removeAll(other)\n    return set\n}\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original
array.\n *^\npublic fun <T> Array<out T>.toMutableSet(): MutableSet<T> {\n    return
toCollection(LinkedHashSet<T>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of
the original array.\n *^\npublic fun ByteArray.toMutableSet(): MutableSet<Byte> {\n    return
toCollection(LinkedHashSet<Byte>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original

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array.\n */\npublic fun ShortArray.toMutableSet(): MutableSet<Short> {\n    return
toCollection(LinkedHashSet<Short>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original
array.\n */\npublic fun IntArray.toMutableSet(): MutableSet<Int> {\n    return
toCollection(LinkedHashSet<Int>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original
array.\n */\npublic fun LongArray.toMutableSet(): MutableSet<Long>
{\n    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet]
containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order
of the original array.\n */\npublic fun FloatArray.toMutableSet(): MutableSet<Float> {\n    return
toCollection(LinkedHashSet<Float>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original
array.\n */\npublic fun DoubleArray.toMutableSet(): MutableSet<Double> {\n    return
toCollection(LinkedHashSet<Double>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing
all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the
original array.\n */\npublic fun BooleanArray.toMutableSet(): MutableSet<Boolean> {\n    return
toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set
preserves the element iteration order of the original array.\n */\npublic fun CharArray.toMutableSet():
MutableSet<Char> {\n    return
toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))\n}\n\n/**\n * Returns a set containing
all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the
original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of
the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use
[intersect].\n */\npublic infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {\n    val set =
this.toMutableSet()\n    set.addAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all distinct elements
from both collections.\n * \n * The
returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection
that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing
all elements that are contained in both collections use [intersect].\n */\npublic infix fun ByteArray.union(other:
Iterable<Byte>): Set<Byte> {\n    val set = this.toMutableSet()\n    set.addAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element
iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the
end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both
collections use [intersect].\n */\npublic infix fun ShortArray.union(other: Iterable<Short>): Set<Short> {\n    val set =
this.toMutableSet()\n    set.addAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all distinct
elements from both collections.\n * \n * The returned
set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are
unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all
elements that are contained in both collections use [intersect].\n */\npublic infix fun IntArray.union(other:
Iterable<Int>): Set<Int> {\n    val set = this.toMutableSet()\n    set.addAll(other)\n    return set\n}\n\n/**\n * Returns a set
containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order
of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the
order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections
use [intersect].\n */\npublic infix fun LongArray.union(other:
Iterable<Long>): Set<Long> {\n    val set = this.toMutableSet()\n    set.addAll(other)\n    return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element
iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the
end\n * in the order of the [other] collection that are unique are iterated in the

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end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both
collections use [intersect].\n * \n * public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {\n val set
= this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements
from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those
elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n *
\n * To get a set containing all
elements that are contained in both collections use [intersect].\n * \n * public infix fun DoubleArray.union(other:
Iterable<Double>): Set<Double> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n
* Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element
iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the
end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both
collections use [intersect].\n * \n * public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {\n
val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct
elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n
* Those elements of the [other] collection that
are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all
elements that are contained in both collections use [intersect].\n * \n * public infix fun CharArray.union(other:
Iterable<Char>): Set<Char> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n *
Returns `true` if all elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.all\n * \n * public inline fun <T> Array<out T>.all(predicate: (T) ->
Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n *
Returns `true` if all elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.all\n * \n * public inline fun ByteArray.all(predicate: (Byte) -> Boolean):
Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if
all elements match the given [predicate].\n
* \n * @sample samples.collections.Collections.Aggregates.all\n * \n * public inline fun ShortArray.all(predicate:
(Short) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return
true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.all\n * \n * public inline fun IntArray.all(predicate: (Int) -> Boolean):
Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if
all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n
* \n * public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {\n for (element in this) if
(!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given
[predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n * \n * public inline fun
FloatArray.all(predicate:
(Float) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return
true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.all\n * \n * public inline fun DoubleArray.all(predicate: (Double) ->
Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n
* Returns `true` if all elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.all\n * \n * public inline fun BooleanArray.all(predicate: (Boolean) ->
Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n
* Returns `true` if all elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.all\n * \n * public inline fun CharArray.all(predicate: (Char) -> Boolean):
Boolean {\n for (element in this) if (!predicate(element))
return false\n return true\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample
samples.collections.Collections.Aggregates.any\n * \n * public fun <T> Array<out T>.any(): Boolean {\n return
!isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample

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samples.collections.Collections.Aggregates.any\n *^\npublic fun ByteArray.any(): Boolean {\n  return
!isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample
samples.collections.Collections.Aggregates.any\n *^\npublic fun ShortArray.any(): Boolean {\n  return
!isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample
samples.collections.Collections.Aggregates.any\n *^\npublic fun IntArray.any(): Boolean {\n  return
!isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample
samples.collections.Collections.Aggregates.any\n *^\npublic fun LongArray.any(): Boolean {\n
  return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample
samples.collections.Collections.Aggregates.any\n *^\npublic fun FloatArray.any(): Boolean {\n  return
!isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample
samples.collections.Collections.Aggregates.any\n *^\npublic fun DoubleArray.any(): Boolean {\n  return
!isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample
samples.collections.Collections.Aggregates.any\n *^\npublic fun BooleanArray.any(): Boolean {\n  return
!isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample
samples.collections.Collections.Aggregates.any\n *^\npublic fun CharArray.any(): Boolean {\n  return
!isEmpty()\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n *^\npublic inline fun <T> Array<out
T>.any(predicate: (T) -> Boolean): Boolean {\n  for (element in this) if (predicate(element)) return true\n  return
false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n *^\npublic inline fun ByteArray.any(predicate:
(Byte) -> Boolean): Boolean {\n  for (element in this) if (predicate(element)) return true\n  return
false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n *^\npublic inline fun ShortArray.any(predicate:
(Short) -> Boolean): Boolean {\n  for (element in this) if (predicate(element)) return true\n  return
false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n *^\npublic inline fun IntArray.any(predicate: (Int) -
> Boolean):
Boolean {\n  for (element in this) if (predicate(element)) return true\n  return false\n}\n\n/**\n * Returns `true` if
at least one element matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n *^\npublic inline fun LongArray.any(predicate:
(Long) -> Boolean): Boolean {\n  for (element in this) if (predicate(element)) return true\n  return
false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n *^\npublic inline fun FloatArray.any(predicate:
(Float) -> Boolean): Boolean {\n  for (element in this) if (predicate(element)) return true\n  return
false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n *^\npublic inline fun DoubleArray.any(predicate:
(Double) -> Boolean): Boolean {\n  for (element
in this) if (predicate(element)) return true\n  return false\n}\n\n/**\n * Returns `true` if at least one element
matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n *^\npublic inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {\n  for (element in this) if
(predicate(element)) return true\n  return false\n}\n\n/**\n * Returns `true` if at least one element matches the
given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n *^\npublic
inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {\n  for (element in this) if (predicate(element))
return true\n  return false\n}\n\n/**\n * Returns the number of elements in this array.\n
*\n *^\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.count(): Int {\n  return size\n}\n\n/**\n *
Returns the number of elements in this array.\n *^\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.count():

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Int {n return size\n}\n\n**\n * Returns the number of elements in this array.\n
*\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.count(): Int {n return size\n}\n\n**\n * Returns the
number of elements in this array.\n *\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.count(): Int {n
return size\n}\n\n**\n * Returns the number of elements in this array.\n *\n@kotlin.internal.InlineOnly\npublic
inline fun LongArray.count(): Int {n return size\n}\n\n**\n * Returns the number of elements in this array.\n
*\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.count(): Int {n return size\n}\n\n**\n * Returns the
number of elements in this array.\n *\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.count(): Int {n
return size\n}\n\n**\n * Returns the number of elements in this array.\n *\n@kotlin.internal.InlineOnly\npublic
inline fun BooleanArray.count(): Int {n return size\n}\n\n**\n * Returns the number of
elements in this array.\n *\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.count(): Int {n return
size\n}\n\n**\n * Returns the number of elements matching the given [predicate].\n *\npublic inline fun <T>
Array<out T>.count(predicate: (T) -> Boolean): Int {n var count = 0\n for (element in this) if
(predicate(element)) ++count\n return count\n}\n\n**\n * Returns the number of elements matching the given
[predicate].\n *\npublic inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {n var count = 0\n for
(element in this) if (predicate(element)) ++count\n return count\n}\n\n**\n * Returns the number of elements
matching the given [predicate].\n *\npublic inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {n var
count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n**\n * Returns the
number of elements matching the given [predicate].\n *\npublic inline fun IntArray.count(predicate:
(Int) -> Boolean): Int {n var count = 0\n for (element in this) if (predicate(element)) ++count\n return
count\n}\n\n**\n * Returns the number of elements matching the given [predicate].\n *\npublic inline fun
LongArray.count(predicate: (Long) -> Boolean): Int {n var count = 0\n for (element in this) if
(predicate(element)) ++count\n return count\n}\n\n**\n * Returns the number of elements matching the given
[predicate].\n *\npublic inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {n var count = 0\n for
(element in this) if (predicate(element)) ++count\n return count\n}\n\n**\n * Returns the number of elements
matching the given [predicate].\n *\npublic inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {n
var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n**\n * Returns the
number of elements matching the given [predicate].\n *\npublic inline fun BooleanArray.count(predicate:
(Boolean) -> Boolean): Int {n var count = 0\n for (element in this) if (predicate(element)) ++count\n return
count\n}\n\n**\n * Returns the number of elements matching the given [predicate].\n *\npublic inline fun
CharArray.count(predicate: (Char) -> Boolean): Int {n var count = 0\n for (element in this) if
(predicate(element)) ++count\n return count\n}\n\n**\n * Accumulates value starting with [initial] value and
applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the
specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator
value and an element, and calculates the next accumulator value.\n *\npublic inline fun <T, R> Array<out
T>.fold(initial: R, operation: (acc: R, T) -> R): R {n var accumulator = initial\n for (element in this)
accumulator = operation(accumulator, element)\n return accumulator\n}\n\n**\n * Accumulates value
starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each
element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that
takes current accumulator value and an element, and calculates the next accumulator value.\n *\npublic inline fun
<R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {n var accumulator = initial\n for (element in
this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n**\n * Accumulates value
starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each
element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that
takes current accumulator value and an element, and calculates the next accumulator value.\n *\npublic inline fun
<R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R
{n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return
accumulator\n}\n\n**\n * Accumulates value starting with [initial] value and applying [operation] from left to
right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is

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empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the
next accumulator value.\n */\npublic inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {\n
var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to
right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is
empty.\n * \n * @param [operation] function that takes current accumulator
value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R>
LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {\n var accumulator = initial\n for (element in this)
accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting
with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n *
\n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes
current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R>
FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {\n var accumulator = initial\n for (element in this)
accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting
with [initial] value and applying [operation] from left to right\n * to current accumulator
value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param
[operation] function that takes current accumulator value and an element, and calculates the next accumulator
value.\n */\npublic inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {\n var
accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to
right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is
empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the
next accumulator value.\n */\npublic inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) ->
R): R {\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator,
element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying
[operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified
[initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and
an element, and calculates the next accumulator value.\n */\npublic inline fun <R> CharArray.fold(initial: R,
operation: (acc: R, Char) -> R): R {\n var accumulator = initial\n for (element in this) accumulator =
operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial]
value and applying [operation] from left to right\n * to current accumulator value and each element with its index in
the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element
itself, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Array<out T>.foldIndexed(initial:
R, operation: (index: Int, acc: R, T) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in
this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates
value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and
each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n
\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the
element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> ByteArray.foldIndexed(initial:
R, operation: (index: Int, acc: R, Byte) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in
this) accumulator = operation(index++, accumulator, element)\n
return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from
left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns
the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n
\n */\npublic inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {\n var
index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator,

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element)\n return accumulator\n}\n\n**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> ByteArray.foldRight(initial: R,

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operation: (Byte, acc: R) -> R): R {\n  var index = lastIndex\n  var accumulator = initial\n  while (index >= 0)
{\n    accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates
value starting with [initial] value and applying [operation] from right to left\n * to each element and current
accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation]
function that takes an element and current accumulator value, and calculates the next accumulator value.\n
*/\n\npublic inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {\n  var index =
lastIndex\n  var accumulator = initial\n  while (index >= 0) {\n    accumulator = operation(get(index--),
accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying
[operation] from right to left\n * to each element and current accumulator value.\n
* \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an
element and current accumulator value, and calculates the next accumulator value.\n */\n\npublic inline fun <R>
IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {\n  var index = lastIndex\n  var accumulator =
initial\n  while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to
left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is
empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the
next accumulator value.\n */\n\npublic inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R):
R {\n  var index = lastIndex\n  var accumulator = initial\n  while
(index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and
current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param
[operation] function that takes an element and current accumulator value, and calculates the next accumulator
value.\n */\n\npublic inline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {\n  var index
= lastIndex\n  var accumulator = initial\n  while (index >= 0) {\n    accumulator = operation(get(index--),
accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying
[operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified
[initial] value if the array is empty.\n * \n * @param [operation] function
that takes an element and current accumulator value, and calculates the next accumulator value.\n */\n\npublic inline
fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {\n  var index = lastIndex\n  var
accumulator = initial\n  while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n
return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right
to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is
empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the
next accumulator value.\n */\n\npublic inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R)
-> R): R {\n  var index = lastIndex\n  var accumulator = initial\n  while (index >= 0) {\n    accumulator =
operation(get(index--), accumulator)\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to
left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is
empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the
next accumulator value.\n */\n\npublic inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R):
R {\n  var index = lastIndex\n  var accumulator = initial\n  while (index >= 0) {\n    accumulator =
operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with
[initial] value and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param
[operation] function that takes the index of an element, the element itself\n
* and current accumulator value, and calculates the next accumulator value.\n */\n\npublic inline fun <T, R>
Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {\n  var index = lastIndex\n
var accumulator = initial\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n

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--index\n } \n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying
[operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n
*\n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the
index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator
value.\n */\npublic inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {\n
var index = lastIndex\n var accumulator = initial\n
while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n
return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right
to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the
specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an
element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n
*/\npublic inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {\n
var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index,
get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial]
value and applying [operation] from right to left\n
* to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified
[initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the
element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun
<R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, acc: R) -> R): R {\n var index = lastIndex\n
var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n
--index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying
[operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n
*\n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the
index of an element, the element itself\n * and
current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R>
LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {\n var index = lastIndex\n
var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n
--index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying
[operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n
*\n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the
index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator
value.\n */\npublic inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) ->
R): R {\n var index = lastIndex\n var accumulator = initial\n
while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to
left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the
specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an
element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n
*/\npublic inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {\n
var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator =
operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates
value starting with [initial] value and applying [operation] from right to left\n * to each
element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial]
value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element
itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R>
BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {\n var index =
lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index),
accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial]

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value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R>

CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun ByteArray.forEach(action: (Byte) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun ShortArray.forEach(action: (Short) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun IntArray.forEach(action: (Int) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun LongArray.forEach(action: (Long) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun FloatArray.forEach(action: (Float) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun DoubleArray.forEach(action: (Double) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun CharArray.forEach(action: (Char) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an


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element and the element itself\n * and performs the action on the element.\n */>\npublic inline\n fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {\n var index = 0\n for (item in\n this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index\n with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and\n performs the action on the element.\n */>\npublic inline fun CharArray.forEachIndexed(action: (index: Int, Char) ->\n Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Returns the largest\n element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the array\n is empty.\n\n */>\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrNull")\n@Suppress("CONFLICTING_OVERLO\n ADS")\npublic fun Array<out Double>.max(): Double {\n if (isEmpty()) throw NoSuchElementException()\n var\n max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max = maxOf(max,\n e)\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * If any of elements is `NaN` returns\n `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n\n */>\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrNull")\n@Suppress("CONFLICTING_OVERLO\n ADS")\npublic fun Array<out Float>.max(): Float {\n if (isEmpty()) throw NoSuchElementException()\n var\n max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max = maxOf(max, e)\n }\n return\n max\n}\n\n/**\n * Returns the largest element.\n * \n * @throws NoSuchElementException if the array is empty.\n\n */>\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrNull")\n@Suppress("CONFLICTING_OVERLO\n ADS")\npublic fun <T : Comparable<T>> Array<out T>.max(): T {\n if (isEmpty()) throw\n NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e)\n max = e\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * @throws NoSuchElementException if the array is empty.\n\n */>\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrNull")\n@Suppress("CONFLICTING_OVERLO\n ADS")\npublic fun ByteArray.max(): Byte {\n if (isEmpty()) throw NoSuchElementException()\n var max =\n this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * @throws NoSuchElementException if the array is empty.\n\n */>\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrNull")\n@Suppress("CONFLICTING_OVERLO\n ADS")\npublic fun ShortArray.max(): Short {\n if (isEmpty()) throw NoSuchElementException()\n var max =\n this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * @throws NoSuchElementException if the array is empty.\n\n */>\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrNull")\n@Suppress("CONFLICTING_OVERLO\n ADS")\npublic\n fun IntArray.max(): Int {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i in\n 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest\n element.\n * \n * @throws NoSuchElementException if the array is empty.\n\n */>\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrNull")\n@Suppress("CONFLICTING_OVERLO\n ADS")\npublic fun LongArray.max(): Long {\n if (isEmpty()) throw NoSuchElementException()\n var max =\n this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * @throws\n NoSuchElementException if the array is empty.\n\n */>\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrNull")\n@Suppress("CONFLICTING_OVERLO\n ADS")\npublic fun FloatArray.max(): Float {\n if (isEmpty()) throw\n NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max =\n maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * If any of elements is `NaN`\n returns `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n\n */>\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrNull")\n@Suppress("CONFLICTING_OVERLO\n ADS")\npublic fun DoubleArray.max(): Double {\n if (isEmpty()) throw\n NoSuchElementException()\n var max =\n this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max = maxOf(max, e)\n }\n return\n max\n}\n\n
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* Returns the largest element.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun CharArray.max(): Char {\n    if (isEmpty()) throw NoSuchElementException()\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (max < e) max = e\n    }\n    return max\n}\n\n**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.maxBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.maxBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.maxBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.maxBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.maxBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.maxBy\n

```

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*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R): Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws\n\nNoSuchElementException if the array is empty.\n * \n * @sample\n\nsamples.collections.Collections.Aggregates.maxBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> DoubleArray.maxBy(selector: (Double) -> R): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws\n\nNoSuchElementException if the array is empty.\n * \n * @sample\n\nsamples.collections.Collections.Aggregates.maxBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean {\n if (isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws\n\nNoSuchElementException if the array is empty.\n * \n * @sample\n\nsamples.collections.Collections.Aggregates.maxBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char {\n if (isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample\n\nsamples.collections.Collections.Aggregates.maxByOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxByOrNull(selector: (T) -> R): T? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample\n\nsamples.collections.Collections.Aggregates.maxByOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample\n\nsamples.collections.Collections.Aggregates.maxByOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> ShortArray.maxByOrNull(selector:

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(Short) -> R): Short? {\n  if (isEmpty()) return null\n  var maxElem = this[0]\n  val lastIndex = this.lastIndex\n
if (lastIndex == 0) return maxElem\n  var maxValue = selector(maxElem)\n  for (i in 1..lastIndex) {\n    val e =
this[i]\n    val v = selector(e)\n    if (maxValue < v) {\n      maxElem = e\n      maxValue = v\n    }\n  }\n  return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or
`null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n
*/\n\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R):
Int? {\n  if (isEmpty()) return null\n  var maxElem = this[0]\n  val lastIndex = this.lastIndex\n  if (lastIndex ==
0) return maxElem\n  var maxValue = selector(maxElem)\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    val
v = selector(e)\n    if
(maxValue < v) {\n      maxElem = e\n      maxValue = v\n    }\n  }\n  return maxElem\n}\n\n/**\n *
Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n *
@sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun
<R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {\n  if (isEmpty()) return null\n
var maxElem = this[0]\n  val lastIndex = this.lastIndex\n  if (lastIndex == 0) return maxElem\n  var maxValue =
selector(maxElem)\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    val v = selector(e)\n    if (maxValue < v)
{\n      maxElem = e\n      maxValue = v\n    }\n  }\n  return maxElem\n}\n\n/**\n * Returns the first
element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun
<R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {\n  if (isEmpty())
return null\n  var maxElem = this[0]\n  val lastIndex = this.lastIndex\n  if (lastIndex == 0) return maxElem\n
var maxValue = selector(maxElem)\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    val v = selector(e)\n    if
(maxValue < v) {\n      maxElem = e\n      maxValue = v\n    }\n  }\n  return maxElem\n}\n\n/**\n *
Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n *
@sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun
<R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {\n  if (isEmpty()) return
null\n  var maxElem = this[0]\n  val lastIndex = this.lastIndex\n  if (lastIndex == 0) return maxElem\n  var
maxValue = selector(maxElem)\n  for
(i in 1..lastIndex) {\n    val e = this[i]\n    val v = selector(e)\n    if (maxValue < v) {\n      maxElem = e\n
maxValue = v\n    }\n  }\n  return maxElem\n}\n\n/**\n * Returns the first element yielding the largest
value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <R :
Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {\n  if (isEmpty()) return
null\n  var maxElem = this[0]\n  val lastIndex = this.lastIndex\n  if (lastIndex == 0) return maxElem\n  var
maxValue = selector(maxElem)\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    val v = selector(e)\n    if
(maxValue < v) {\n      maxElem = e\n      maxValue = v\n    }\n  }\n  return maxElem\n}\n\n/**\n *
Returns the first element yielding the largest value of the given function or `null` if
there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n
*/\n\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) ->
R): Char? {\n  if (isEmpty()) return null\n  var maxElem = this[0]\n  val lastIndex = this.lastIndex\n  if
(lastIndex == 0) return maxElem\n  var maxValue = selector(maxElem)\n  for (i in 1..lastIndex) {\n    val e =
this[i]\n    val v = selector(e)\n    if (maxValue < v) {\n      maxElem = e\n      maxValue = v\n    }\n  }\n
return maxElem\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n *
applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned
result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Array<out T>.maxOf(selector: (T) -> Double): Double {\n  if (isEmpty()) throw
NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v =

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selector(this[i])\n    maxValue = maxOf(maxValue, v)\n } \n return maxValue\n}\n\n/**\n * Returns the
largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If
any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.maxOf(selector: (Byte) ->
Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for
(i in 1..lastIndex) {\n        val v
= selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the
largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If
any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.maxOf(selector: (Short) ->
Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for
(i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced
by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the
array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.maxOf(selector: (Int) -> Double):
Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in
1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun LongArray.maxOf(selector: (Long) -> Double): Double {\n    if (isEmpty()) throw
NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =
selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the
largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If
any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.maxOf(selector: (Float) ->
Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for
(i in 1..lastIndex) {\n        val v = selector(this[i])\n
maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by
[selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is
empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOf(selector: (Double) ->
Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for
(i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n

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each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOf(selector: (Boolean) ->
Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for
(i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun CharArray.maxOf(selector: (Char) -> Double): Double {\n    if (isEmpty()) throw
NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =
selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the
largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If
any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.maxOf(selector: (T) ->
Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i
in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced
by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array
is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.maxOf(selector: (Byte) -> Float):
Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in
1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced
by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array
is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.maxOf(selector: (Short) ->
Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i
in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced
by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array
is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun IntArray.maxOf(selector: (Int) -> Float): Float {\n    if (isEmpty()) throw
NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =
selector(this[i])\n        maxValue =
maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.maxOf(selector: (Long) ->

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Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/** Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/** Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.maxOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/** Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.maxOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/** Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/** Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.maxOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/** Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.maxOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/** Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>

```

```

ShortArray.maxOf(selector: (Short) -> R): R { \n  if (isEmpty()) throw NoSuchElementException()\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) { \n    val v = selector(this[i])\n    if (maxValue
< v) { \n      maxValue = v\n    } \n  } \n  return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
IntArray.maxOf(selector: (Int) -> R): R { \n  if (isEmpty()) throw NoSuchElementException()\n  var
maxValue =
selector(this[0])\n  for (i in 1..lastIndex) { \n    val v = selector(this[i])\n    if (maxValue < v) { \n
maxValue = v\n    } \n  } \n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the
array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> LongArray.maxOf(selector: (Long) -> R): R { \n  if (isEmpty()) throw
NoSuchElementException()\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) { \n    val v =
selector(this[i])\n    if (maxValue < v) { \n      maxValue = v\n    } \n  } \n  return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the
array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
FloatArray.maxOf(selector: (Float) -> R): R { \n  if (isEmpty()) throw NoSuchElementException()\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) { \n
    val v = selector(this[i])\n    if (maxValue < v) { \n      maxValue = v\n    } \n  } \n  return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
DoubleArray.maxOf(selector: (Double) -> R): R { \n  if (isEmpty()) throw NoSuchElementException()\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) { \n    val v = selector(this[i])\n    if (maxValue < v) { \n
maxValue = v\n    } \n  } \n  return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws
NoSuchElementException if the array is
empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
BooleanArray.maxOf(selector: (Boolean) -> R): R { \n  if (isEmpty()) throw NoSuchElementException()\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) { \n    val v = selector(this[i])\n    if (maxValue < v) { \n
maxValue = v\n    } \n  } \n  return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharArray.maxOf(selector: (Char) -> R): R { \n  if (isEmpty()) throw NoSuchElementException()\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) { \n    val v = selector(this[i])\n    if (maxValue < v) { \n
maxValue = v\n    } \n  } \n  return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If
any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```



```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.maxOfOrNull(selector:\n(T) -> Double): Double? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in\n1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return\nmaxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to\n each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function\n is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.maxOfOrNull(selector: (Byte) ->\nDouble): Double? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns\n the largest value among all values produced by [selector] function\n * applied to each element in the array or `null`\n if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\ninline fun ShortArray.maxOfOrNull(selector: (Short) -> Double): Double? {\n    if (isEmpty()) return null\n    var\nmaxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue =\nmaxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced\n by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of\n values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.maxOfOrNull(selector: (Int) ->\nDouble): Double? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return\nmaxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to\n each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function\n is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.maxOfOrNull(selector: (Long) -\n> Double): Double? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex)\n{\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array\n or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned\n result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\ninline fun FloatArray.maxOfOrNull(selector: (Float) -> Double): Double? {\n    if (isEmpty()) return null\n    var\nmaxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue =\nmaxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced\n by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of\n values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOfOrNull(selector:\n(Double) -> Double): Double? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return\nmaxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to\n each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function
```

is `NaN`, the returned result is `NaN`.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOrNull(selector:\n(Boolean) -> Double): Double? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return\n    maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no
```

elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOrNull(selector: (Char) ->\nDouble): Double? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n * `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out\nT>.maxOrNull(selector: (T) -> Float): Float? {\n    if (isEmpty()) return null\n    var maxValue =\n    selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.maxOrNull(selector: (Byte) ->\nFloat): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value
```

among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no\n * elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.maxOrNull(selector: (Short) -\n> Float): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n * `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\n    inline fun IntArray.maxOrNull(selector: (Int) -> Float): Float? {\n        if (isEmpty()) return null\n        var maxValue\n        = selector(this[0])\n        for (i in 1..lastIndex) {\n            val v = selector(this[i])\n            maxValue = maxOf(maxValue,\n            v)\n        }\n        return maxValue\n    }\n\n    /**\n     * Returns the largest value among all values produced by [selector]\n     * function\n     * applied to each element in the array or `null` if there are no elements.\n     * \n     * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.maxOrNull(selector: (Long) -\n> Float): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n    }\n}
```

```

    maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n *
\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.maxOfOrNull(selector: (Float) -
> Float): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n
val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns
the largest value among all values produced by [selector] function\n * applied to each element in the array or `null`
if there are no elements.\n * \n * If any of values produced by [selector] function is
`NaN`, the returned result is `NaN`.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOfOrNull(selector:
(Double) -> Float): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in
1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOfOrNull(selector:
(Boolean) -> Float): Float? {\n    if (isEmpty())
return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n
maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n *
\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOfOrNull(selector: (Char) ->
Float): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n
val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns
the largest value among all values produced by [selector] function\n * applied to each
element in the array or `null` if there are no elements.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<out
T>.maxOfOrNull(selector: (T) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for
(i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n
return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n *
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*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue
= selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n
maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
ShortArray.maxOfOrNull(selector: (Short) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue =
selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n
maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n

```

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> IntArray.maxOrNull(selector: (Int) -> R): R? {\n if (isEmpty()) return null\n
var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v)
{\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values
produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
LongArray.maxOrNull(selector: (Long) -> R): R? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val
v = selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
FloatArray.maxOrNull(selector: (Float) -> R): R? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> DoubleArray.maxOrNull(selector: (Double) -> R): R? {\n if (isEmpty())
return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value
among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no
elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
BooleanArray.maxOrNull(selector: (Boolean) -> R): R? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values
produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharArray.maxOrNull(selector: (Char) -> R): R? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <T, R> Array<out T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n if
(isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n
val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n
return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all
values produced by [selector] function applied to each element in the array.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.maxOfWith(comparator:
Comparator<in R>, selector: (Byte) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n
  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(comparator.compare(maxValue, v) < 0) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n *\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.maxOfWith(comparator:
Comparator<in R>, selector: (Short) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(comparator.compare(maxValue, v) < 0) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n *\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.maxOfWith(comparator:
Comparator<in R>, selector: (Int) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue
= selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(comparator.compare(maxValue, v) < 0) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n *\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R> LongArray.maxOfWith(comparator: Comparator<in R>, selector: (Long) -> R): R {\n  if
(isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n
val v = selector(this[i])\n    if (comparator.compare(maxValue, v) < 0) {\n      maxValue = v\n    }\n  }\n
return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all
values produced by [selector] function applied to each element in the array.\n * \n * @throws
NoSuchElementException if the array is empty.\n *\n *\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.maxOfWith(comparator:
Comparator<in R>, selector:
(Float) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for
(i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (comparator.compare(maxValue, v) < 0) {\n
maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n
* @throws NoSuchElementException if the array is empty.\n *\n *\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.maxOfWith(comparator:
Comparator<in R>, selector: (Double) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(comparator.compare(maxValue, v) < 0) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n *
Returns the largest value according to the
provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n
*\n * @throws NoSuchElementException if the array is empty.\n *\n *\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.maxOfWith(comparator:
Comparator<in R>, selector: (Boolean) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if

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(comparator.compare(maxValue, v) < 0) {
    maxValue = v
}
return maxValue
}
Returns the largest value according to the provided [comparator] * among all values produced by [selector]
function applied to each element in the array.
* * @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.maxOfWith(comparator:
Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var
maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if
(comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
Returns the largest value according to the provided [comparator] * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out
T>.maxOfWithOrNull(comparator:
Comparator<in R>, selector: (T) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
Returns the largest value according to the provided
[comparator] * among all values produced by [selector] function applied to each element in the array or `null` if
there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {
    if (isEmpty()) return
null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if
(comparator.compare(maxValue, v) < 0) {
            maxValue
= v
        }
    }
    return maxValue
}
Returns the largest value according to the provided
[comparator] * among all values produced by [selector] function applied to each element in the array or `null` if
there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
ShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {
    if (isEmpty())
return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if
(comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
Returns the largest value according to the provided [comparator] * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public
inline fun <R> IntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {
    if
(isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v =
selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return
maxValue
}
Returns the largest value according to the provided [comparator] * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
LongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {
    if (isEmpty())
return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if
(comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
Returns the largest value according to the provided [comparator] * among all values produced by [selector]

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function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
FloatArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {\n if (isEmpty())
return null\n var max = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(max, v) < 0) {\n max = v\n }\n }\n return max\n}\n\n/**\n *
Returns the largest value according to the
provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or
`null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {\n if (isEmpty())
return null\n var max = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(max, v) < 0) {\n max = v\n }\n }\n return max\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R> BooleanArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {\n
if (isEmpty()) return null\n var max = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(max, v) < 0) {\n max = v\n }\n }\n return
max\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n if (isEmpty()) return
null\n var max = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n
if (comparator.compare(max, v) < 0) {\n max = v\n }\n }\n return
max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is
`NaN` returns `NaN`.\n *\n@SinceKotlin("1.4")\npublic fun Array<out Double>.maxOrNull(): Double? {\n if
(isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max =
maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n *
\n * If any of elements is `NaN` returns `NaN`.\n *\n@SinceKotlin("1.4")\npublic fun Array<out
Float>.maxOrNull(): Float? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if
there are no elements.\n *\n@SinceKotlin("1.4")\npublic fun <T : Comparable<T>>
Array<out T>.maxOrNull(): T? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if
there are no elements.\n *\n@SinceKotlin("1.4")\npublic fun ByteArray.maxOrNull(): Byte? {\n if (isEmpty())
return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n
return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun ShortArray.maxOrNull(): Short? {\n if (isEmpty()) return null\n var max
= this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n *
Returns the largest element or `null` if there are no elements.\n *\n@SinceKotlin("1.4")\npublic fun
IntArray.maxOrNull(): Int? {\n if (isEmpty())
return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n
return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun LongArray.maxOrNull(): Long? {\n if (isEmpty()) return null\n var max

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= this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (max < e) max = e\n  }\n  return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n\n@SinceKotlin("1.4")\npublic fun FloatArray.maxOrNull(): Float? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    max = maxOf(max, e)\n  }\n  return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n\n@SinceKotlin("1.4")\npublic fun DoubleArray.maxOrNull(): Double? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    max = maxOf(max, e)\n  }\n  return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun CharArray.maxOrNull(): Char? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (max < e) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T {\n  if (isEmpty()) throw NoSuchElementException()\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte {\n  if (isEmpty()) throw NoSuchElementException()\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun ShortArray.maxWith(comparator: Comparator<in Short>): Short {\n  if (isEmpty()) throw NoSuchElementException()\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun LongArray.maxWith(comparator: Comparator<in Long>): Long {\n  if (isEmpty()) throw NoSuchElementException()\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun FloatArray.maxWith(comparator: Comparator<in Float>): Float {\n  if (isEmpty()) throw NoSuchElementException()\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is

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empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic
fun DoubleArray.maxWith(comparator: Comparator<in Double>): Double {\n if (isEmpty()) throw
NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean {\n if
(isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e =
this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first
element having the largest value
according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun CharArray.maxWith(comparator: Comparator<in Char>): Char {\n if (isEmpty()) throw
NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun <T> Array<out T>.maxWithOrNull(comparator: Comparator<in T>): T? {\n
if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according
to the provided [comparator] or `null` if there are no elements.\n *\n@SinceKotlin("1.4")\npublic fun
ByteArray.maxWithOrNull(comparator: Comparator<in Byte>): Byte? {\n if (isEmpty()) return null\n var max =
this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n
return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator]
or `null` if there are no elements.\n *\n@SinceKotlin("1.4")\npublic fun ShortArray.maxWithOrNull(comparator:
Comparator<in Short>): Short? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the
first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun IntArray.maxWithOrNull(comparator:
Comparator<in Int>): Int? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val
e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first
element having the largest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {\n
if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {\n
if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the
first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>):
Double? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n
if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>):

```

```

Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.

@SinceKotlin("1.4")
public fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

Returns the smallest element.

If any of elements is `NaN` returns `NaN`.

@throws NoSuchElementException if the array is empty.

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun Array<out Double>.min(): Double {
    if (isEmpty()) throw NoSuchElementException()
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

Returns the smallest element.

If any of elements is `NaN` returns `NaN`.

@throws NoSuchElementException if the array is empty.

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun Array<out Float>.min(): Float {
    if (isEmpty()) throw NoSuchElementException()
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

Returns the smallest element.

@throws NoSuchElementException if the array is empty.

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun <T : Comparable<T>> Array<out T>.min(): T {
    if (isEmpty()) throw NoSuchElementException()
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element.

@throws NoSuchElementException if the array is empty.

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun ByteArray.min(): Byte {
    if (isEmpty()) throw NoSuchElementException()
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element.

@throws NoSuchElementException if the array is empty.

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun ShortArray.min(): Short {
    if (isEmpty()) throw NoSuchElementException()
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element.

@throws NoSuchElementException if the array is empty.

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun IntArray.min(): Int {
    if (isEmpty()) throw NoSuchElementException()
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element.

@throws NoSuchElementException if the array is empty.

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun LongArray.min(): Long {
    if (isEmpty()) throw NoSuchElementException()
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element.

If any of elements is `NaN` returns `NaN`.

@throws NoSuchElementException if the array is empty.

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun FloatArray.min(): Float {
    if (isEmpty()) throw NoSuchElementException()
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

Returns the smallest element.

If any of elements is `NaN` returns `NaN`.

@throws NoSuchElementException if the array is empty.

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun DoubleArray.min(): Double {
    if (isEmpty()) throw NoSuchElementException()
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

Returns the smallest element.

@throws NoSuchElementException if the array is empty.

```

```

*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun CharArray.min(): Char {\n    if (isEmpty()) throw NoSuchElementException()\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy
*/
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <T, R : Comparable<R>> Array<out T>.minBy(selector: (T) -> R): T {\n    if (isEmpty()) throw NoSuchElementException()\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy
*/
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> ByteArray.minBy(selector: (Byte) -> R): Byte {\n    if (isEmpty()) throw NoSuchElementException()\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy
*/
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> ShortArray.minBy(selector: (Short) -> R): Short {\n    if (isEmpty()) throw NoSuchElementException()\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy
*/
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> IntArray.minBy(selector: (Int) -> R): Int {\n    if (isEmpty()) throw NoSuchElementException()\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy
*/
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long {\n    if (isEmpty()) throw NoSuchElementException()\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy
*/

```

```

ADS`)npublic inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float {n  if
(isEmpty()) throw NoSuchElementException()n  var minElem = this[0]n  val lastIndex = this.lastIndexn  if
(lastIndex == 0) return minElemn  var minValue = selector(minElem)n  for (i in 1..lastIndex) {n    val e =
this[i]n    val v = selector(e)n    if (minValue > v) {n      minElem = e      minValue = v    }n  }n  return minElem}n}n/n/**n * Returns the first element yielding the smallest value of the given function.n * n
* @throws NoSuchElementException if the array is empty.n * n * @sample
samples.collections.Collections.Aggregates.minByn
*/n@SinceKotlin("1.7")n@kotlin.jvm.JvmName("minByOrThrow")n@Suppress("CONFLICTING_OVERLO
ADS`)npublic inline fun <R : Comparable<R>> DoubleArray.minBy(selector: (Double) -> R): Double {n  if
(isEmpty()) throw NoSuchElementException()n  var minElem = this[0]n  val lastIndex = this.lastIndexn  if
(lastIndex == 0) return minElemn  var minValue = selector(minElem)n  for (i in 1..lastIndex) {n    val e =
this[i]n    val v = selector(e)n    if (minValue > v) {n      minElem = e      minValue = v    }n  }n  return minElem}n}n/n/**n * Returns the first element yielding the smallest value of the given function.n * n
* @throws NoSuchElementException if the array is empty.n * n * @sample
samples.collections.Collections.Aggregates.minByn
*/n@SinceKotlin("1.7")n@kotlin.jvm.JvmName("minByOrThrow")n@Suppress("CONFLICTING_OVERLO
ADS`)npublic inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) ->
R): Boolean {n  if (isEmpty()) throw NoSuchElementException()n  var minElem = this[0]n  val lastIndex =
this.lastIndexn  if (lastIndex == 0) return minElemn  var minValue = selector(minElem)n  for (i in
1..lastIndex) {n    val e = this[i]n    val v = selector(e)n    if (minValue > v) {n      minElem = e      minValue = v    }n  }n  return minElem}n}n/n/**n * Returns the first element yielding the smallest value
of the given function.n * n * @throws NoSuchElementException if the array is empty.n * n * @sample
samples.collections.Collections.Aggregates.minByn
*/n@SinceKotlin("1.7")n@kotlin.jvm.JvmName("minByOrThrow")n@Suppress("CONFLICTING_OVERLO
ADS`)npublic inline fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char {n  if
(isEmpty()) throw NoSuchElementException()n  var minElem = this[0]n  val lastIndex = this.lastIndexn  if
(lastIndex == 0) return minElemn  var minValue = selector(minElem)n
  for (i in 1..lastIndex) {n    val e = this[i]n    val v = selector(e)n    if (minValue > v) {n      minElem
= e      minValue = v    }n  }n  return minElem}n}n/n/**n * Returns the first element yielding the
smallest value of the given function or `null` if there are no elements.n * n * @sample
samples.collections.Collections.Aggregates.minByOrNulln
*/n@SinceKotlin("1.4")npublic inline fun <T, R :
Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T? {n  if (isEmpty()) return nulln  var
minElem = this[0]n  val lastIndex = this.lastIndexn  if (lastIndex == 0) return minElemn  var minValue =
selector(minElem)n  for (i in 1..lastIndex) {n    val e = this[i]n    val v = selector(e)n    if (minValue > v)
{n      minElem = e      minValue = v    }n  }n  return minElem}n}n/n/**n * Returns the first
element yielding the smallest value of the given function
or `null` if there are no elements.n * n * @sample samples.collections.Collections.Aggregates.minByOrNulln
*/n@SinceKotlin("1.4")npublic inline fun <R : Comparable<R>> ByteArray.minByOrNull(selector: (Byte) ->
R): Byte? {n  if (isEmpty()) return nulln  var minElem = this[0]n  val lastIndex = this.lastIndexn  if
(lastIndex == 0) return minElemn  var minValue = selector(minElem)n  for (i in 1..lastIndex) {n    val e =
this[i]n    val v = selector(e)n    if (minValue > v) {n      minElem = e      minValue = v    }n  }n  return minElem}n}n/n/**n * Returns the first element yielding the smallest value of the given function or
`null` if there are no elements.n * n * @sample samples.collections.Collections.Aggregates.minByOrNulln
*/n@SinceKotlin("1.4")npublic inline fun <R : Comparable<R>> ShortArray.minByOrNull(selector: (Short) ->
R): Short? {n  if (isEmpty()) return nulln  var minElem = this[0]n  val lastIndex
= this.lastIndexn  if (lastIndex == 0) return minElemn  var minValue = selector(minElem)n  for (i in
1..lastIndex) {n    val e = this[i]n    val v = selector(e)n    if (minValue > v) {n      minElem = e      minValue = v    }n  }n  return minElem}n}n/n/**n * Returns the first element yielding the smallest value

```

of the given function or `null` if there are no elements.

```

@sample
samples.collections.Collections.Aggregates.minByOrNull<R>()
public inline fun <R : Comparable<R>> IntArray.minByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

```

* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

```

@sample
samples.collections.Collections.Aggregates.minByOrNull<R>()
public inline fun <R : Comparable<R>> LongArray.minByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

```

* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

```

@sample
samples.collections.Collections.Aggregates.minByOrNull<R>()
public inline fun <R : Comparable<R>> FloatArray.minByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

```

* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

```

@sample
samples.collections.Collections.Aggregates.minByOrNull<R>()
public inline fun <R : Comparable<R>> DoubleArray.minByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

```

* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

```

@sample
samples.collections.Collections.Aggregates.minByOrNull<R>()
public inline fun <R : Comparable<R>> BooleanArray.minByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

```

* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

```

@sample
samples.collections.Collections.Aggregates.minByOrNull<R>()
public inline fun <R : Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

```

* Returns the smallest value among all values produced by [selector] function applied to each element in the array.

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

* @throws NoSuchElementException if the array is empty.

```

@sample
samples.collections.Collections.Aggregates.minByOrNull<R>()
public inline fun <T> Array<out T>.minOf(selector: (T) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

```

* Returns the smallest value among all values produced by [selector] function applied to each element in the array.

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

* @throws NoSuchElementException if the array is empty.

```

@sample
samples.collections.Collections.Aggregates.minByOrNull<R>()
public inline fun <T> Array<out T>.minOf(selector: (T) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

```

```
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOf(selector: (Byte) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n *
```

Returns the smallest value among all values produced by [selector] function * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
```

```
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOf(selector: (Short) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException
```

if the array is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
```

```
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOf(selector: (Int) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
```

```
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOf(selector: (Long) -> Double): Double
```

```
{\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
```

```
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.minOf(selector: (Float) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest
```

value among all values produced by [selector] function * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
```

```
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.minOf(selector: (Double) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array
```

is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
```

```
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOf(selector: (Boolean) ->
```

```

Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

Returns the smallest value among all values produced by [selector] function
* applied to each element in the array.
* If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.
* @throws NoSuchElementException if the array is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
ByLambdaReturnType
*kotlin.internal.InlineOnly
public inline fun CharArray.minOf(selector: (Char) ->
Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

Returns the smallest value among all values produced by [selector] function
* applied to each element in the array.
* If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.
* @throws NoSuchElementException if the array is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
ByLambdaReturnType
*kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOf(selector: (T) ->
Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

Returns the smallest
value among all values produced by [selector] function
* applied to each element in the array.
* If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.
* @throws
NoSuchElementException if the array is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
ByLambdaReturnType
*kotlin.internal.InlineOnly
public inline fun ByteArray.minOf(selector: (Byte) -> Float):
Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

Returns the smallest value among all values produced by [selector] function
* applied to
each element in the array.
* If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.
* @throws NoSuchElementException if the array is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
ByLambdaReturnType
*kotlin.internal.InlineOnly
public inline fun ShortArray.minOf(selector: (Short) ->
Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

Returns the smallest value among all values produced by [selector] function
* applied to
each element in the array.
* If any of values produced by [selector] function is `NaN`, the returned result is
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* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
ByLambdaReturnType
*kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Float):
Float {
    if (isEmpty()) throw
    NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v =
        selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

Returns the smallest
value among all values produced by [selector] function
* applied to each element in the array.
* If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.
* @throws
NoSuchElementException if the array is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
ByLambdaReturnType
*kotlin.internal.InlineOnly
public inline fun LongArray.minOf(selector: (Long) ->
Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

Returns the smallest value among all values

```

produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.minOf(selector: (Float) -> Float):\nFloat {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in\n1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return\nminValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n * `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\ninline fun DoubleArray.minOf(selector: (Double) -> Float): Float {\n    if (isEmpty()) throw\nNoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =\nselector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest\nvalue among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of\nvalues produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws\nNoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOf(selector: (Boolean) ->\nFloat): Float {\n    if (isEmpty()) throw NoSuchElementException()\n\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue =\nminOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced\nby [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector]\nfunction is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOf(selector: (Char) -> Float):\nFloat {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in\n1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return\nminValue\n}\n\n/**\n * Returns the smallest value among all values produced by\n [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array\nis empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<out\nT>.minOf(selector: (T) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue =\nselector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced\nby [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the\narray is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>\nByteArray.minOf(selector: (Byte) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var\nminValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n           \nminValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values\nproduced by [selector] function\n * applied to each element in the array.\n * \n * @throws\nNoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
```



```

ShortArray.minOf(selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array.
* @throws NoSuchElementException if the array is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
* ByLambdaReturnType
* kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
IntArray.minOf(selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

* Returns the smallest value among all values produced
* by [selector] function
* applied to each element in the array.
* @throws NoSuchElementException if the
* array is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
* ByLambdaReturnType
* kotlin.internal.InlineOnly
public
inline fun <R : Comparable<R>> LongArray.minOf(selector: (Long) -> R): R {
    if (isEmpty()) throw
    NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v =
        selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

* Returns the smallest value among all values produced by [selector] function
* applied to each element in the
* array.
* @throws NoSuchElementException if the array is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
* ByLambdaReturnType
* kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
FloatArray.minOf(selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var
    minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue
            = v
        }
    }
    return minValue
}

* Returns the smallest value among all values produced by
* [selector] function
* applied to each element in the array.
* @throws NoSuchElementException if the array
* is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
* ByLambdaReturnType
* kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
DoubleArray.minOf(selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var
    minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

* Returns the smallest value among all values
* produced by [selector] function
* applied to each element in the array.
* @throws
* NoSuchElementException if the array is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
* ByLambdaReturnType
* kotlin.internal.InlineOnly
public
inline fun <R : Comparable<R>> BooleanArray.minOf(selector: (Boolean) -> R): R {
    if (isEmpty()) throw
    NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v =
        selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

* Returns the smallest value among all values produced by [selector] function
* applied to each element in the
* array.
* @throws NoSuchElementException if the array is empty.

* Since Kotlin("1.4")
* OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* OverloadResolution
* ByLambdaReturnType
* kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
CharArray.minOf(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue
    = selector(this[0])
    for (i in 1..lastIndex) {
        val v =
        selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array
* or `null` if there are no elements.
* @throws NoSuchElementException if any of values produced by [selector] function is `NaN`, the returned

```

result is `NaN`.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOfOrNull(selector:\n(T) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in\n1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return\nminValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n each element in the array or `null` if there are no elements.\n * \n * If\n any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOfOrNull(selector: (Byte) ->\nDouble): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns\n the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null`\n if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOfOrNull(selector:\n(Short) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in\n1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return\nminValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function\n is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOfOrNull(selector: (Int) ->\nDouble): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns\n the smallest value among all values produced\n by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of\n values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOfOrNull(selector: (Long) -\n> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns\n the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null`\n if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\ninline fun FloatArray.minOfOrNull(selector: (Float) -> Double): Double? {\n    if (isEmpty()) return null\n    var\nminValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue =\nminOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced\n by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of\n values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.minOfOrNull(selector:\n(Double) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in\n1..lastIndex) {\n        val v = selector(this[i])\n
```

```

    minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all
values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n *
\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOfOrNull(selector:
(Boolean) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in
1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOfOrNull(selector: (Char) ->
Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n
        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns
the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null`
if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
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*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOfOrNull(selector:
(T) -> Float): Float? {\n    if (isEmpty())
return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n
minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all
values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n *
\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOfOrNull(selector: (Byte) ->
Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n
val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the
smallest value among all values produced by [selector] function\n * applied to each
element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is
`NaN`, the returned result is `NaN`.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOfOrNull(selector: (Short) -
> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n
val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the
smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if
there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue =
selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n
    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n *
applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOfOrNull(selector: (Long) -
> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n

```

```

val v = selector(this[i])\n    minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the\n returned result is `NaN`.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.minOfOrNull(selector: (Float) ->\nFloat): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\ninline fun DoubleArray.minOfOrNull(selector: (Double) -> Float): Float? {\n    if (isEmpty()) return null\n    var\nminValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue =\nminOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced\n by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of\n values produced by [selector] function is `NaN`, the returned result is `NaN`.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOfOrNull(selector:\n(Boolean) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return\nminValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function\n is `NaN`, the returned result is `NaN`.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOfOrNull(selector: (Char) ->\nFloat): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the\n smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if\n there are no elements.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<out\nT>.minOfOrNull(selector: (T) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for\n(i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return\nminValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * \n * applied to each element in the array or `null` if there are no elements.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>\nByteArray.minOfOrNull(selector: (Byte) -> R): R? {\n    if (isEmpty()) return null\n    var minValue =\nselector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return\nminValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n each element in the array or `null` if there are no elements.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>\nShortArray.minOfOrNull(selector: (Short) -> R): R? {\n    if (isEmpty()) return null\n    var minValue =\nselector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n           \n

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minValue = v\n    }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> IntArray.minOrNull(selector: (Int) -> R): R? {\n    if (isEmpty()) return null\n
var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v)
{\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all
values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
LongArray.minOrNull(selector: (Long) -> R): R? {\n    if (isEmpty()) return null\n    var minValue =
selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n
minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values
produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
FloatArray.minOrNull(selector: (Float) -> R): R? {\n    if (isEmpty()) return null\n    var minValue =
selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n
minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> DoubleArray.minOrNull(selector: (Double) -> R): R? {\n    if (isEmpty())
return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value
among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no
elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
BooleanArray.minOrNull(selector: (Boolean) -> R): R? {\n    if (isEmpty()) return null\n    var minValue =
selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n
minValue = v\n        }\n    }\n    return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharArray.minOrNull(selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var minValue =
selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n
minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <T, R> Array<out T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n    if
(isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n
val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n
return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all
values produced by [selector] function applied to each element in the array.\n * \n * @throws

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NoSuchElementException if the array is empty.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.minOfWith(comparator:\nComparator<in R>, selector: (Byte) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var\n    minValue = selector(this[0])\n
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    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value according to the provided\n * [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.minOfWith(comparator:\nComparator<in R>, selector: (Short) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var\n    minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if\n        (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value according
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to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the\n * array.\n * \n * @throws NoSuchElementException if the array is empty.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.minOfWith(comparator:\nComparator<in R>, selector: (Int) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue\n    = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(minValue,\n        v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value\n * according to the provided [comparator]\n * among all values produced by [selector] function applied to each\n * element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\n    inline fun <R> LongArray.minOfWith(comparator: Comparator<in R>, selector: (Long) -> R): R {\n        if\n        (isEmpty()) throw NoSuchElementException()\n        var minValue = selector(this[0])\n        for (i in 1..lastIndex) {\n            val v = selector(this[i])\n            if (comparator.compare(minValue, v) > 0) {\n                minValue = v\n            }\n        }\n        return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all\n * values produced by [selector] function applied to each element in the array.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.minOfWith(comparator:\nComparator<in R>, selector: (Float) -> R): R {\n    if (isEmpty()) throw\n    NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =\n        selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return\n    minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values\n * produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if\n * the array is empty.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.minOfWith(comparator:\nComparator<in R>, selector: (Double) -> R): R {\n    if (isEmpty()) throw\n    NoSuchElementException()\n    var\n    minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if\n        (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return\n    minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all\n * values produced by [selector] function applied to each element in the array.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.minOfWith(comparator:
Comparator<in R>, selector: (Boolean) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var
minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(comparator.compare(minValue, v) > 0) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n\n/**\n *
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n * @throws NoSuchElementException
if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.minOfWith(comparator:
Comparator<in R>, selector: (Char) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var
minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(comparator.compare(minValue, v) > 0) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n\n/**\n *
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out
T>.minOfWithOrNull(comparator: Comparator<in R>,
selector: (T) -> R): R? {\n  if (isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex)
{\n    val v = selector(this[i])\n    if (comparator.compare(minValue, v) > 0) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {\n  if (isEmpty()) return
null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(comparator.compare(minValue, v) > 0) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {\n  if (isEmpty())
return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(comparator.compare(minValue, v) > 0) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R> IntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {\n  if
(isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v =
selector(this[i])\n    if (comparator.compare(minValue, v) > 0) {\n      minValue = v\n    }\n  }\n  return
minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
LongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {\n  if (isEmpty()) return
null\n  var minValue = selector(this[0])\n

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    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n
minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if
there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
FloatArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {\n    if (isEmpty()) return
null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n *
Returns the smallest value according to the provided [comparator]\n * among all
values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
DoubleArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {\n    if (isEmpty())
return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n *
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R> BooleanArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {\n
    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =
selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n
    return
minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
CharArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n    if (isEmpty()) return
null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(comparator.compare(minValue,
v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest element or
`null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n
*\n@SinceKotlin("1.4")\npublic fun Array<out Double>.minOrNull(): Double? {\n    if (isEmpty()) return null\n
    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        min = minOf(min, e)\n    }\n
    return
min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is
`NaN` returns `NaN`.\n *\n@SinceKotlin("1.4")\npublic fun Array<out Float>.minOrNull(): Float? {\n    if
(isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        min =
minOf(min, e)\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun <T : Comparable<T>> Array<out T>.minOrNull():
T? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(min > e) min = e\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no
elements.\n *\n@SinceKotlin("1.4")\npublic fun ByteArray.minOrNull(): Byte? {\n    if (isEmpty()) return null\n
    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n
    return
min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun ShortArray.minOrNull(): Short? {\n    if (isEmpty()) return null\n    var min =
this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return
min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n *\n@SinceKotlin("1.4")\npublic fun
IntArray.minOrNull(): Int? {\n    if (isEmpty()) return null\n    var min =

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    this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun
LongArray.minOrNull(): Long? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null` if
there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin("1.4")\npublic fun
FloatArray.minOrNull(): Float? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        min = minOf(min, e)\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null`
if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin("1.4")\npublic fun
DoubleArray.minOrNull(): Double?
{\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        min =
minOf(min, e)\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun CharArray.minOrNull(): Char? {\n    if (isEmpty()) return null\n    var min =
this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator].\n * \n * @throws
NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T {\n    if (isEmpty()) throw
NoSuchElementException()\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(comparator.compare(min, e)
> 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the smallest value according to the
provided [comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte {\n    if (isEmpty()) throw
NoSuchElementException()\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun ShortArray.minWith(comparator: Comparator<in Short>): Short {\n    if (isEmpty()) throw
NoSuchElementException()\n    var min
= this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided
[comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun IntArray.minWith(comparator: Comparator<in Int>): Int {\n    if (isEmpty()) throw
NoSuchElementException()\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun LongArray.minWith(comparator:
Comparator<in Long>): Long {\n    if (isEmpty()) throw NoSuchElementException()\n    var min = this[0]\n    for (i
in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return
min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator].\n * \n * @throws
NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun FloatArray.minWith(comparator: Comparator<in Float>): Float {\n    if (isEmpty()) throw
NoSuchElementException()\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if

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(comparator.compare(min, e) > 0) min = e\n } \n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS")\npublic
fun DoubleArray.minWith(comparator: Comparator<in Double>): Double {\n if (isEmpty()) throw
NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(min, e) > 0) min = e\n } \n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS")\npublic fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean {\n if
(isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e =
this[i]\n if (comparator.compare(min, e) > 0) min = e\n } \n return min\n}\n\n/**\n * Returns the first
element having the smallest value according
to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS")\npublic fun CharArray.minWith(comparator: Comparator<in Char>): Char {\n if (isEmpty()) throw
NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(min, e) > 0) min = e\n } \n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun <T> Array<out T>.minWithOrNull(comparator: Comparator<in T>): T? {\n
if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(min, e) > 0) min = e\n } \n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided
[comparator] or `null` if there are no elements.\n * \n@SinceKotlin("1.4")\npublic fun
ByteArray.minWithOrNull(comparator: Comparator<in Byte>): Byte? {\n if (isEmpty()) return null\n var min =
this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n } \n
return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator]
or `null` if there are no elements.\n * \n@SinceKotlin("1.4")\npublic fun ShortArray.minWithOrNull(comparator:
Comparator<in Short>): Short? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n } \n return min\n}\n\n/**\n * Returns the first
element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun IntArray.minWithOrNull(comparator:
Comparator<in Int>): Int? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val
e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n } \n return min\n}\n\n/**\n * Returns the first
element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {\n
if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(min, e) > 0) min = e\n } \n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {\n
if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e
= this[i]\n if (comparator.compare(min, e) > 0) min = e\n } \n return min\n}\n\n/**\n * Returns the first
element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>):
Double? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n
if (comparator.compare(min, e) > 0) min = e\n } \n return min\n}\n\n/**\n * Returns the first element having the

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smallest value according to the provided [comparator] or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\npublic fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>):\nBoolean? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first\n * element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n *\n@SinceKotlin("1.4")\npublic fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if\n        (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns `true` if the array has no\n * elements.\n *\n * @sample samples.collections.Collections.Aggregates.none\n *\npublic fun <T> Array<out\nT>.none(): Boolean {\n    return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n *\n * @sample samples.collections.Collections.Aggregates.none\n *\npublic fun ByteArray.none(): Boolean {\n    return\nisEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n *\n * @sample\n * samples.collections.Collections.Aggregates.none\n *\npublic fun ShortArray.none(): Boolean {\n    return\nisEmpty()\n}\n\n/**\n * Returns\n * `true` if the array has no elements.\n *\n * @sample samples.collections.Collections.Aggregates.none\n *\npublic\n * fun IntArray.none(): Boolean {\n    return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n *\n * @sample\n * samples.collections.Collections.Aggregates.none\n *\npublic fun LongArray.none(): Boolean {\n    return\nisEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n *\n * @sample\n * samples.collections.Collections.Aggregates.none\n *\npublic fun FloatArray.none(): Boolean {\n    return\nisEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n *\n * @sample\n * samples.collections.Collections.Aggregates.none\n *\npublic fun DoubleArray.none(): Boolean {\n    return\nisEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n *\n * @sample\n * samples.collections.Collections.Aggregates.none\n *\npublic fun BooleanArray.none(): Boolean {\n    return\nisEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n *\n * @sample\n * samples.collections.Collections.Aggregates.none\n *\npublic fun CharArray.none(): Boolean {\n    return\nisEmpty()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n *\n * @sample\n * samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic inline fun <T> Array<out\nT>.none(predicate: (T) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return\ntrue\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n *\n * @sample\n * samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic inline fun ByteArray.none(predicate:\n(Byte) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return\ntrue\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n *\n * @sample\n * samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic inline fun ShortArray.none(predicate:\n(Short) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return\ntrue\n}\n\n/**\n * Returns `true` if no elements\n * match the given [predicate].\n *\n * @sample\n * samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {\n    for (element in this) if\n    (predicate(element)) return false\n    return true\n}\n\n/**\n * Returns `true` if no elements match the given\n * [predicate].\n *\n * @sample\n * samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic inline fun\n * LongArray.none(predicate: (Long) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return\n    false\n    return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n *\n * @sample\n * samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic inline fun FloatArray.none(predicate:\n(Float) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return\ntrue\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n *\n * @sample\n * samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic inline fun DoubleArray.none(predicate:\n(Double) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return\ntrue\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n *\n * @sample\n * samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic inline fun

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BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element))
    return false
    return true
}

Returns `true` if no elements match the given [predicate].

@sample
samples.collections.Collections.Aggregates.noneWithPredicate

public inline fun CharArray.none(predicate:
(Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
true
}

Performs the given [action]
on each element and returns the array itself afterwards.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.onEach(action: (T) ->
Unit): Array<out T> {
    return apply { for (element in this) action(element) }
}

Performs the given
[action] on each element and returns the array itself afterwards.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEach(action: (Byte) ->
Unit): ByteArray {
    return apply { for (element in this) action(element) }
}

Performs the given
[action] on each element and returns the array itself afterwards.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEach(action: (Short) ->
Unit): ShortArray {
    return apply { for (element in this) action(element) }
}

Performs the given
[action] on each element and returns the array itself afterwards.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public
inline fun IntArray.onEach(action: (Int) -> Unit): IntArray {
    return apply { for (element in this) action(element)
}
}

Performs the given [action] on each element and returns the array itself afterwards.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEach(action: (Long) ->
Unit): LongArray {
    return apply { for (element in this) action(element) }
}

Performs the given
[action] on each element and returns the array itself afterwards.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEach(action: (Float) ->
Unit): FloatArray {
    return apply { for (element in this) action(element) }
}

Performs the given
[action] on each element and returns the array itself afterwards.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEach(action: (Double) ->
Unit): DoubleArray {
    return apply { for (element in this) action(element) }
}

Performs the given [action] on each element and returns the array itself afterwards.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEach(action: (Boolean)
-> Unit): BooleanArray {
    return apply { for (element in this) action(element) }
}

Performs the given
[action] on each element and returns the array itself afterwards.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEach(action: (Char) ->
Unit): CharArray {
    return apply { for (element in this) action(element) }
}

Performs the given
[action] on each element, providing sequential index with the element,
and returns the array itself afterwards.

@param [action] function that takes the index of an element and the element itself
and performs the action on the element.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out
T>.onEachIndexed(action: (index: Int, T) -> Unit):
Array<out T> {
    return apply { forEachIndexed(action) }
}

Performs the given [action] on each
element, providing sequential index with the element,
and returns the array itself afterwards.

@param [action] function that takes the index of an element and the element itself
and performs the action on the element.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun
ByteArray.onEachIndexed(action: (index: Int, Byte) -> Unit): ByteArray {
    return apply {
forEachIndexed(action) }
}

Performs the given [action] on each element, providing sequential index
with the element,
and returns the array itself afterwards.

@param [action] function that takes the index of an
element and the element itself
and performs the action on the element.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEachIndexed(action:
(index: Int, Short) -> Unit): ShortArray {
    return apply { forEachIndexed(action)
}
}

Performs the given [action] on each element, providing sequential index with the element,
and returns the array itself afterwards.

@param [action] function that takes the index of an element and the element

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itself\n * and performs the action on the element.\n *\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic
inline fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray {\n  return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.onEachIndexed(action:
(index: Int, Long) -> Unit): LongArray {\n  return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the
given [action]
on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n *
@param [action] function that takes the index of an element and the element itself\n * and performs the action on
the element.\n *\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray {\n  return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.onEachIndexed(action:
(index: Int, Double) -> Unit): DoubleArray {\n  return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs
the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.onEachIndexed(action:
(index: Int, Boolean) -> Unit): BooleanArray {\n  return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs
the given [action] on each element, providing sequential index with the element,\n * and returns the array itself
afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs
the action on the element.\n *\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {\n  return apply {
forEachIndexed(action) }\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator
value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param
[operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n *\n@kotlin.internal.InlineOnly\npublic inline fun <S, T : S>
Array<out T>.reduce(operation: (acc: S, T) -> S): S {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator: S = this[0]\n  for (index
in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can
be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n *
\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n *\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty
in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n *
\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n *\n@kotlin.internal.InlineOnly\npublic inline fun

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ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty
in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes current accumulator value and an element,\n * and calculates
the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic
inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty
in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic
inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty
in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun
FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty
in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun
DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n
  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the
array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is
empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates
the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline
fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is
empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its
receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n *
and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n

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*\npublic inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n *
Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function
that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\n\npublic inline fun <S,
T : S> Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator: S = this[0]\n  for (index
in 1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n *
Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function
that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\n\npublic inline fun
ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n *
Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function
that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\n\npublic inline fun
ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from
left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * \n *
Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function
that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\n\npublic inline fun
IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
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that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\n\npublic inline fun
LongArray.reduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): Long {\n  if (isEmpty())\n    throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = this[0]\n  for (index in
1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
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Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function
that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\n\npublic inline fun

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accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n
 * to current accumulator value and each element with its index in the original array.\n * \n * Throws an exception if
this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It
returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduce\n *\npublic inline fun FloatArray.reduceIndexed(operation:
(index: Int, acc: Float, Float) -> Float): Float {\n if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n *
to current accumulator value and each element with its index in the original array.\n * \n * Throws an exception if
this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It
returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduce\n *\npublic inline fun DoubleArray.reduceIndexed(operation:
(index: Int, acc: Double, Double) -> Double): Double {\n if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n
 * to current accumulator value and each element with its index in the original array.\n * \n * Throws an exception if
this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It
returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduce\n *\npublic inline fun BooleanArray.reduceIndexed(operation:
(index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {\n if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
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instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduce\n *\npublic inline fun
CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {\n if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n
 * to current accumulator value and each element with its index in the original array.\n * \n * Returns `null` if the
array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value
and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n *\n@SinceKotlin("1.4")\npublic inline fun <S, T : S>
Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {\n if (isEmpty())\n return
null\n var accumulator: S = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index,
accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first

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element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n@SinceKotlin("1.4")\npublic inline fun
BooleanArray.reduceIndexedOrNull(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean? {\n if
(isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator =
operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting
with the first element and applying [operation] from left to right\n * to current accumulator value and each element
with its index in the original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*/\n@SinceKotlin("1.4")\npublic inline fun CharArray.reduceIndexedOrNull(operation: (index: Int, acc: Char,
Char) -> Char): Char? {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n * \n *
@param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S>
Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {\n if (isEmpty())\n return null\n var
accumulator:
S = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n * \n *
@param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {\n if (isEmpty())\n return null\n var
accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n
}\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying
[operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array
is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and
calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {\n if (isEmpty())\n return null\n
var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n
}\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n *
\n * @param [operation] function that takes current accumulator value and an element,\n *
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {\n if (isEmpty())\n return null\n var
accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n
}\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n *
\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
LongArray.reduceOrNull(operation:

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(acc: Long, Long) -> Long): Long? {\n  if (isEmpty())\n    return null\n  var accumulator = this[0]\n  for
(index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n * \n *
@param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {\n  if (isEmpty())\n    return null\n  var
accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n
  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n *
\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {\n  if (isEmpty())\n    return
null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator,
this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and
applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns
`null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an
element,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {\n  if (isEmpty())\n    return
null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator =
operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the
first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n *
Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and
an element,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {\n  if (isEmpty())\n    return null\n  var
accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n
  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation]
from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is
empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null`
when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator
value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> Array<out
T>.reduceRight(operation: (T, acc: S) -> S): S {\n  var index = lastIndex\n  if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator: S = get(index--)\n  while
(index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes an element and current accumulator value,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {\n  var index = lastIndex\n

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    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator =
get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the
array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its
receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n *
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n */\n\npublic inline fun ShortArray.reduceRight(operation:
(Short, acc: Short) -> Short): Short {\n    var index = lastIndex\n    if (index < 0) throw
UnsupportedOperationException("Empty array can't be
reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--),
accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and
applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull]
instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and
current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n */\n\npublic inline fun IntArray.reduceRight(operation:
(Int, acc: Int) -> Int): Int {\n    var index = lastIndex\n    if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while
(index >= 0) {\n        accumulator
= operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with
the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n
* Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that
takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n */\n\npublic inline fun LongArray.reduceRight(operation:
(Long, acc: Long) -> Long): Long {\n    var index = lastIndex\n    if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while
(index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n
* Accumulates value starting with the last element and applying [operation] from right to left\n * to each element
and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes an element and current accumulator value,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */\n\npublic inline
fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {\n    var index = lastIndex\n    if (index <
0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while
(index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation]
from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is
empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null`
when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator
value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n */\n\npublic inline fun DoubleArray.reduceRight(operation:
(Double, acc: Double) -> Double): Double {\n    var index = lastIndex\n    if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while
(index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n
* Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and
current accumulator

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value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n * ^\npublic inline fun

BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n * ^\npublic inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n * ^\npublic inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator: S = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n * ^\npublic inline fun

ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n * ^\npublic inline fun

ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with its index in the original array and current

accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample

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samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun
IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {\n  var index = lastIndex\n  if (index
< 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n
while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
left\n * to each element with its index
in the original array and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array
can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its
receiver is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and
current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun
LongArray.reduceRightIndexed(operation: (index: Int, Long, acc: Long) -> Long): Long {\n  var index =
lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var
accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index),
accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last
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element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun
FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {\n  var index =
lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var
accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index),
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samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun
DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {\n  var index =
lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var
accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index),
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accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun
BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {\n  var
index = lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n

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var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index),
accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation]
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function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */\npublic
inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {\n  var index =
lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var
accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index,
get(index), accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with
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that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <S, T : S> Array<out T>.reduceRightIndexedOrNull(operation:
(index: Int, T, acc: S) -> S): S? {\n  var index = lastIndex\n  if (index < 0) return null\n  var accumulator: S =
get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last element
and applying [operation] from right to left\n * to each element with its index in the original array and current
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index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun ByteArray.reduceRightIndexedOrNull(operation: (index: Int, Byte,
acc: Byte) -> Byte): Byte? {\n  var index = lastIndex\n  if (index < 0) return null\n  var accumulator = get(index-
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accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from
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ShortArray.reduceRightIndexedOrNull(operation: (index: Int, Short, acc: Short) -> Short): Short? {\n  var index =
lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n
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itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun
IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int? {\n  var index = lastIndex\n
if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator =
operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates
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[operation] function that takes the index of an element, the element itself and current accumulator value,\n * and
calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n */

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*^@SinceKotlin("1.4")\npublic inline fun LongArray.reduceRightIndexedOrNull(operation: (index: Int, Long,
acc: Long) -> Long): Long? {\n  var index = lastIndex\n  if (index < 0) return null\n  var accumulator =
get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation]
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samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n\n*^@SinceKotlin("1.4")\npublic inline fun
FloatArray.reduceRightIndexedOrNull(operation: (index: Int,
Float, acc: Float) -> Float): Float? {\n  var index = lastIndex\n  if (index < 0) return null\n  var accumulator =
get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation]
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element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
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BooleanArray.reduceRightIndexedOrNull(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean? {\n  var
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samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n\n*^@SinceKotlin("1.4")\npublic inline fun
CharArray.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {\n  var index =
lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from
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Array<out T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {\n  var index = lastIndex\n  if (index < 0)
return null\n  var accumulator: S = get(index--)\n  while (index >= 0) {\n    accumulator = operation(get(index--),
accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and
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if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n *
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n */

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*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {\n  var index = lastIndex\n  if (index
< 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator =
operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the
last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n *
Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current
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samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
inline fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {\n  var index =
lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n
accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value
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*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {\n  var index = lastIndex\n  if (index < 0)
return null\n  var accumulator = get(index--)\n  while
(index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and
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samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {\n  var index = lastIndex\n  if
(index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator =
operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the
last element and applying [operation] from
right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n *
@param [operation] function that takes an element and current accumulator value,\n * and calculates the next
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*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {\n  var index = lastIndex\n  if
(index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator =
operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the
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accumulator
value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {\n  var index =
lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n
accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value
starting with the last element and applying [operation] from right to left\n * to each element and current accumulator
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current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample

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samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {\n  var
index = lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n
accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value
starting with the last element and applying [operation] from right to left\n * to each element and current accumulator
value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and
current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {\n  var index = lastIndex\n  if (index
< 0) return null\n  var
accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n
}\n  return accumulator\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\npublic inline fun <T, R>
Array<out T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {\n  if (isEmpty()) return
listOf(initial)\n  val result = ArrayList<R>(size + 1).apply { add(initial) }\n  var accumulator = initial\n  for
(element in
this) {\n    accumulator = operation(accumulator, element)\n    result.add(accumulator)\n  }\n  return
result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from
left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc`
value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and
calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.runningFold(initial: R,
operation: (acc: R, Byte) -> R): List<R> {\n  if (isEmpty()) return listOf(initial)\n  val result = ArrayList<R>(size
+ 1).apply { add(initial) }\n  var accumulator = initial\n  for (element
in this) {\n    accumulator = operation(accumulator, element)\n    result.add(accumulator)\n  }\n  return
result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from
left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc`
value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param [operation] function that takes current @accumulator value and an element, and
calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.runningFold(initial: R,
operation: (acc: R, Short) -> R): List<R> {\n  if (isEmpty()) return listOf(initial)\n  val result = ArrayList<R>(size
+ 1).apply { add(initial) }\n  var accumulator = initial\n  for
(element in this) {\n    accumulator = operation(accumulator, element)\n    result.add(accumulator)\n  }\n
return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n
* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.runningFold(initial: R,

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operation: (acc: R, Int) -> R): List<R> {\n  if (isEmpty()) return listOf(initial)\n  val result = ArrayList<R>(size +
1).apply { add(initial) }\n  var accumulator = initial\n  for
(element in this) {\n    accumulator = operation(accumulator, element)\n    result.add(accumulator)\n  }\n
return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n
* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.runningFold(initial: R,
operation: (acc: R, Long) -> R): List<R> {\n  if (isEmpty()) return listOf(initial)\n  val result = ArrayList<R>(size
+ 1).apply { add(initial) }\n  var accumulator = initial\n
  for (element in this) {\n    accumulator = operation(accumulator, element)\n    result.add(accumulator)\n  }\n
return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n
* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.runningFold(initial: R,
operation: (acc: R, Float) -> R): List<R> {\n  if (isEmpty()) return listOf(initial)\n  val result = ArrayList<R>(size
+ 1).apply { add(initial) }\n  var accumulator = initial\n
  for (element in this) {\n    accumulator = operation(accumulator, element)\n    result.add(accumulator)\n
}\n  return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n
* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.runningFold(initial: R,
operation: (acc: R, Double) -> R): List<R> {\n  if (isEmpty()) return listOf(initial)\n  val result =
ArrayList<R>(size + 1).apply { add(initial) }\n  var accumulator
= initial\n  for (element in this) {\n    accumulator = operation(accumulator, element)\n
result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n *
otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current
accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.runningFold(initial:
R, operation: (acc: R, Boolean) -> R): List<R> {\n  if (isEmpty()) return listOf(initial)\n  val result =
ArrayList<R>(size + 1).apply { add(initial) }\n  var accumulator
= initial\n  for (element in this) {\n    accumulator = operation(accumulator, element)\n
result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n *
otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current
accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample

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samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.runningFold(initial: R,
operation: (acc: R, Char) -> R): List<R> {\n  if (isEmpty()) return listOf(initial)\n  val result = ArrayList<R>(size
+ 1).apply { add(initial) }\n  var
  accumulator = initial\n  for (element in this) {\n    accumulator = operation(accumulator, element)\n
result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element, its index in the original array and
current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function
should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\npublic inline fun <T, R> Array<out T>.runningFoldIndexed(initial: R, operation:
(index: Int, acc: R, T) -> R): List<R> {\n  if (isEmpty()) return listOf(initial)\n
  val result = ArrayList<R>(size + 1).apply { add(initial) }\n  var accumulator = initial\n  for (index in indices)
{\n    accumulator = operation(index, accumulator, this[index])\n    result.add(accumulator)\n  }\n  return
result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from
left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ByteArray.runningFoldIndexed(initial:
R, operation: (index: Int, acc: R, Byte) -> R): List<R> {\n  if (isEmpty()) return listOf(initial)\n  val result =
ArrayList<R>(size + 1).apply { add(initial) }\n  var accumulator = initial\n  for (index in indices) {\n
accumulator = operation(index, accumulator, this[index])\n    result.add(accumulator)\n  }\n  return
result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from
left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {\n
if (isEmpty()) return listOf(initial)\n  val result = ArrayList<R>(size + 1).apply { add(initial) }\n  var accumulator
= initial\n  for (index in indices) {\n    accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element, its index in the original array and
current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function
should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the
next
  accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R>
IntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {\n  if (isEmpty()) return
listOf(initial)\n  val result = ArrayList<R>(size + 1).apply { add(initial) }\n  var accumulator = initial\n  for
(index in indices) {\n    accumulator = operation(index, accumulator, this[index])\n    result.add(accumulator)\n
  }\n  return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying

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[operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n * \n * @SinceKotlin("1.4")\n * @kotlin.internal.InlineOnly\n * public inline fun <R>
LongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n * \n * @SinceKotlin("1.4")\n * @kotlin.internal.InlineOnly\n * public inline fun <R>
FloatArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n * \n * @SinceKotlin("1.4")\n * @kotlin.internal.InlineOnly\n * public inline fun <R>
DoubleArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n * \n * @SinceKotlin("1.4")\n * @kotlin.internal.InlineOnly\n * public inline fun <R>
BooleanArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample

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samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R>
CharArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n  if (isEmpty())
return listOf(initial)\n  val result = ArrayList<R>(size + 1).apply { add(initial) }\n  var accumulator = initial\n
for (index in indices) {\n    accumulator = operation(index,
accumulator, this[index])\n    result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each element
and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n *
@param [operation] function that takes current accumulator value and the element, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S>
Array<out T>.runningReduce(operation: (acc: S, T) -> S): List<S> {\n  if (isEmpty()) return emptyList()\n  var
accumulator: S = this[0]\n  val result = ArrayList<S>(size).apply { add(accumulator) }\n  for
(index in 1 until size) {\n    accumulator = operation(accumulator, this[index])\n    result.add(accumulator)\n
}\n  return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with the first element of
this array.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates
the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.runningReduce(operation:
(acc: Byte, Byte) -> Byte): List<Byte> {\n  if (isEmpty()) return emptyList()\n  var accumulator = this[0]\n  val
result = ArrayList<Byte>(size).apply { add(accumulator) }\n  for (index in 1 until size) {\n    accumulator =
operation(accumulator, this[index])\n    result.add(accumulator)\n  }\n
return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with the first element of
this array.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates
the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.runningReduce(operation:
(acc: Short, Short) -> Short): List<Short> {\n  if (isEmpty()) return emptyList()\n  var accumulator = this[0]\n
val result = ArrayList<Short>(size).apply { add(accumulator) }\n  for (index in 1 until size) {\n    accumulator =
operation(accumulator, this[index])\n    result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation]
from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n
\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.runningReduce(operation: (acc:
Int, Int) -> Int): List<Int> {\n  if (isEmpty()) return emptyList()\n  var accumulator = this[0]\n  val result =
ArrayList<Int>(size).apply { add(accumulator) }\n  for (index in 1 until size) {\n    accumulator =
operation(accumulator, this[index])\n    result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each element
and current accumulator value that starts with the first element of this array.\n * \n * @param
[operation] function that takes current accumulator value and an element, and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.runningReduce(operation:
(acc: Long, Long) -> Long): List<Long> {\n  if (isEmpty()) return emptyList()\n  var accumulator = this[0]\n
val result = ArrayList<Long>(size).apply { add(accumulator) }\n  for (index in 1 until size) {\n    accumulator =
operation(accumulator, this[index])\n    result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each element

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and current accumulator value that starts with the first element of this array.

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\n * \n * @param [operation] function
that takes current accumulator value and an element, and calculates the next accumulator value.
\n *
\n * @sample samples.collections.Collections.Aggregates.runningReduce
\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.runningReduce(operation:
(acc: Float, Float) -> Float): List<Float> {\n  if (isEmpty()) return emptyList()\n  var accumulator = this[0]\n  val
result = ArrayList<Float>(size).apply { add(accumulator) }\n  for (index in 1 until size) {\n    accumulator =
operation(accumulator, this[index])\n    result.add(accumulator)\n  }\n  return result\n}\n\n**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each element
and current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function
that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce
\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic
inline fun DoubleArray.runningReduce(operation: (acc: Double, Double) -> Double): List<Double> {\n  if
(isEmpty()) return emptyList()\n  var accumulator = this[0]\n  val result = ArrayList<Double>(size).apply {
add(accumulator) }\n  for (index in 1 until size) {\n    accumulator = operation(accumulator, this[index])\n
result.add(accumulator)\n  }\n  return result\n}\n\n**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with the first element of this array.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce
\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.runningReduce(operation:
(acc: Boolean, Boolean) -> Boolean): List<Boolean> {\n
  if (isEmpty()) return emptyList()\n  var accumulator = this[0]\n  val result = ArrayList<Boolean>(size).apply {
add(accumulator) }\n  for (index in 1 until size) {\n    accumulator = operation(accumulator, this[index])\n
result.add(accumulator)\n  }\n  return result\n}\n\n**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with the first element of this array.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce
\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.runningReduce(operation:
(acc: Char, Char) -> Char): List<Char> {\n  if (isEmpty()) return emptyList()\n  var accumulator = this[0]\n  val
result = ArrayList<Char>(size).apply { add(accumulator)
}\n  for (index in 1 until size) {\n    accumulator = operation(accumulator, this[index])\n
result.add(accumulator)\n  }\n  return result\n}\n\n**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element, its index in the original array and
current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n *
@param [operation] function that takes the index of an element, current accumulator value\n * and the element
itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce
\n
*\n@SinceKotlin("1.4")\npublic inline fun <S, T :
S> Array<out T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {\n  if (isEmpty()) return
emptyList()\n
  var accumulator: S = this[0]\n  val result = ArrayList<S>(size).apply { add(accumulator) }\n  for (index in 1
until size) {\n    accumulator = operation(index, accumulator, this[index])\n    result.add(accumulator)\n  }\n
return result\n}\n\n**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element, its index in the original array and current accumulator value that
starts with the first element of this array.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample

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samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.runningReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {\n  if (isEmpty())
return emptyList()\n  var accumulator = this[0]\n
    val result = ArrayList<Byte>(size).apply { add(accumulator) }\n  for (index in 1 until size) {\n    accumulator
= operation(index, accumulator, this[index])\n    result.add(accumulator)\n  }\n  return result\n}\n\n/**\n *
Returns a list containing successive accumulation values generated by applying [operation] from left to right\n *
to each element, its index in the original array and current accumulator value that starts with the first element of this
array.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and
the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.runningReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {\n  if
(isEmpty()) return emptyList()\n  var accumulator = this[0]\n  val result = ArrayList<Short>(size).apply
{ add(accumulator) }\n  for (index in 1 until size) {\n    accumulator = operation(index, accumulator,
this[index])\n    result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list containing successive
accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original
array and current accumulator value that starts with the first element of this array.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the
next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.runningReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {\n  if (isEmpty()) return
emptyList()\n  var accumulator = this[0]\n  val result = ArrayList<Int>(size).apply { add(accumulator)
}\n  for (index in 1 until size) {\n    accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element, its index in the original array and
current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function that
takes the index of an element, current accumulator value\n * and the element itself, and calculates the next
accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.runningReduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): List<Long> {\n  if
(isEmpty()) return emptyList()\n  var accumulator = this[0]\n  val result = ArrayList<Long>(size).apply {
add(accumulator) }\n  for (index in 1 until
size) {\n    accumulator = operation(index, accumulator, this[index])\n    result.add(accumulator)\n  }\n
return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element, its index in the original array and current accumulator value that
starts with the first element of this array.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.runningReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {\n  if
(isEmpty()) return emptyList()\n  var accumulator = this[0]\n  val result = ArrayList<Float>(size).apply {
add(accumulator) }\n  for (index in 1 until size) {\n    accumulator
= operation(index, accumulator, this[index])\n    result.add(accumulator)\n  }\n  return result\n}\n\n/**\n *
Returns a list containing successive accumulation values generated by applying [operation] from left to right\n *
to each element, its index in the original array and current accumulator value that starts with the first element of this
array.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and
the element itself, and calculates the next accumulator value.\n * \n * @sample

```



```

samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
DoubleArray.runningReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {\n if
(isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Double>(size).apply {
add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index,
accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each element,
its index in the original array and current accumulator value that starts with the first element of this array.\n * \n *
@param [operation] function that takes the index of an element, current accumulator value\n * and the element
itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.runningReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean>
{\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result =
ArrayList<Boolean>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator =
operation(index, accumulator,
this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive
accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original
array and current accumulator value that starts with the first element of this array.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {\n if (isEmpty())
return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Char>(size).apply { add(accumulator)
}\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n *
otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current
accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R>
Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {\n return runningFold(initial,
operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]
from left to right\n * to each element and current accumulator value that
starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n *
otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current
accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {\n return runningFold(initial,
operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]
from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that
`acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param
[operation] function that takes current accumulator value and an element, and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic

```

```

c inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {\n    return
runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c
inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {\n    return runningFold(initial,
operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]
from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that
`acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and
calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c
inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {\n    return
runningFold(initial,
operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]
from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that
`acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and
calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c
inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {\n    return
runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
applying [operation] from left to right\n * to each element and current accumulator
value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be
mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that
takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c
inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {\n    return
runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n
* \n * @param [operation] function that takes current accumulator value and an element, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c
inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {\n    return
runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n

```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {\n    return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current\n
```

```

accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function
should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param
[operation] function that takes the index of an element, current accumulator value\n * and the element itself, and
calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@\n@SinceKotlin("1.4")\n@\n@WasExperimental(ExperimentalStdlibApi::class)\n@\n@kotlin.internal.InlineOnly\n\npubli
c inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {\n  return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should
not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element
itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@\n@SinceKotlin("1.4")\n@\n@WasExperimental(ExperimentalStdlibApi::class)\n@\n@kotlin.internal.InlineOnly\n\npubli
c inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {\n  return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should
not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n *
and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@\n@SinceKotlin("1.4")\n@\n@WasExperimental(ExperimentalStdlibApi::class)\n@\n@kotlin.internal.InlineOnly\n\npubli
c inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {\n  return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should
not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@\n@SinceKotlin("1.4")\n@\n@WasExperimental(ExperimentalStdlibApi::class)\n@\n@kotlin.internal.InlineOnly\n\npubli
c inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n  return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n * \n@\n@Deprecated("Use sumOf instead.")\n\nReplaceWith("this.sumOf(selector)")\n\n@\n@DeprecatedSinceKotlin(warningSince = "1.5")\n\npublic inline fun <T>
Array<out T>.sumBy(selector: (T) -> Int): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum +=
selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n * \n@\n@Deprecated("Use sumOf instead.")\n\nReplaceWith("this.sumOf(selector)")\n\n@\n@DeprecatedSinceKotlin(warningSince = "1.5")\n\npublic inline fun
ByteArray.sumBy(selector:
(Byte) -> Int): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum += selector(element)\n  }\n  return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
array.\n * \n@\n@Deprecated("Use sumOf instead.")\n\nReplaceWith("this.sumOf(selector)")\n\n@\n@DeprecatedSinceKotlin(warningSince = "1.5")\n\npublic inline fun
ShortArray.sumBy(selector: (Short) -> Int): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum +=
selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n * \n@\n@Deprecated("Use sumOf instead.")\n\nReplaceWith("this.sumOf(selector)")\n\n@\n@DeprecatedSinceKotlin(warningSince = "1.5")\n\npublic inline fun

```

```

IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.
// @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
// @DeprecatedSinceKotlin(warningSince = "1.5")
public inline fun

```

```

DoubleArray.sumByDouble(selector: (Double)
-> Double): Double {\n  var sum: Double = 0.0\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n */\n@Deprecated("Use sumOf instead.")\nReplaceWith("this.sumOf(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {\n  var sum: Double = 0.0\n  for (element
in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced
by [selector] function applied to each element in the array.\n */\n@Deprecated("Use sumOf instead.")\nReplaceWith("this.sumOf(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
CharArray.sumByDouble(selector: (Char) -> Double): Double {\n  var sum: Double = 0.0\n  for (element in this)
{\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n */\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
<T> Array<out T>.sumOf(selector: (T) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element
in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced
by [selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.sumOf(selector: (Byte) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in
this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n */\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.sumOf(selector: (Short) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in
this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.sumOf(selector: (Int) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in this)
{\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n */\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.sumOf(selector: (Long) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in
this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.sumOf(selector: (Float) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in
this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n */\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun

```

```

DoubleArray.sumOf(selector: (Double) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* Since Kotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* Since Kotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* Since Kotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* Since Kotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* Since Kotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* Since Kotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* Since Kotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* Since Kotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* Since Kotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {

```

```

sum += selector(element)\n }
return sum\n}\n\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.sumOf(selector: (Boolean) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**
 * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sumOf(selector: (Char) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
<T> Array<out T>.sumOf(selector: (T) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this)
{\n sum += selector(element)\n }\n return sum\n}\n\n/**
 * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.sumOf(selector: (Byte) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.sumOf(selector: (Short) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**
 * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.sumOf(selector: (Int) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**
 * Returns
the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.sumOf(selector: (Long) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**
 * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.sumOf(selector: (Float) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**
 * Returns the
sum of all values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
DoubleArray.sumOf(selector: (Double) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this)
{\n sum += selector(element)\n }\n return sum\n}\n\n/**
 * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.sumOf(selector: (Boolean) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this)
{\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the
sum of all values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sumOf(selector: (Char) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this) {\n
sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> UInt): UInt {\n
var sum: UInt = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sumOf(selector: (Byte) -> UInt): UInt {\n
var sum: UInt = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> UInt): UInt {\n
var sum: UInt = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sumOf(selector: (Int) -> UInt): UInt {\n
var sum: UInt = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic
inline fun LongArray.sumOf(selector: (Long) -> UInt): UInt {\n    var sum: UInt = 0.toUInt()\n    for (element in
this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> UInt): UInt {\n
var sum: UInt = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic
inline fun DoubleArray.sumOf(selector: (Double) -> UInt): UInt {\n    var sum: UInt = 0.toUInt()\n    for (element
in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced

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by [selector] function applied to each element in the array.\n

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> UInt): UInt\n{\n    var sum: UInt = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return\nsum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the\narray.\n
```

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic
```

```
inline fun CharArray.sumOf(selector: (Char) -> UInt): UInt {\n    var sum: UInt = 0.toUInt()\n    for (element in\nthis) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by\n[selector] function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy\npes::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong):\nULong {\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all
```

values produced by [selector] function applied to each element in the array.\n

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy\npes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong\n{\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return\nsum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the\narray.\n
```

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy\npes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong\n{\n    var sum: ULong = 0.toULong()\n    for (element\nin this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced\nby [selector] function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy\npes::class)\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return\nsum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the\narray.\n
```

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy\npes::class)\n@kotlin.internal.InlineOnly\npublic inline fun
```

```
LongArray.sumOf(selector: (Long) -> ULong): ULong {\n    var sum: ULong = 0.toULong()\n    for (element in\nthis) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by\n[selector] function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy\npes::class)\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong\n{\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return\nsum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
```

```

array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic
inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong {\n    var sum: ULong = 0.toULong()\n    for
(element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong):
ULong {\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n
return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic
inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong {\n    var sum: ULong = 0.toULong()\n    for
(element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns an original collection
containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n
*\npublic fun <T : Any> Array<T?>.requireNonNulls(): Array<T> {\n    for (element in this) {\n        if (element ==
null) {\n            throw IllegalArgumentException("null element found in $this.")\n        }\n    }\n
}\n\n@Suppress("UNCHECKED_CAST")\nreturn this as Array<T>\n}\n\n/**\n * Splits the original array into pair
of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list
contains elements for which [predicate] yielded `false`.\n * \n * @sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n
*\npublic inline fun <T> Array<out
T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n    val first = ArrayList<T>()\n    val second =
ArrayList<T>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n
second.add(element)\n        }\n    }\n    return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair
of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains
elements for which [predicate] yielded `false`.\n * \n * @sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n
*\npublic inline fun
ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {\n    val first =
ArrayList<Byte>()\n    val second = ArrayList<Byte>()\n
for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n
second.add(element)\n        }\n    }\n    return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of
lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains
elements for which [predicate] yielded `false`.\n * \n * @sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n
*\npublic inline fun
ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {\n    val first =
ArrayList<Short>()\n    val second = ArrayList<Short>()\n    for (element in this) {\n        if (predicate(element)) {\n
first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first,
second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which
[predicate]
yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n
*\npublic inline fun
IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {\n    val first = ArrayList<Int>()\n    val
second = ArrayList<Int>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n
        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}\n\n/**\n * Splits the original

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array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while
*second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n *\npublic inline fun
LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {\n    val first =
ArrayList<Long>()\n    val second = ArrayList<Long>()\n    for (element in this) {\n        if (predicate(element)) {\n
first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first,
second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which
[predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n *
@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n *\npublic inline fun
FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {\n    val first =
ArrayList<Float>()\n    val second = ArrayList<Float>()\n    for (element in this) {\n        if (predicate(element)) {\n
first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first,
second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first*
list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which
[predicate] yielded `false`.\n * \n * @sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n *\npublic inline fun
DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {\n    val first =
ArrayList<Double>()\n    val second = ArrayList<Double>()\n    for (element in this) {\n        if (predicate(element))
{\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first,
second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which
[predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n *
@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n *\npublic inline fun
BooleanArray.partition(predicate: (Boolean) -> Boolean):
Pair<List<Boolean>, List<Boolean>> {\n    val first = ArrayList<Boolean>()\n    val second =
ArrayList<Boolean>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        }
else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}\n\n/**\n * Splits the original array
into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list
contains elements for which [predicate] yielded `false`.\n * \n * @sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n *\npublic inline fun
CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {\n    val first =
ArrayList<Char>()\n    val second = ArrayList<Char>()\n    for (element in this) {\n        if (predicate(element)) {\n
first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first,
second)\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The
returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n *\npublic infix fun <T, R> Array<out T>.zip(other:
Array<out R>): List<Pair<T, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs
built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of
the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n *\npublic infix fun
<R> ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {\n    return zip(other) { t1, t2 -> t1 to t2
}\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same
index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
*\npublic infix fun <R> ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {\n    return zip(other) { t1, t2
-> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the
same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n *\npublic infix fun <R> IntArray.zip(other: Array<out R>):

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List<Pair<Int, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the
elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R>
LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the
[other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> FloatArray.zip(other: Array<out
R>): List<Pair<Float, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from
the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R>
DoubleArray.zip(other: Array<out R>): List<Pair<Double, R>> {\n  return zip(other) { t1, t2 -> t1 to t2
}\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same
index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> BooleanArray.zip(other: Array<out
R>):
List<Pair<Boolean, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from
the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R>
CharArray.zip(other: Array<out R>): List<Pair<Char, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the
provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline
fun <T, R, V> Array<out T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {\n  val size =
minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i
in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}\n\n/**\n * Returns a list of values
built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform]
function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n *
@sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
ByteArray.zip(other: Array<out R>, transform: (a: Byte, b: R) -> V): List<V> {\n  val size = minOf(size,
other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i],
other[i]))\n  }\n  return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> {\n  val size = minOf(size,
other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i],
other[i]))\n  }\n  return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
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IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {\n  val size = minOf(size,
other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i],
other[i]))\n  }\n  return
list\n}\n\n/**\n * Returns
a list of values built from the elements of `this` array and the [other] array with the same index\n * using the
provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline
fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {\n  val size =
minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i],
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other[i]))\n } \n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the
[other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n *
The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun <R, V>
FloatArray.zip(other:
Array<out R>, transform: (a: Float, b: R) -> V): List<V> {\n val size = minOf(size, other.size)\n val list =
ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return
list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same
index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length
of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\npublic inline fun <R, V> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {\n
val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n
list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements
of `this` array and the [other] array with the same index\n
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\npublic inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V>
{\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n
list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements
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samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun <R, V>
CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
}\n return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with
the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n *\npublic infix fun <T, R> Array<out T>.zip(other:
Iterable<R>): List<Pair<T, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built
from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n *\npublic infix fun <R>
ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n *
Returns a list of pairs built from the elements of `this` collection
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Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The
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List<Pair<Long, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the
elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n *\npublic infix fun <R>
FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n *
Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The
returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n *\npublic infix fun <R> DoubleArray.zip(other:

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Iterable<R>): List<Pair<Double, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs
built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of
the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun
<R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {\n  return zip(other) { t1, t2 -> t1 to t2
}\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same
index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> CharArray.zip(other: Iterable<R>):
List<Pair<Char, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the
elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function
applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V> Array<out
T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n  val arraySize = size\n  val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n  var i = 0\n  for (element in other) {\n
if (i >= arraySize) break\n    list.add(transform(this[i++], element))\n  }\n  return list\n}\n\n/**\n * Returns a
list of values built from the elements of `this` array and the [other] collection with the same index\n * using the
provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest
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fun <R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {\n  val arraySize = size\n
val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n  var i = 0\n  for (element in
other) {\n    if (i >= arraySize) break\n    list.add(transform(this[i++],
element))\n  }\n  return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the
[other] collection with the same index\n * using the provided [transform] function applied to each pair of
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samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {\n  val arraySize = size\n  val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n  var i = 0\n  for (element in other) {\n
if (i >= arraySize) break\n    list.add(transform(this[i++], element))\n  }\n  return list\n}\n\n/**\n * Returns a
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IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {\n  val arraySize = size\n  val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n  var i = 0\n  for (element in other) {\n
if (i >= arraySize) break\n    list.add(transform(this[i++], element))\n  }\n  return list\n}\n\n/**\n * Returns a
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collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline
fun <R, V> LongArray.zip(other: Iterable<R>, transform: (a: Long, b: R) -> V): List<V> {\n  val arraySize =
size\n  val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10),
arraySize))\n  var i = 0\n  for (element in other) {\n    if (i >= arraySize) break\n
list.add(transform(this[i++], element))\n  }\n  return list\n}\n\n/**\n * Returns a list of values built from the
elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function
applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {\n  val arraySize = size\n  val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n  var i = 0\n  for (element in other) {\n
if (i >= arraySize) break\n    list.add(transform(this[i++], element))\n  }\n  return list\n}\n\n/**\n * Returns a
list of values built from the elements of `this`

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array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample

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samples.collections.Iterables.Operations.zipIterableWithTransform\n *^\\npublic inline fun <R, V>
DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {\n val arraySize = size\n val
list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other)
{\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n }\n return list\n}\n\n/**\n *
Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n *
using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
*^\\npublic
inline fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {\n val
arraySize = size\n val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n
for (element in other) {\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n }\n return
list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the
same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has
length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n *^\\npublic inline fun <R, V>
CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {\n val arraySize = size\n val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n
if (i >=
arraySize) break\n list.add(transform(this[i++], element))\n }\n return list\n}\n\n/**\n * Returns a list of
pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has
length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*^\\npublic infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {\n return zip(other) { t1, t2 -> t1 to t2
}\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same
index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n *^\\npublic infix fun ShortArray.zip(other: ShortArray):
List<Pair<Short, Short>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from
the elements of `this` array and the [other] array with the same index.\n * The returned list has
length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*^\\npublic infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The
returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n *^\\npublic infix fun LongArray.zip(other: LongArray):
List<Pair<Long, Long>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from
the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*^\\npublic infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The
returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n *^\\npublic infix fun DoubleArray.zip(other: DoubleArray):
List<Pair<Double, Double>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built
from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*^\\npublic infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {\n return zip(other) { t1, t2 -> t1 to t2
}\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same
index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n

```



```

*^public infix fun CharArray.zip(other: CharArray): List<Pair<Char, Char>> {
    return zip(other) { t1, t2 -> t1
    to t2 }
}
* Returns a list of values built from the elements of `this` array and the [other] array with the
same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has
length of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform
*^public inline fun <V> ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {
    val
size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
    list.add(transform(this[i], other[i]))
    }
    return list
}
* Returns a list of values built from the elements
of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each
pair of elements.
* The returned list has length
of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform
*^public inline fun <V> ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
    val
size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
    list.add(transform(this[i], other[i]))
    }
    return list
}
* Returns a list of values built from the elements
of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each
pair of elements.
* The returned list has length of the shortest array.
* @sample
samples.collections.Iterables.Operations.zipIterableWithTransform
*^public inline fun <V> IntArray.zip(other:
IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    val size = minOf(size, other.size)
    val list =
ArrayList<V>(size)
    for (i in 0 until size) {
    list.add(transform(this[i], other[i]))
    }
    return list
}
* Returns a list of values built from the elements of `this` array and the [other] array with
the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list
has length of the shortest array.
* @sample
samples.collections.Iterables.Operations.zipIterableWithTransform
*^public inline fun <V>
LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size,
other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
    list.add(transform(this[i], other[i]))
    }
    return list
}
* Returns a list of values built from the elements of `this` array and the [other] array
with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned
list has length of the shortest array.
* @sample
samples.collections.Iterables.Operations.zipIterableWithTransform
*^public inline fun
<V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size,
other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
    list.add(transform(this[i], other[i]))
    }
    return list
}
* Returns a list of values built from the elements of `this` array and the [other] array
with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned
list has length of the shortest array.
* @sample
samples.collections.Iterables.Operations.zipIterableWithTransform
*^public inline fun <V>
DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size,
other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
    list.add(transform(this[i], other[i]))
    }
    return list
}
* Returns a list of values built from the elements of `this` array and the [other] array
with
the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list
has length of the shortest array.
* @sample
samples.collections.Iterables.Operations.zipIterableWithTransform
*^public inline fun <V>
BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size =
minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
    list.add(transform(this[i],
other[i]))
    }
    return list
}
* Returns a list of values built from the elements of `this` array and the
[other] array with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest array.
* @sample
samples.collections.Iterables.Operations.zipIterableWithTransform
*^public inline fun <V>
CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size,

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other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
}\n return list\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the
given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value
of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string
(which defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n * \npublic fun
<T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = "\", "\", prefix: CharSequence = "\",
postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? =
null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1)
buffer.append(separator)\n if (limit < 0 ||
count <= limit) {\n buffer.appendElement(element, transform)\n } else break\n } \n if (limit >= 0 &&
count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the
string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n
* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
[limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample
samples.collections.Collections.Transformations.joinTo\n * \npublic fun <A : Appendable>
ByteArray.joinTo(buffer: A, separator: CharSequence = "\", "\", prefix: CharSequence = "\", postfix: CharSequence =
\"", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): A {\n
buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count >
1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n
buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n
}\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return
buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given
[prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of
[limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which
defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n * \npublic fun <A :
Appendable> ShortArray.joinTo(buffer: A, separator: CharSequence = "\", "\", prefix: CharSequence = "\", postfix:
CharSequence = "\", limit: Int = -1, truncated: CharSequence =
"...", transform: ((Short) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for
(element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if
(transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n
}\n if (limit >= 0 && count > limit)
buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the
elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection
could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will
be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample
samples.collections.Collections.Transformations.joinTo\n * \npublic fun <A : Appendable> IntArray.joinTo(buffer:
A, separator: CharSequence = "\", "\", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1,
truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var
count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <=
limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n
buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit)
buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the
elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection
could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will
be appended, followed by the [truncated]
string (which defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n
* \npublic fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = "\", "\", prefix:
CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...", transform:

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(Long) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else
            break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

Append the string from all the elements separated using [separator] and using the given
[prefix] and [postfix] if supplied.
If the collection
could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]
elements will be appended, followed by the [truncated] string (which defaults to "...").
@sample
samples.collections.Collections.Transformations.joinTo

public fun <A : Appendable>
FloatArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence =
"\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit)
        buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

Append the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if
supplied.
If the collection could be huge, you can specify a non-negative value of [limit], in which case only
the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
@sample
samples.collections.Collections.Transformations.joinTo

public fun <A : Appendable>
DoubleArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix:
CharSequence = "\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? =
null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

Append the string from all the elements separated using [separator] and using the given
[prefix] and [postfix] if supplied.
If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]
elements will be appended, followed by the [truncated] string (which defaults to "...").
@sample
samples.collections.Collections.Transformations.joinTo

public fun <A :
Appendable> BooleanArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "\n",
postfix: CharSequence = "\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) ->
CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count
> 1) buffer.append(separator)
        if (limit < 0
|| count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit)
        buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

Append the string from all the
elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
If the collection
could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]
elements will be appended, followed by the [truncated] string (which defaults to "...").
@sample
samples.collections.Collections.Transformations.joinTo

public fun <A : Appendable>
CharArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence =
"\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null):
A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if
supplied.
If the collection could be huge, you can specify a non-negative value of [limit], in which case only

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the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n * ^\npublic fun <T> Array<out T>.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n * ^\npublic fun ByteArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Byte) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n * ^\npublic fun ShortArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Short) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n * ^\npublic fun IntArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Int) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n * ^\npublic fun LongArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Long) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n * ^\npublic fun FloatArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Float) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n * ^\npublic fun DoubleArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Double) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(),

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separator, prefix, postfix, limit, truncated, transform).toString()\n\n/**\n * Creates a string from all the elements
separated
using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you
can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended,
followed by the [truncated] string (which defaults to "...").\n * \n * @sample
samples.collections.Collections.Transformations.joinToString\n */\npublic fun
BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence =
"\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {\n
return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n\n/**\n * Creates
a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n
* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
[limit]\n
* elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample
samples.collections.Collections.Transformations.joinToString\n */\npublic fun CharArray.joinToString(separator:
CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence = "\n", limit: Int = -1, truncated:
CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {\n
return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n\n/**\n * Creates an [Iterable] instance that
wraps the original array returning its elements when being iterated.\n */\npublic fun <T> Array<out T>.asIterable():
Iterable<T> {\n
if (isEmpty()) return emptyList()\n
return Iterable { this.iterator() }\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its
elements when being iterated.\n */\npublic fun ByteArray.asIterable(): Iterable<Byte> {\n
if (isEmpty()) return emptyList()\n
return
Iterable { this.iterator() }\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its
elements when being iterated.\n */\npublic fun ShortArray.asIterable(): Iterable<Short> {\n
if (isEmpty()) return
emptyList()\n
return Iterable { this.iterator() }\n\n/**\n * Creates an [Iterable] instance that wraps the original
array returning its elements when being iterated.\n */\npublic fun IntArray.asIterable(): Iterable<Int> {\n
if (isEmpty()) return emptyList()\n
return Iterable { this.iterator() }\n\n/**\n * Creates an [Iterable] instance that
wraps the original array returning its elements when being iterated.\n */\npublic fun LongArray.asIterable():
Iterable<Long> {\n
if (isEmpty()) return emptyList()\n
return Iterable { this.iterator() }\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its
elements when being iterated.\n */\npublic fun FloatArray.asIterable(): Iterable<Float> {\n
if (isEmpty())
return emptyList()\n
return Iterable { this.iterator() }\n\n/**\n * Creates an [Iterable] instance that wraps the
original array returning its elements when being iterated.\n */\npublic fun DoubleArray.asIterable():
Iterable<Double> {\n
if (isEmpty()) return emptyList()\n
return Iterable { this.iterator() }\n\n/**\n * Creates
an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun
BooleanArray.asIterable(): Iterable<Boolean> {\n
if (isEmpty()) return emptyList()\n
return Iterable {
this.iterator() }\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when
being iterated.\n */\npublic fun CharArray.asIterable(): Iterable<Char> {\n
if (isEmpty()) return emptyList()\n
return Iterable { this.iterator() }\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning
its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n
*/\npublic fun <T> Array<out T>.asSequence(): Sequence<T> {\n
if (isEmpty()) return emptySequence()\n
return Sequence { this.iterator() }\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning
its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n
*/\npublic fun ByteArray.asSequence(): Sequence<Byte> {\n
if (isEmpty()) return emptySequence()\n
return
Sequence { this.iterator() }\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its
elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n
*/\npublic fun ShortArray.asSequence(): Sequence<Short> {\n
if (isEmpty()) return emptySequence()\n
return
Sequence { this.iterator() }\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its
elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n

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*^public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

*^public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

*^public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

*^public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

*^public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

*^public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

* Returns an average value of elements in the array.
*^@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

* Returns an average value of elements in the array.
*^@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

* Returns an average value of elements in the array.
*^@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

* Returns an average value of elements in the array.
*^@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

* Returns an average value of elements in the array.
*^@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

* Returns an average value of elements in the array.
*^@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

* Returns an average value of elements in the array.
*^public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

* Returns an average value of elements in the array.
*^public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

* Returns an average value of elements in the array.
*^public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

* Returns an average value of elements in the array.
*^public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

* Returns an average value of elements in the array.
*^public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

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if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n
*\npublic fun DoubleArray.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in
this) {\n        sum += element\n        ++count\n    }\n    return if (count == 0) Double.NaN else sum /
count\n}\n\n/**\n * Returns the sum of all elements in the array.\n
*\n@kotlin.jvm.JvmName("sumOfByte")\npublic fun Array<out Byte>.sum(): Int {\n    var sum: Int = 0\n    for
(element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in the
array.\n
*\n@kotlin.jvm.JvmName("sumOfShort")\npublic fun Array<out Short>.sum(): Int {\n    var sum: Int = 0\n    for
(element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in the
array.\n
*\n@kotlin.jvm.JvmName("sumOfInt")\npublic fun Array<out Int>.sum(): Int {\n    var sum: Int = 0\n    for
(element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in
the array.\n
*\n@kotlin.jvm.JvmName("sumOfLong")\npublic fun Array<out Long>.sum(): Long {\n    var sum:
Long = 0L\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of
all elements in the array.\n
*\n@kotlin.jvm.JvmName("sumOfFloat")\npublic fun Array<out Float>.sum(): Float
{\n    var sum: Float = 0.0f\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n *
Returns the sum of all elements in the array.\n
*\n@kotlin.jvm.JvmName("sumOfDouble")\npublic
fun Array<out Double>.sum(): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum +=
element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n
*\npublic fun
ByteArray.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return
sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n
*\npublic fun ShortArray.sum(): Int {\n    var
sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of
all elements in the array.\n
*\npublic fun IntArray.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum +=
element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n
*\npublic fun
LongArray.sum(): Long {\n    var sum: Long = 0L\n    for (element in this) {\n        sum += element\n    }\n    return
sum\n}\n\n/**\n * Returns the sum of all elements
in the array.\n
*\npublic fun FloatArray.sum(): Float {\n    var sum: Float = 0.0f\n    for (element in this) {\n        sum +=
element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n
*\npublic fun
DoubleArray.sum(): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += element\n    }\n
return sum\n}\n\n", "/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n
*\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n@n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("RangesKt")\n\npackage
kotlin.ranges\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n/\n\nimport kotlin.random.*\n\n/**\n * Returns the
first element.\n
*\n * @throws NoSuchElementException if the progression is empty.\n
*\n@SinceKotlin("1.7")\npublic
fun IntProgression.first(): Int {\n    if (isEmpty())\n        throw NoSuchElementException("Progression $this is
empty.")\n    return this.first\n}\n\n/**\n * Returns the first element.\n
*\n * @throws NoSuchElementException if the progression is empty.\n
*\n@SinceKotlin("1.7")\npublic fun LongProgression.first(): Long {\n    if
(isEmpty())\n        throw NoSuchElementException("Progression $this is empty.")\n    return this.first\n}\n\n/**\n *
Returns the first element.\n
*\n * @throws NoSuchElementException if the progression is empty.\n
*\n@SinceKotlin("1.7")\npublic fun CharProgression.first(): Char {\n    if (isEmpty())\n        throw
NoSuchElementException("Progression $this is empty.")\n    return this.first\n}\n\n/**\n * Returns the first
element, or `null` if the progression is empty.\n
*\n@SinceKotlin("1.7")\npublic fun IntProgression.firstOrNull():
Int? {\n    return if (isEmpty()) null else this.first\n}\n\n/**\n * Returns the first element,
or `null` if the progression is empty.\n
*\n@SinceKotlin("1.7")\npublic fun LongProgression.firstOrNull(): Long?
{\n    return if (isEmpty()) null else this.first\n}\n\n/**\n * Returns the first element, or `null` if the progression is
empty.\n
*\n@SinceKotlin("1.7")\npublic fun CharProgression.firstOrNull(): Char? {\n    return if (isEmpty())
null else this.first\n}\n\n/**\n * Returns the last element.\n
*\n * @throws NoSuchElementException if the

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progression is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.7")\npublic fun IntProgression.last(): Int {\n if (isEmpty())\n throw
NoSuchElementException("Progression $this is empty.")\n return this.last\n}\n\n/**\n * Returns the last
element.\n * \n * @throws NoSuchElementException if the progression is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\n@SinceKotlin("1.7")\npublic fun LongProgression.last(): Long
{\n if (isEmpty())\n
throw NoSuchElementException("Progression $this is empty.")\n return this.last\n}\n\n/**\n * Returns the
last element.\n * \n * @throws NoSuchElementException if the progression is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\n@SinceKotlin("1.7")\npublic fun CharProgression.last(): Char
{\n if (isEmpty())\n throw NoSuchElementException("Progression $this is empty.")\n return
this.last\n}\n\n/**\n * Returns the last element, or `null` if the progression is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\n@SinceKotlin("1.7")\npublic fun IntProgression.lastOrNull():
Int? {\n return if (isEmpty()) null else this.last\n}\n\n/**\n * Returns the last element, or `null` if the progression is
empty.\n * \n * @sample samples.collections.Collections.Elements.last\n *\n@SinceKotlin("1.7")\npublic fun
LongProgression.lastOrNull(): Long? {\n return if (isEmpty()) null else this.last\n}\n\n/**\n * Returns
the last element, or `null` if the progression is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\n@SinceKotlin("1.7")\npublic fun
CharProgression.lastOrNull(): Char? {\n return if (isEmpty()) null else this.last\n}\n\n/**\n * Returns a random
element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun IntRange.random(): Int {\n return
random(Random)\n}\n\n/**\n * Returns a random element from this range.\n * \n * @throws
IllegalArgumentException if this range is empty.\n *\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline fun LongRange.random(): Long {\n return random(Random)\n}\n\n/**\n * Returns a random element from
this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun CharRange.random(): Char {\n return
random(Random)\n}\n}\n\n/**\n
* Returns a random element from this range using the specified source of randomness.\n * \n * @throws
IllegalArgumentException if this range is empty.\n *\n@SinceKotlin("1.3")\npublic fun
IntRange.random(random: Random): Int {\n try {\n return random.nextInt(this)\n } catch(e:
IllegalArgumentException) {\n throw NoSuchElementException(e.message)\n }\n}\n\n/**\n * Returns a
random element from this range using the specified source of randomness.\n * \n * @throws
IllegalArgumentException if this range is empty.\n *\n@SinceKotlin("1.3")\npublic fun
LongRange.random(random: Random): Long {\n try {\n return random.nextLong(this)\n } catch(e:
IllegalArgumentException) {\n throw NoSuchElementException(e.message)\n }\n}\n\n/**\n * Returns a
random element from this range using the specified source of randomness.\n * \n * @throws
IllegalArgumentException if this range is empty.\n *\n@SinceKotlin("1.3")\npublic fun
CharRange.random(random:
Random): Char {\n try {\n return random.nextInt(first.code, last.code + 1).toChar()\n } catch(e:
IllegalArgumentException) {\n throw NoSuchElementException(e.message)\n }\n}\n}\n\n/**\n * Returns a
random element from this range, or `null` if this range is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun IntRange.randomOrNull(): Int? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a random
element from this range, or `null` if this range is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun LongRange.randomOrNull(): Long? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this range, or `null` if this range is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun CharRange.randomOrNull():

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Char? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this range using the
specified source of randomness, or `null` if this range is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
IntRange.randomOrNull(random: Random): Int? {\n    if (isEmpty())\n        return null\n    return
random.nextInt(this)\n}\n\n/**\n * Returns a random element from this range using the specified source of
randomness, or `null` if this range is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
LongRange.randomOrNull(random: Random): Long? {\n    if (isEmpty())\n        return null\n    return
random.nextLong(this)\n}\n\n/**\n * Returns a random element from this range using the specified source of
randomness, or `null` if this range is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
CharRange.randomOrNull(random: Random): Char? {\n    if
(isEmpty())\n        return null\n    return random.nextInt(first.code, last.code + 1).toChar()\n}\n\n/**\n * Returns
`true` if this range contains the specified [element].\n * \n * Always returns `false` if the [element] is `null`.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline operator fun IntRange.contains(element:
Int?): Boolean {\n    return element != null && contains(element)\n}\n\n/**\n * Returns `true` if this range contains
the specified [element].\n * \n * Always returns `false` if the [element] is `null`.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline operator fun LongRange.contains(element:
Long?): Boolean {\n    return element != null && contains(element)\n}\n\n/**\n * Returns `true` if this range
contains the specified [element].\n * \n * Always returns `false` if the [element] is `null`.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline operator fun CharRange.contains(element:
Char?): Boolean {\n
    return element != null && contains(element)\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Byte):
Boolean {\n    return contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value:
Byte): Boolean {\n    return contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this
range.\n *\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun
ClosedRange<Short>.contains(value: Byte): Boolean {\n    return contains(value.toShort())\n}\n\n/**\n * Checks if
the specified [value] belongs to this range.\n *\n@Deprecated("This `contains` operation mixing integer and
floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince
= "1.4", hiddenSince = "1.5")\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Byte): Boolean {\n    return contains(value.toDouble())\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n *\n@Deprecated("This `contains` operation mixing integer
and floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value:
Byte): Boolean {\n    return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this
range.\n *\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous
semantics and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4",
hiddenSince = "1.5")\n@kotlin.jvm.JvmName("intRangeContains")\npublic
operator fun ClosedRange<Int>.contains(value: Double): Boolean {\n    return value.toIntExactOrNull().let { if (it
!= null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince
= "1.5")\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Double): Boolean {\n    return value.toLongExactOrNull().let { if (it != null)

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if the specified [value] belongs to this range.\n *\n@Deprecated("This `contains` operation mixing integer and
floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value:
Int): Boolean {\n    return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this
range.\n *\n@kotlin.jvm.JvmName("intRangeContains")\npublic
operator fun ClosedRange<Int>.contains(value: Long): Boolean {\n    return value.toIntExactOrNull().let { if (it !=
null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange<Byte>.contains(value:
Long): Boolean {\n    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n *\n@kotlin.jvm.JvmName("shortRangeContains")\npublic
operator fun ClosedRange<Short>.contains(value: Long): Boolean {\n    return value.toShortExactOrNull().let { if
(it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3",
errorSince = "1.4", hiddenSince = "1.5")\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator
fun ClosedRange<Double>.contains(value: Long): Boolean {\n    return contains(value.toDouble())\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n *\n@Deprecated("This `contains` operation mixing integer
and floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value:
Long): Boolean {\n    return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this
range.\n *\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value:
Short): Boolean {\n    return contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this
range.\n *\n@kotlin.jvm.JvmName("longRangeContains")\npublic
operator fun ClosedRange<Long>.contains(value: Short): Boolean {\n    return
contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange<Byte>.contains(value:
Short): Boolean {\n    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n *\n@Deprecated("This `contains` operation mixing integer
and floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Short): Boolean {\n    return contains(value.toDouble())\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n *\n@Deprecated("This `contains` operation mixing integer
and
floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value:
Short): Boolean {\n    return contains(value.toFloat())\n}\n\n/**\n * Returns a progression from this value down to
the specified [to] value with the step -1.\n *\n * The [to] value should be less than or equal to `this` value.\n * If the
[to] value is greater than `this` value the returned progression is empty.\n *\n@public infix fun Int.downTo(to: Byte):
IntProgression {\n    return IntProgression.fromClosedRange(this, to.toInt(), -1)\n}\n\n/**\n * Returns a progression
from this value down to the specified [to] value with the step -1.\n *\n * The [to] value should be less than or equal
to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n *\n@public infix
fun Long.downTo(to:
Byte): LongProgression {\n    return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n}\n\n/**\n *
Returns a progression from this value down to the specified [to] value with the step -1.\n *\n * The [to] value should

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be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Byte): IntProgression {\n return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Byte): IntProgression {\n return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Char.downTo(to: Char): CharProgression {\n return CharProgression.fromClosedRange(this, to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Int.downTo(to: Int): IntProgression {\n return IntProgression.fromClosedRange(this, to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Int): LongProgression {\n return LongProgression.fromClosedRange(this, to, toLong(), -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Int): IntProgression {\n return IntProgression.fromClosedRange(this.toInt(), to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Int): IntProgression {\n return IntProgression.fromClosedRange(this.toInt(), to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Int.downTo(to: Long): LongProgression {\n return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Long): LongProgression {\n return LongProgression.fromClosedRange(this, to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Long): LongProgression {\n return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Long): LongProgression {\n return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Int.downTo(to: Short): IntProgression {\n return IntProgression.fromClosedRange(this, to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Short): LongProgression {\n return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Short): IntProgression {\n return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -

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1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The
[to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned
progression is empty.\n */\npublic infix fun Short.downTo(to: Short): IntProgression {\n    return
IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression that goes over the
same range in the opposite direction with the same step.\n */\npublic fun IntProgression.reversed(): IntProgression
{\n    return IntProgression.fromClosedRange(last, first, -step)\n}\n\n/**\n * Returns a progression that goes over the
same range in the opposite direction with the same step.\n */\npublic fun LongProgression.reversed():
LongProgression {\n    return LongProgression.fromClosedRange(last, first, -step)\n}\n\n/**\n * Returns a
progression that goes over the same range in the opposite direction with the same step.\n */\npublic fun
CharProgression.reversed(): CharProgression {\n    return CharProgression.fromClosedRange(last, first, -
step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n */\npublic infix fun
IntProgression.step(step: Int): IntProgression {\n    checkStepIsPositive(step > 0, step)\n    return
IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\n/**\n * Returns a progression that
goes over
the same range with the given step.\n */\npublic infix fun LongProgression.step(step: Long): LongProgression {\n
checkStepIsPositive(step > 0, step)\n    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step
else -step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n */\npublic infix
fun CharProgression.step(step: Int): CharProgression {\n    checkStepIsPositive(step > 0, step)\n    return
CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\ninternal fun
Int.toByteArrayOrNull(): Byte? {\n    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt())
this.toByteArray() else null\n}\n\ninternal fun Long.toByteArrayOrNull(): Byte? {\n    return if (this in
Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByteArray() else null\n}\n\ninternal fun
Short.toByteArrayOrNull(): Byte? {\n    return if (this in
Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByteArray() else null\n}\n\ninternal
fun Double.toByteArrayOrNull(): Byte? {\n    return if (this in
Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toInt().toByte() else null\n}\n\ninternal fun
Float.toByteArrayOrNull(): Byte? {\n    return if (this in
Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toInt().toByte() else null\n}\n\ninternal fun
Long.toIntExactOrNull(): Int? {\n    return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong())
this.toInt() else null\n}\n\ninternal fun Double.toIntExactOrNull(): Int? {\n    return if (this in
Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toInt() else null\n}\n\ninternal fun
Float.toIntExactOrNull(): Int? {\n    return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat())
this.toInt() else null\n}\n\ninternal fun Double.toLongExactOrNull(): Long? {\n    return if (this in
Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toLong() else null\n}\n\ninternal fun
Float.toLongExactOrNull(): Long? {\n    return if (this
in Long.MIN_VALUE.toFloat()..Long.MAX_VALUE.toFloat()) this.toLong() else null\n}\n\ninternal fun
Int.toShortExactOrNull(): Short? {\n    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt())
this.toShort() else null\n}\n\ninternal fun Long.toShortExactOrNull(): Short? {\n    return if (this in
Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toShort() else null\n}\n\ninternal fun
Double.toShortExactOrNull(): Short? {\n    return if (this in
Short.MIN_VALUE.toDouble()..Short.MAX_VALUE.toDouble()) this.toInt().toShort() else null\n}\n\ninternal fun
Float.toShortExactOrNull(): Short? {\n    return if (this in
Short.MIN_VALUE.toFloat()..Short.MAX_VALUE.toFloat()) this.toInt().toShort() else null\n}\n\n/**\n * Returns
a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to
`this` value, then the returned range is empty.\n */\npublic infix fun Int.until(to: Byte): IntRange {\n    return this ..
(to.toInt()
- 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the
[to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Long.until(to:

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Byte): LongRange { \n return this .. (to.toLong() - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Byte.until(to: Byte): IntRange { \n return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Short.until(to: Byte): IntRange { \n return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Char.until(to: Char): CharRange { \n if (to <= '\u0000') return CharRange.EMPTY\n return this .. (to - 1).toChar()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Int.until(to: Int): IntRange { \n if (to <= Int.MIN_VALUE) return IntRange.EMPTY\n return this .. (to - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Long.until(to: Int): LongRange { \n return this .. (to.toLong() - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Byte.until(to: Int): IntRange { \n if (to <= Int.MIN_VALUE) return IntRange.EMPTY\n return this.toInt() .. (to - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Short.until(to: Int): IntRange { \n if (to <= Int.MIN_VALUE) return IntRange.EMPTY\n return this.toInt() .. (to - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Int.until(to: Long): LongRange { \n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this.toLong() .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Long.until(to: Long): LongRange { \n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Byte.until(to: Long): LongRange { \n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this.toLong() .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Short.until(to: Long): LongRange { \n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this.toLong() .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Int.until(to: Short): IntRange { \n return this .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Long.until(to: Short): LongRange { \n return this .. (to.toLong() - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Byte.until(to: Short): IntRange { \n return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Short.until(to: Short): IntRange { \n return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastComparable\n */\n\npublic fun <T : Comparable<T>> T.coerceAtLeast(minimumValue: T): T { \n return if (this < minimumValue)

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minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n
 * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun
Byte.coerceAtLeast(minimumValue: Byte): Byte {\n    return if (this < minimumValue) minimumValue else
this\n}\n\n/**\n * Ensures that this value is not less
than the specified [minimumValue].\n * \n
 * @return this value if it's greater than or equal to the [minimumValue]
or the [minimumValue] otherwise.\n * \n
 * @sample samples.comparisons.ComparableOps.coerceAtLeast\n
 */\npublic fun Short.coerceAtLeast(minimumValue: Short): Short {\n    return if (this < minimumValue)
minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n
 * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Int.coerceAtLeast(minimumValue:
Int): Int {\n    return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not
less than the specified [minimumValue].\n * \n
 * @return this value if it's greater than or equal to the
[minimumValue] or the [minimumValue] otherwise.\n * \n
 * @sample
samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic
fun Long.coerceAtLeast(minimumValue: Long): Long {\n    return if (this < minimumValue) minimumValue else
this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n
 * @return this value
if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n
 * @sample
samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Float.coerceAtLeast(minimumValue: Float):
Float {\n    return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less
than the specified [minimumValue].\n * \n
 * @return this value if it's greater than or equal to the [minimumValue]
or the [minimumValue] otherwise.\n * \n
 * @sample samples.comparisons.ComparableOps.coerceAtLeast\n
 */\npublic fun Double.coerceAtLeast(minimumValue: Double): Double {\n    return if (this < minimumValue)
minimumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n
 * @return
\n * @return
this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n
 * @sample
samples.comparisons.ComparableOps.coerceAtMostComparable\n */\npublic fun <T : Comparable<T>>
T.coerceAtMost(maximumValue: T): T {\n    return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n
 * @return this value if it's less
than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n
 * @sample
samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Byte.coerceAtMost(maximumValue: Byte):
Byte {\n    return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not
greater than the specified [maximumValue].\n * \n
 * @return this value if it's less than or equal to the
[maximumValue] or the [maximumValue] otherwise.\n * \n
 * @sample
samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Short.coerceAtMost(maximumValue:
Short): Short {\n    return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value
is not greater than the specified [maximumValue].\n * \n
 * @return this value if it's less than or equal to the
[maximumValue] or the [maximumValue] otherwise.\n * \n
 * @sample
samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Int.coerceAtMost(maximumValue: Int): Int
{\n    return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater
than the specified [maximumValue].\n * \n
 * @return this value if it's less than or equal to the [maximumValue] or
the [maximumValue] otherwise.\n * \n
 * @sample samples.comparisons.ComparableOps.coerceAtMost\n
 */\npublic fun Long.coerceAtMost(maximumValue: Long): Long {\n    return if (this > maximumValue)
maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n
 * @return this value if it's less than or equal to the [maximumValue]
or the [maximumValue] otherwise.\n * \n
 * @sample samples.comparisons.ComparableOps.coerceAtMost\n
 */\npublic fun Float.coerceAtMost(maximumValue: Float): Float {\n    return if (this > maximumValue)
maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n
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\n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n *
@sample samples.comparisons.ComparableOps.coerceAtMost\n * \npublic fun
Double.coerceAtMost(maximumValue: Double): Double {\n    return if (this > maximumValue) maximumValue
else this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n *
* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or
[maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceInComparable\n * \npublic fun <T : Comparable<T>>
T.coerceIn(minimumValue: T?, maximumValue: T?): T {\n    if (minimumValue !== null && maximumValue !==
null) {\n        if (minimumValue > maximumValue) throw IllegalArgumentException("\Cannot coerce value to an
empty range: maximum $maximumValue is less than minimum $minimumValue.")\n        if (this <
minimumValue) return minimumValue\n        if (this > maximumValue) return maximumValue\n    }\n    else {\n
if (minimumValue !== null && this < minimumValue) return minimumValue\n        if (maximumValue !== null
&& this > maximumValue) return maximumValue\n    }\n    return this\n}\n\n/**\n * Ensures that this value lies in
the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or
[minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than
[maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n * \npublic fun
Byte.coerceIn(minimumValue: Byte, maximumValue: Byte):
Byte {\n    if (minimumValue > maximumValue) throw IllegalArgumentException("\Cannot coerce value to an
empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue)
return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this\n}\n\n/**\n * Ensures
that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in
the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater
than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n * \npublic fun
Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {\n    if (minimumValue > maximumValue)
throw IllegalArgumentException("\Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue)
return maximumValue\n    return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value
if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value
is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n * \npublic fun
Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {\n    if (minimumValue > maximumValue) throw
IllegalArgumentException("\Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue)
return maximumValue\n    return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n
* \npublic fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {\n    if (minimumValue >
maximumValue) throw IllegalArgumentException("\Cannot coerce value to an empty range: maximum
$maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n
if (this > maximumValue) return maximumValue\n    return this\n}\n\n/**\n * Ensures that this value lies in the
specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or
[minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than
[maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n * \npublic fun
Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {\n    if (minimumValue > maximumValue)
throw IllegalArgumentException("\Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.")\n    if (this <

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    minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return
this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n *
@return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or
[maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n *\npublic fun Double.coerceIn(minimumValue: Double,
maximumValue: Double): Double {\n    if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue)
return maximumValue\n    return this\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n *
@return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive`
if this value is greater than `range.endInclusive`.\n * \n * @sample
samples.comparisons.ComparableOps.coerceInFloatingPointRange\n *\n@SinceKotlin("1.1")\npublic fun <T :
Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {\n    if (range.isEmpty()) throw
IllegalArgumentException("Cannot coerce value to an empty range: $range.")\n    return when {\n        // this <
start equiv to this <= start && !(this >= start)\n        range.lessThanOrEqualTo(this, range.start) &&
!range.lessThanOrEqualTo(range.start, this) -> range.start\n        // this > end equiv to this >= end && !(this <= end)\n
range.lessThanOrEqualTo(range.endInclusive, this) && !range.lessThanOrEqualTo(this, range.endInclusive) ->
range.endInclusive\n        else -> this\n    }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n *
@return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive`
if this
value is greater than `range.endInclusive`.\n * \n * @sample
samples.comparisons.ComparableOps.coerceInComparable\n *\npublic fun <T : Comparable<T>>
T.coerceIn(range: ClosedRange<T>): T {\n    if (range is ClosedFloatingPointRange) {\n        return
this.coerceIn<T>(range)\n    }\n    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an
empty range: $range.")\n    return when {\n        this < range.start -> range.start\n        this > range.endInclusive ->
range.endInclusive\n        else -> this\n    }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n *
@return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive`
if this value is greater than `range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n
*\npublic fun Int.coerceIn(range: ClosedRange<Int>): Int {\n    if (range is ClosedFloatingPointRange) {\n
return this.coerceIn<Int>(range)\n    }\n    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an
empty range: $range.")\n    return when {\n        this < range.start -> range.start\n        this > range.endInclusive ->
range.endInclusive\n        else -> this\n    }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n *
@return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive`
if this value is greater
than `range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n *\npublic fun
Long.coerceIn(range: ClosedRange<Long>): Long {\n    if (range is ClosedFloatingPointRange) {\n        return
this.coerceIn<Long>(range)\n    }\n    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value
to an empty range: $range.")\n    return when {\n        this < range.start -> range.start\n        this >
range.endInclusive -> range.endInclusive\n        else -> this\n    }\n}\n}\n}\n\n", "/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n *\n//
Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.experimental.*\nimport
kotlin.jvm.*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@JvmInline\npublic
value class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) :
Comparable<UByte> {\n    companion object {\n        /**\n         * A constant holding the minimum value an
instance of UByte can have.\n         *\n         * public const val MIN_VALUE: UByte = UByte(0)\n         *\n         *
A constant holding the maximum value an instance of UByte can have.\n         *\n         * public const val
MAX_VALUE: UByte = UByte(-1)\n         *\n         * The number of bytes used to represent an instance of

```

UByte in a binary form.\n

```
    *^\n    public const val SIZE_BYTES: Int = 1\n    /**\n    * The number of bits used to represent an  
instance of UByte in a binary form.\n    *^\n    public const val SIZE_BITS: Int = 8\n    }\n    /**\n    *  
Compares this value with the specified value for order.\n    * Returns zero if this value is equal to the specified other  
value, a negative number if it's less than other,\n    * or a positive number if it's greater than other.\n    *^\n    @kotlin.internal.InlineOnly\n    @Suppress(\"OVERRIDE_BY_INLINE\")\n    public override inline operator fun  
compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())\n    /**\n    * Compares this value with the  
specified value for order.\n    * Returns zero if this value is equal to the specified other value, a negative number if  
it's less than other,\n    * or a positive number if it's greater than other.\n    *^\n    @kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other:  
UShort): Int = this.toInt().compareTo(other.toInt())\n    /**\n    * Compares this value with the  
specified value for order.\n    * Returns zero if this value is equal to the specified other value, a negative number if  
it's less than other,\n    * or a positive number if it's greater than other.\n    *^\n    @kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other:  
UInt): Int = this.toUInt().compareTo(other)\n    /**\n    * Compares this value with the  
specified value for order.\n    * Returns zero if this value is equal to the specified other value, a negative number if  
it's less than other,\n    * or a positive number if it's greater than other.\n    *^\n    @kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)\n    /** Adds the  
other value to this value. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: UByte): UInt =  
this.toUInt().plus(other.toUInt())\n    /** Adds the other value to this value. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)\n    /**  
Adds the other value to this value. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other:  
ULong): ULong = this.toULong().plus(other)\n    /** Subtracts the other value from this value. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: UByte): UInt =  
this.toUInt().minus(other.toUInt())\n    /** Subtracts the other value from this value. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: UShort): UInt =  
this.toUInt().minus(other.toUInt())\n    /** Subtracts the other value from this value. *\n    @kotlin.internal.InlineOnly\n    public inline operator  
fun minus(other: UInt): UInt = this.toUInt().minus(other)\n    /** Subtracts the other value from this value. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: ULong): ULong =  
this.toULong().minus(other)\n    /** Multiplies this value by the other value. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())\n    /** Multiplies this  
value by the other value. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun times(other: UShort): UInt  
= this.toUInt().times(other.toUInt())\n    /** Multiplies this value by the other value. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)\n    /** Multiplies this value by the other value. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun  
times(other: ULong): ULong = this.toULong().times(other)\n    /** Divides this value by the other value,  
truncating the result to an integer that is closer to zero. *\n    @kotlin.internal.InlineOnly\n    public inline operator  
fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())\n    /** Divides this value by the other value,  
truncating the result to an integer that is closer to zero. *\n    @kotlin.internal.InlineOnly\n    public inline operator  
fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())\n    /** Divides this value by the other value,  
truncating the result to an integer that is closer to zero. *\n    @kotlin.internal.InlineOnly\n    public inline operator  
fun div(other: UInt): UInt = this.toUInt().div(other)\n    /** Divides this value by the other value, truncating the  
result to an integer that is closer to zero. *\n    @kotlin.internal.InlineOnly\n    public inline operator fun div(other:  
ULong): ULong = this.toULong().div(other)\n    /**\n    * Calculates the remainder of truncating division of this  
value by the other value.\n    * \n
```

```

    * The result is always less than the divisor.\n    */\n    @kotlin.internal.InlineOnly\n    public inline operator fun
rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())\n    /**\n    * Calculates the remainder of truncating
division of this value by the other value.\n    * \n    * The result is always less than the divisor.\n    */\n
    @kotlin.internal.InlineOnly\n    public inline operator fun rem(other: UShort): UInt =
this.toUInt().rem(other.toUInt())\n    /**\n    * Calculates the remainder of truncating division of this value by the
other value.\n    * \n    * The result is always less than the divisor.\n    */\n
    @kotlin.internal.InlineOnly\n    public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)\n    /**\n    * Calculates the remainder of
truncating division of this value by the other value.\n    * \n    * The result is always less than the divisor.\n    */\n
    @kotlin.internal.InlineOnly\n    public inline operator fun rem(other:
ULong): ULong = this.toULong().rem(other)\n\n    /**\n    * Divides this value by the other value, flooring the
result to an integer that is closer to negative infinity.\n    * \n    * For unsigned types, the results of flooring division
and truncating division are the same.\n    */\n
    @kotlin.internal.InlineOnly\n    public inline fun floorDiv(other:
UByte): UInt = this.toUInt().floorDiv(other.toUInt())\n    /**\n    * Divides this value by the other value, flooring
the result to an integer that is closer to negative infinity.\n    * \n    * For unsigned types, the results of flooring
division and truncating division are the same.\n    */\n
    @kotlin.internal.InlineOnly\n    public inline fun
floorDiv(other: UShort): UInt = this.toUInt().floorDiv(other.toUInt())\n    /**\n    * Divides this value by the other
value, flooring the result to an integer that is closer to negative infinity.\n    * \n    * For unsigned types, the results
of flooring division and truncating
division are the same.\n    */\n
    @kotlin.internal.InlineOnly\n    public inline fun floorDiv(other: UInt): UInt =
this.toUInt().floorDiv(other)\n    /**\n    * Divides this value by the other value, flooring the result to an integer that
is closer to negative infinity.\n    * \n    * For unsigned types, the results of flooring division and truncating division
are the same.\n    */\n
    @kotlin.internal.InlineOnly\n    public inline fun floorDiv(other: ULong): ULong =
this.toULong().floorDiv(other)\n\n    /**\n    * Calculates the remainder of flooring division of this value by the
other value.\n    * \n    * The result is always less than the divisor.\n    * \n    * For unsigned types, the remainders
of flooring division and truncating division are the same.\n    */\n
    @kotlin.internal.InlineOnly\n    public inline
fun mod(other: UByte): UByte = this.toUInt().mod(other.toUInt()).toUByte()\n    /**\n    * Calculates the remainder
of flooring division of this value by
the other value.\n    * \n    * The result is always less than the divisor.\n    * \n    * For unsigned types, the
remainders of flooring division and truncating division are the same.\n    */\n
    @kotlin.internal.InlineOnly\n    public inline fun mod(other: UShort): UShort = this.toUInt().mod(other.toUInt()).toUShort()\n    /**\n    *
Calculates the remainder of flooring division of this value by the other value.\n    * \n    * The result is always less
than the divisor.\n    * \n    * For unsigned types, the remainders of flooring division and truncating division are the
same.\n    */\n
    @kotlin.internal.InlineOnly\n    public inline fun mod(other: UInt): UInt =
this.toUInt().mod(other)\n    /**\n    * Calculates the remainder of flooring division of this value by the other
value.\n    * \n    * The result is always less than the divisor.\n    * \n    * For unsigned types, the remainders of
flooring division and truncating division are the same.\n    */\n
    @kotlin.internal.InlineOnly\n
    public inline fun mod(other: ULong): ULong = this.toULong().mod(other)\n\n    /**\n    * Returns this value
incremented by one.\n    */\n
    @sample samples.misc.Builtins.inc\n    @kotlin.internal.InlineOnly\n
    public inline operator fun inc(): UByte = UByte(data.inc())\n\n    /**\n    * Returns this value decremented by one.\n    *
\n    * @sample samples.misc.Builtins.dec\n    */\n
    @kotlin.internal.InlineOnly\n    public inline operator fun
dec(): UByte = UByte(data.dec())\n\n    /**\n    * Creates a range from this value to the specified [other] value. */\n
    @kotlin.internal.InlineOnly\n    public inline operator fun rangeTo(other: UByte): UIntRange =
UIntRange(this.toUInt(), other.toUInt())\n\n    /**\n    * Performs a bitwise AND operation between the two values. */\n
    @kotlin.internal.InlineOnly\n    public inline infix fun and(other: UByte): UByte = UByte(this.data and other.data)\n\n
    /**\n    * Performs a bitwise OR operation between the two values.
\n    */\n
    @kotlin.internal.InlineOnly\n    public inline infix fun or(other: UByte): UByte = UByte(this.data or
other.data)\n\n    /**\n    * Performs a bitwise XOR operation between the two values. */\n
    @kotlin.internal.InlineOnly\n
    public inline infix fun xor(other: UByte): UByte = UByte(this.data xor other.data)\n\n    /**\n    * Inverts the bits in this

```

```

value. */
@kotlin.internal.InlineOnly
public inline fun inv(): UByte = UByte(data.inv())
/**
 * Converts this [UByte] value to [Byte].
 * If this value is less than or equals to [Byte.MAX_VALUE], the
 * resulting `Byte` value represents
 * the same numerical value as this `UByte`. Otherwise the result is negative.
 * The resulting `Byte` value has the same binary representation as this `UByte` value.
 */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data
/**
 * Converts this [UByte] value to
 * [Short].
 * The resulting `Short` value represents
 * the same numerical value as this `UByte`.
 * The least significant 8 bits of the resulting `Short` value are
 * the same as the bits of this `UByte` value,
 * whereas the most significant 8 bits are filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort() and 0xFF
/**
 * Converts
 * this [UByte] value to [Int].
 * The resulting `Int` value represents the same numerical value as this
 * `UByte`.
 * The least significant 8 bits of the resulting `Int` value are the same as the bits of this `UByte`
 * value,
 * whereas the most significant 24 bits are filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() and 0xFF
/**
 * Converts this [UByte] value to [Long].
 *
 * The resulting `Long` value represents the same numerical value as this `UByte`.
 * The least significant
 * 8 bits of the resulting
 * `Long` value are the same as the bits of this `UByte` value,
 * whereas the most significant 56 bits are filled
 * with zeros.
 */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and
0xFF
/** Returns this value. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = this
/**
 * Converts this [UByte] value to [UShort].
 * The resulting `UShort` value represents the same
 * numerical value as this `UByte`.
 * The least significant 8 bits of the resulting `UShort` value are the same
 * as the bits of this `UByte` value,
 * whereas the most significant 8 bits are filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = UShort(data.toShort() and 0xFF)
/**
 * Converts this [UByte] value to [UInt].
 * The resulting `UInt` value represents the same numerical value
 * as this `UByte`.
 * The least significant
 * 8 bits of the resulting `UInt` value are the same as the bits of this `UByte` value,
 * whereas the most significant
 * 24 bits are filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt =
UInt(data.toInt() and 0xFF)
/**
 * Converts this [UByte] value to [ULong].
 * The resulting
 * `ULong` value represents the same numerical value as this `UByte`.
 * The least significant 8 bits of the
 * resulting `ULong` value are the same as the bits of this `UByte` value,
 * whereas the most significant 56 bits are
 * filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong =
ULong(data.toLong() and 0xFF)
/**
 * Converts this [UByte] value to [Float].
 * The resulting
 * `Float` value represents the same numerical value as this `UByte`.
 */
@kotlin.internal.InlineOnly
public
inline fun toFloat(): Float = this.toInt().toFloat()
/**
 * Converts this [UByte] value to [Double].
 * The resulting `Double` value represents the same
 * numerical value as this `UByte`.
 */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double =
this.toInt().toDouble()
public override fun toString(): String = toInt().toString()
/**
 * Converts this
 * [Byte] value to [UByte].
 * If this value is positive, the resulting `UByte` value represents the same numerical
 * value as this `Byte`.
 * The resulting `UByte` value has the same binary representation as this `Byte` value.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Byte.toUByte(): UByte = UByte(this)
/**
 * Converts this [Short] value to [UByte].
 * If
 * this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
 * the same numerical value as this `Short`.
 * The resulting `UByte` value
 * is represented by the least significant 8 bits of this `Short` value.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Short.toUByte(): UByte = UByte(this.toByte())
/**
 * Converts this [Int] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value
 * represents
 * the same numerical value as this `Int`.
 * The resulting `UByte` value is represented by the least
 * significant 8 bits of this `Int` value.
 */

```

```

*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Int.toUByte(): UByte = UByte(this.toByte())\n/**\n * Converts this [Long] value to [UByte].\n *\n * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value\n represents\n * the same numerical value as this `Long`.\n *\n * The resulting `UByte` value is represented by the\n least significant 8 bits of this `Long` value.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Long.toUByte(): UByte = UByte(this.toByte())\n"/*\n * Copyright 2010-2022 JetBrains s.r.o.\n and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license\n that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage\nkotlin\n\nimport kotlin.experimental.*\nimport\nkotlin.jvm.*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@JvmInline\npublic value class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) :\n Comparable<UInt> {\n\n    companion object {\n\n        /**\n         * A constant holding the minimum value an\n instance of UInt can have.\n         *\n         * public const val MIN_VALUE: UInt = UInt(0)\n         *\n         * A\n constant holding the maximum value\n an instance of UInt can have.\n         *\n         * public const val MAX_VALUE: UInt = UInt(-1)\n         *\n         * The number of bytes used to represent an instance of UInt in a binary form.\n         *\n         * public const val\n SIZE_BYTES: Int = 4\n         *\n         * The number of bits used to represent an instance of UInt in a binary\n form.\n         *\n         * public const val SIZE_BITS: Int = 32\n         * }\n         *\n         * Compares this value with the\n specified value for order.\n         * Returns zero if this value is equal to the specified other value, a negative number if\n it's less than other,\n         * or a positive number if it's greater than other.\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())\n         *\n         * Compares\n this value with the specified value for order.\n         * Returns zero if this value is equal to the specified other value, a\n negative number if it's less than\n         * other,\n         * or a positive number if it's greater than other.\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline\n operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())\n         *\n         * Compares this value\n with the specified value for order.\n         * Returns zero if this value is equal to the specified other value, a negative\n number if it's less than other,\n         * or a positive number if it's greater than other.\n         *\n         *\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public override inline operator fun\n compareTo(other: UInt): Int = uintCompare(this.data, other.data)\n         *\n         * Compares this value with the\n specified value for order.\n         * Returns zero if this value is equal to the specified other value, a negative number if\n it's less than other,\n         * or a positive number if it's greater than other.\n         *\n         *\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)\n         *\n         *\n         * /**\n         * Adds the other value to this value.\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun plus(other:\n UByte): UInt = this.plus(other.toUInt())\n         *\n         * /**\n         * Adds the other value to this value.\n         *\n         *\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())\n         *\n         * /**\n         * Adds the other value to this value.\n         *\n         *\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun plus(other:\n UInt): UInt = UInt(this.data.plus(other.data))\n         *\n         * /**\n         * Adds the other value to this value.\n         *\n         *\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun plus(other: ULong): ULong =\n this.toULong().plus(other)\n         *\n         * /**\n         * Subtracts the other value from this value.\n         *\n         *\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())\n         *\n         * /**\n         * Subtracts the other value\n from this value.\n         *\n         *\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun minus(other:\n UShort): UInt = this.minus(other.toUInt())\n         *\n         * /**\n         * Subtracts the other value from this value.\n         *\n         *\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun minus(other: UInt): UInt =\n UInt(this.data.minus(other.data))\n         *\n         * /**\n         * Subtracts the other value from this value.\n         *\n         *\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun minus(other: ULong): ULong =\n this.toULong().minus(other)\n         *\n         * /**\n         * Multiplies this value by the other value.\n         *\n         *\n         *\n         * @kotlin.internal.InlineOnly\n         *\n         * public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())\n         *\n         * /**\n         * Multiplies this value by the

```

```

other value. */n @kotlin.internal.InlineOnly/n public inline operator fun times(other: UShort): UInt =
this.times(other.toUInt())n /** Multiplies this value by the other value. */n @kotlin.internal.InlineOnly/n
public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))n /** Multiplies this value
by the other value. */n @kotlin.internal.InlineOnly/n
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)n /** Divides this value
by the other value, truncating the result to an integer that is closer to zero. */n @kotlin.internal.InlineOnly/n
public inline operator fun div(other: UByte): UInt = this.div(other.toUInt())n /** Divides this value by the other
value, truncating the result to an integer that is closer to zero. */n @kotlin.internal.InlineOnly/n public inline
operator fun div(other: UShort): UInt = this.div(other.toUInt())n /** Divides this value by the other value,
truncating the result to an integer that is closer to zero. */n @kotlin.internal.InlineOnly/n public inline operator
fun div(other: UInt): UInt = uintDivide(this, other)n /** Divides this value by the other value, truncating the result
to an integer that is closer to zero. */n @kotlin.internal.InlineOnly/n public inline operator fun div(other:
ULong): ULong =
this.toULong().div(other)n /**n * Calculates the remainder of truncating division of this value by the other
value.n * n * The result is always less than the divisor.n */n @kotlin.internal.InlineOnly/n public
inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())n /**n * Calculates the remainder of
truncating division of this value by the other value.n * n * The result is always less than the divisor.n */n
@kotlin.internal.InlineOnly/n public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())n
/**n * Calculates the remainder of truncating division of this value by the other value.n * n * The result is
always less than the divisor.n */n @kotlin.internal.InlineOnly/n public inline operator fun rem(other: UInt):
UInt = uintRemainder(this, other)n /**n * Calculates the remainder of truncating division of this value by the
other value.n * n
* The result is always less than the divisor.n */n @kotlin.internal.InlineOnly/n public inline operator fun
rem(other: ULong): ULong = this.toULong().rem(other)n /**n * Divides this value by the other value,
flooring the result to an integer that is closer to negative infinity.n * n * For unsigned types, the results of
flooring division and truncating division are the same.n */n @kotlin.internal.InlineOnly/n public inline fun
floorDiv(other: UByte): UInt = this.floorDiv(other.toUInt())n /**n * Divides this value by the other value,
flooring the result to an integer that is closer to negative infinity.n * n * For unsigned types, the results of
flooring division and truncating division are the same.n */n @kotlin.internal.InlineOnly/n public inline fun
floorDiv(other: UShort): UInt = this.floorDiv(other.toUInt())n /**n * Divides this value by the other value,
flooring the result to an integer that is closer
to negative infinity.n * n * For unsigned types, the results of flooring division and truncating division are the
same.n */n @kotlin.internal.InlineOnly/n public inline fun floorDiv(other: UInt): UInt = div(other)n /**n
* Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.n * n
* For unsigned types, the results of flooring division and truncating division are the same.n */n
@kotlin.internal.InlineOnly/n public inline fun floorDiv(other: ULong): ULong =
this.toULong().floorDiv(other)n /**n * Calculates the remainder of flooring division of this value by the
other value.n * n * The result is always less than the divisor.n * n * For unsigned types, the remainders
of flooring division and truncating division are the same.n */n @kotlin.internal.InlineOnly/n public inline
fun mod(other: UByte): UByte = this.mod(other.toUInt()).toUByte()n
/**n * Calculates the remainder of flooring division of this value by the other value.n * n * The result is
always less than the divisor.n * n * For unsigned types, the remainders of flooring division and truncating
division are the same.n */n @kotlin.internal.InlineOnly/n public inline fun mod(other: UShort): UShort =
this.mod(other.toUInt()).toUShort()n /**n * Calculates the remainder of flooring division of this value by the
other value.n * n * The result is always less than the divisor.n * n * For unsigned types, the remainders
of flooring division and truncating division are the same.n */n @kotlin.internal.InlineOnly/n public inline
fun mod(other: UInt): UInt = rem(other)n /**n * Calculates the remainder of flooring division of this value by
the other value.n * n * The result is always less than the divisor.n * n * For unsigned types, the

```

remainders of flooring division

```
and truncating division are the same.\n *^\n @kotlin.internal.InlineOnly\n public inline fun mod(other:\n ULong): ULong = this.toULong().mod(other)\n\n /**\n * Returns this value incremented by one.\n *\n * @sample samples.misc.Builtins.inc\n *^\n @kotlin.internal.InlineOnly\n public inline operator fun inc(): UInt\n = UInt(data.inc())\n\n /**\n * Returns this value decremented by one.\n *\n * @sample\n samples.misc.Builtins.dec\n *^\n @kotlin.internal.InlineOnly\n public inline operator fun dec(): UInt =\n UInt(data.dec())\n\n /** Creates a range from this value to the specified [other] value. */\n @kotlin.internal.InlineOnly\n public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this,\n other)\n\n /**\n * Shifts this value left by the [bitCount] number of bits.\n *\n * Note that only the five\n lowest-order bits of the [bitCount] are used as the shift distance.\n * The shift distance actually\n used is therefore always in the range `0..31`.\n *^\n @kotlin.internal.InlineOnly\n public inline infix fun\n shl(bitCount: Int): UInt = UInt(data shl bitCount)\n\n /**\n * Shifts this value right by the [bitCount] number of\n bits, filling the leftmost bits with zeros.\n *\n * Note that only the five lowest-order bits of the [bitCount] are\n used as the shift distance.\n * The shift distance actually used is therefore always in the range `0..31`.\n *^\n @kotlin.internal.InlineOnly\n public inline infix fun shr(bitCount: Int): UInt = UInt(data ushr bitCount)\n\n /**\n Performs a bitwise AND operation between the two values. */\n @kotlin.internal.InlineOnly\n public inline infix\n fun and(other: UInt): UInt = UInt(this.data and other.data)\n\n /** Performs a bitwise OR operation between the two\n values. */\n @kotlin.internal.InlineOnly\n public inline infix fun or(other: UInt): UInt = UInt(this.data or\n other.data)\n\n /** Performs a bitwise\n XOR operation between the two values. */\n @kotlin.internal.InlineOnly\n public inline infix fun xor(other:\n UInt): UInt = UInt(this.data xor other.data)\n\n /** Inverts the bits in this value. */\n @kotlin.internal.InlineOnly\n\n public inline fun inv(): UInt = UInt(data.inv())\n\n /**\n * Converts this [UInt] value to [Byte].\n *\n * If\n this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents\n * the same\n numerical value as this `UInt`.\n *\n * The resulting `Byte` value is represented by the least significant 8 bits of\n this `UInt` value.\n * Note that the resulting `Byte` value may be negative.\n *^\n @kotlin.internal.InlineOnly\n public inline fun toByte(): Byte = data.toByte()\n\n /**\n * Converts this [UInt]\n value to [Short].\n *\n * If this value is less than or equals to [Short.MAX_VALUE], the resulting `Short` value\n represents\n * the same numerical value as this `UInt`.\n *\n * The resulting `Short` value is represented by the least significant 16 bits of this `UInt` value.\n * Note\n that the resulting `Short` value may be negative.\n *^\n @kotlin.internal.InlineOnly\n public inline fun\n toShort(): Short = data.toShort()\n\n /**\n * Converts this [UInt] value to [Int].\n *\n * If this value is less\n than or equals to [Int.MAX_VALUE], the resulting `Int` value represents\n * the same numerical value as this\n `UInt`. Otherwise the result is negative.\n *\n * The resulting `Int` value has the same binary representation as\n this `UInt` value.\n *^\n @kotlin.internal.InlineOnly\n public inline fun toInt(): Int = data\n\n /**\n * Converts this [UInt] value to [Long].\n *\n * The resulting `Long` value represents the same numerical value as\n this `UInt`.\n *\n * The least significant 32 bits of the resulting `Long` value are the same as the bits of this\n `UInt` value,\n * whereas the most\n significant 32 bits are filled with zeros.\n *^\n @kotlin.internal.InlineOnly\n public inline fun toLong(): Long\n = data.toLong() and 0xFFFF_FFFF\n\n /**\n * Converts this [UInt] value to [UByte].\n *\n * If this value\n is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n * the same numerical\n value as this `UInt`.\n *\n * The resulting `UByte` value is represented by the least significant 8 bits of this\n `UInt` value.\n *^\n @kotlin.internal.InlineOnly\n public inline fun toUByte(): UByte = data.toUByte()\n\n /**\n * Converts this [UInt] value to [UShort].\n *\n * If this value is less than or equals to\n [UShort.MAX_VALUE], the resulting `UShort` value represents\n * the same numerical value as this `UInt`.\n *\n * The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.\n *^\n @kotlin.internal.InlineOnly\n public inline fun toUShort():\n UShort = data.toUShort()\n\n /** Returns this value. */\n @kotlin.internal.InlineOnly\n public inline fun\n toUInt(): UInt = this\n\n /**\n * Converts this [UInt] value to [ULong].\n *\n * The resulting `ULong` value
```

```

represents the same numerical value as this `UInt`.
 * The least significant 32 bits of the resulting `ULong`
value are the same as the bits of this `UInt` value,
 * whereas the most significant 32 bits are filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and
0xFFFF_FFFF)
/**
 * Converts this [UInt] value to [Float].
 * The resulting value is the closest
`Float` to this `UInt` value.
 * In case when this `UInt` value is exactly between two `Float`s,
 * the one with
zero at least significant bit of mantissa is selected.
 */
@kotlin.internal.InlineOnly
public inline fun
toFloat(): Float = this.toDouble().toFloat()
/**
 * Converts this [UInt] value to [Double].
 * The resulting `Double` value represents the same
numerical value as this `UInt`.
 */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double =
uintToDouble(data)
public override fun toString(): String = toLong().toString()
}
/**
 * Converts this
[Byte] value to [UInt].
 * If this value is positive, the resulting `UInt` value represents the same numerical value
as this `Byte`.
 * The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `Byte`
value,
 * whereas the most significant 24 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Byte.toUInt(): UInt = UInt(this.toInt())
/**
 * Converts this [Short] value to [UInt].
 * If
this value is positive, the resulting `UInt` value represents the same numerical
value as this `Short`.
 * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this
`Short` value,
 * whereas the most significant 16 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Short.toUInt(): UInt = UInt(this.toInt())
/**
 * Converts this [Int] value to [UInt].
 * If this
value is positive, the resulting `UInt` value represents the same numerical value as this `Int`.
 * The resulting
`UInt` value has the same binary representation as this `Int` value.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Int.toUInt(): UInt = UInt(this)
/**
 * Converts this [Long] value to [UInt].
 * If this value
is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents
 * the same
numerical value
as this `Long`.
 * The resulting `UInt` value is represented by the least significant 32 bits of this `Long`
value.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Long.toUInt(): UInt = UInt(this.toInt())
/**
 * Converts this [Float] value to [UInt].
 * The
fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Float` value is negative or `NaN`,
[UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble())
/**
 * Converts this [Double] value to
[UInt].
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Double` value is
negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public
inline fun Double.toUInt(): UInt = doubleToUInt(this)
}
/**
 * Copyright 2010-2022 JetBrains s.r.o. and Kotlin
Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.
 */
// Auto-generated file. DO NOT EDIT!
package kotlin
import
kotlin.experimental.*
import
kotlin.jvm.*
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@JvmInline
public value class UShort @PublishedApi internal constructor(@PublishedApi internal val data: Short) :
Comparable<UShort> {
    companion object {
        /**
         * A constant holding the minimum value an
instance of UShort can have.
 */
        public const val MIN_VALUE: UShort = UShort(0)
        /**
         * A constant holding the maximum value an instance of UShort can have.
 */
        public const val
MAX_VALUE: UShort = UShort(-1)
}
}

```



```

    /**\n      * The number of bytes used to represent an instance of UShort in a binary form.\n      */\n
public const val SIZE_BYTES: Int = 2\n\n    /**\n      * The number of bits used to represent an instance of
UShort in a binary form.\n      */\n    public const val SIZE_BITS: Int = 16\n    }\n\n    /**\n      * Compares this
value with the specified value for order.\n      * Returns zero if this value is equal to the specified other value, a
negative number if it's less than other,\n      * or a positive number if it's greater than other.\n      */\n
@kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other: UByte): Int =
this.toInt().compareTo(other.toInt())\n\n    /**\n      * Compares this value with the specified value for order.\n      *
Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n      * or a
positive number if it's greater than other.\n      */\n    @kotlin.internal.InlineOnly\n
    @Suppress("OVERRIDE_BY_INLINE")\n    public override inline operator fun compareTo(other: UShort): Int
= this.toInt().compareTo(other.toInt())\n\n    /**\n      * Compares this value with the specified value for order.\n      *
Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n      * or a
positive number if it's greater than other.\n      */\n    @kotlin.internal.InlineOnly\n    public inline operator fun
compareTo(other: UInt): Int = this.toUInt().compareTo(other)\n\n    /**\n      * Compares this value with the
specified value for order.\n      * Returns zero if this value is equal to the specified other value, a negative number if
it's less than other,\n      * or a positive number if it's greater than other.\n      */\n    @kotlin.internal.InlineOnly\n
public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)\n\n    /** Adds the
other value to this value. */\n    @kotlin.internal.InlineOnly\n
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())\n    /** Adds the other
value to this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: UShort): UInt =
this.toUInt().plus(other.toUInt())\n    /** Adds the other value to this value. */\n    @kotlin.internal.InlineOnly\n
public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)\n    /** Adds the other value to this
value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: ULong): ULong =
this.toULong().plus(other)\n\n    /** Subtracts the other value from this value. */\n    @kotlin.internal.InlineOnly\n
public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())\n    /** Subtracts the
other value from this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: UShort):
UInt = this.toUInt().minus(other.toUInt())\n\n    /** Subtracts the other value from this value. */\n    @kotlin.internal.InlineOnly\n
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)\n    /** Subtracts the other value from
this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: ULong): ULong =
this.toULong().minus(other)\n\n    /** Multiplies this value by the other value. */\n    @kotlin.internal.InlineOnly\n
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())\n    /** Multiplies this
value by the other value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun times(other: UShort): UInt
= this.toUInt().times(other.toUInt())\n    /** Multiplies this value by the other value. */\n    @kotlin.internal.InlineOnly\n
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)\n    /** Multiplies this value by the
other value. */\n    @kotlin.internal.InlineOnly\n    public inline operator
fun times(other: ULong): ULong = this.toULong().times(other)\n\n    /** Divides this value by the other value,
truncating the result to an integer that is closer to zero. */\n    @kotlin.internal.InlineOnly\n    public inline operator
fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())\n    /** Divides this value by the other value,
truncating the result to an integer that is closer to zero. */\n    @kotlin.internal.InlineOnly\n    public inline operator
fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())\n    /** Divides this value by the other value,
truncating the result to an integer that is closer to zero. */\n    @kotlin.internal.InlineOnly\n    public inline operator
fun div(other: UInt): UInt = this.toUInt().div(other)\n    /** Divides this value by the other value, truncating the
result to an integer that is closer to zero. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun div(other:
ULong): ULong = this.toULong().div(other)\n\n    /**\n      * Calculates the remainder of truncating division of this value by the other value.\n      * \n      * The result
is always less than the divisor.\n      */\n    @kotlin.internal.InlineOnly\n    public inline operator fun rem(other:
UByte): UInt = this.toUInt().rem(other.toUInt())\n    /**\n      * Calculates the remainder of truncating division of

```

```

this value by the other value.\n * \n * The result is always less than the divisor.\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun rem(other: UShort): UInt =
this.toUInt().rem(other.toUInt())\n /**\n * Calculates the remainder of truncating division of this value by the
other value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public
inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)\n /**\n * Calculates the remainder of
truncating division of this value by the other value.\n * \n * The result
is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other:
ULong): ULong = this.toULong().rem(other)\n /**\n * Divides this value by the other value, flooring the
result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division
and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other:
UByte): UInt = this.toUInt().floorDiv(other.toUInt())\n /**\n * Divides this value by the other value, flooring
the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring
division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun
floorDiv(other: UShort): UInt = this.toUInt().floorDiv(other.toUInt())\n /**\n * Divides this value by the other
value, flooring the result to an integer that is
closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and truncating division
are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UInt): UInt =
this.toUInt().floorDiv(other)\n /**\n * Divides this value by the other value, flooring the result to an integer that
is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and truncating division
are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: ULong): ULong =
this.toULong().floorDiv(other)\n /**\n * Calculates the remainder of flooring division of this value by the
other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the remainders
of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline
fun mod(other: UByte): UByte = this.toUInt().mod(other.toUInt()).toUByte()\n
/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is
always less than the divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating
division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UShort): UShort =
this.toUInt().mod(other.toUInt()).toUShort()\n /**\n * Calculates the remainder of flooring division of this
value by the other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the
remainders of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun mod(other: UInt): UInt = this.toUInt().mod(other)\n /**\n * Calculates the remainder of
flooring division of this value by the other value.\n * \n * The result is always less than the divisor.\n * \n
*\n
For unsigned types, the remainders of flooring division and truncating division are the same.\n */\n
@kotlin.internal.InlineOnly\n public inline fun mod(other: ULong): ULong = this.toULong().mod(other)\n\n
/**\n * Returns this value incremented by one.\n * \n * @sample samples.misc.Builtins.inc\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun inc(): UShort = UShort(data.inc())\n /**\n *
Returns this value decremented by one.\n * \n * @sample samples.misc.Builtins.dec\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun dec(): UShort = UShort(data.dec())\n /**\n * Creates a
range from this value to the specified [other] value. *\n @kotlin.internal.InlineOnly\n public inline operator fun
rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())\n /**\n * Performs a bitwise AND
operation between the two values. *\n @kotlin.internal.InlineOnly\n public inline infix fun
and(other: UShort): UShort = UShort(this.data and other.data)\n /**\n * Performs a bitwise OR operation between the
two values. *\n @kotlin.internal.InlineOnly\n public inline infix fun or(other: UShort): UShort =
UShort(this.data or other.data)\n /**\n * Performs a bitwise XOR operation between the two values. *\n
@kotlin.internal.InlineOnly\n public inline infix fun xor(other: UShort): UShort = UShort(this.data xor
other.data)\n /**\n * Inverts the bits in this value. *\n @kotlin.internal.InlineOnly\n public inline fun inv():
UShort = UShort(data.inv())\n /**\n * Converts this [UShort] value to [Byte].\n * \n * If this value is less

```

than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents the same numerical value as this `UShort` value. The resulting `Byte` value is represented by the least significant 8 bits of this `UShort` value. Note that the resulting `Byte` value may be negative.

```
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()
```

Converts this [UShort] value to [Short]. If this value is less than or equals to [Short.MAX_VALUE], the resulting `Short` value represents the same numerical value as this `UShort`. Otherwise the result is negative. The resulting `Short` value has the same binary representation as this `UShort` value.

```
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data
```

Converts this [UShort] value to [Int]. The resulting `Int` value represents the same numerical value as this `UShort`. The least significant 16 bits of the resulting `Int` value are the same as the bits of this `UShort` value, whereas the most significant 16 bits are filled with zeros.

```
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() and 0xFFFF
```

Converts this [UShort] value to [Long]. The resulting `Long` value represents the same numerical value as this `UShort`. The least significant 16 bits of the resulting `Long` value are the same as the bits of this `UShort` value, whereas the most significant 48 bits are filled with zeros.

```
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and 0xFFFF
```

Converts this [UShort] value to [UByte]. If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `UShort`. The resulting `UByte` value is represented by the least significant 8 bits of this `UShort` value.

```
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()
```

Returns this value.

```
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this
```

Converts this [UShort] value to [UInt]. The resulting `UInt` value represents the same numerical value as this `UShort`. The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `UShort` value, whereas the most significant 16 bits are filled with zeros.

```
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFFFF)
```

Converts this [UShort] value to [ULong]. The resulting `ULong` value represents the same numerical value as this `UShort`. The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `UShort` value, whereas the most significant 48 bits are filled with zeros.

```
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF)
```

Converts this [UShort] value to [Float]. The resulting `Float` value represents the same numerical value as this `UShort`.

```
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toInt().toFloat()
```

Converts this [UShort] value to [Double]. The resulting `Double` value represents the same numerical value as this `UShort`.

```
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toInt().toDouble()
```

public override fun toString(): String = toInt().toString()

Converts this [Byte] value to [UShort]. If this value is positive, the resulting `UShort` value represents the same numerical value as this `Byte`. The least significant 8 bits of the resulting `UShort` value are the same as the bits of this `Byte` value, whereas the most significant 8 bits are filled with the sign bit of this value.

```
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun
Byte.toUShort(): UShort = UShort(this.toShort())
```

Converts this [Short] value to [UShort]. If this value is positive, the resulting `UShort` value represents the same numerical value as this `Short`. The resulting `UShort` value has the same binary representation as this `Short` value.

```
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Short.toUShort(): UShort = UShort(this)
```

Converts this [Int] value to [UShort]. If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `Int`. The resulting `UShort` value is represented by the least significant 16 bits of this `Int` value.

```

*^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsignedTypes::class)^@kotlin.internal.InlineOnly^
npublic inline fun Int.toUShort(): UShort = UShort(this.toShort())^/*^ * Converts this
 [Long] value to [UShort].^ *^ * If this value is positive and less than or equals to [UShort.MAX_VALUE], the
 resulting `UShort` value represents^ *^ * the same numerical value as this `Long`.^ *^ * The resulting `UShort`
 value is represented by the least significant 16 bits of this `Long` value.^
*^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsignedTypes::class)^@kotlin.internal.InlineOnly^
npublic inline fun Long.toUShort(): UShort = UShort(this.toShort())^/*^ * Copyright 2010-2022 JetBrains s.r.o.
 and Kotlin Programming Language contributors.^ *^ * Use of this source code is governed by the Apache 2.0 license
 that can be found in the license/LICENSE.txt file.^ *^@^@ Auto-generated file. DO NOT EDIT!^@^@package
kotlin.ranges^@^@^ * A range of values of type `Char`.^ *^@npublic class CharRange(start: Char, endInclusive:
Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {^ *^ * override val start: Char get() = first^
n override val endInclusive:
Char get() = last^ *^ * override fun contains(value: Char): Boolean = first <= value && value <= last^ *^ * /**
 * Checks whether the range is empty.^ *^ * The range is empty if its start value is greater than the end
value.^ *^@ override fun isEmpty(): Boolean = first > last^ *^ * override fun equals(other: Any?): Boolean =^
n other is CharRange && (isEmpty() && other.isEmpty()) ||^ *^ * first == other.first && last == other.last)^
n override fun hashCode(): Int =^ *^ * if (isEmpty()) -1 else (31 * first.code + last.code)^
n override fun toString():
String = "$first..$last"^
n companion object {^ *^ * /** An empty range of values of type Char. ^ *^@ public
val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())^ *^ * }^
n}^ *^@^ * A range of values of type `Int`.^
*^@npublic class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {^
n override val start: Int get() = first^
n override val endInclusive: Int get() = last^ *^ * override fun contains(value: Int): Boolean = first <= value &&
value <= last^ *^ * /**
 * Checks whether the range is empty.^ *^ * The range is empty if its start value is
greater than the end value.^ *^@ override fun isEmpty(): Boolean = first > last^ *^ * override fun equals(other:
Any?): Boolean =^
n other is IntRange && (isEmpty() && other.isEmpty()) ||^ *^ * first == other.first && last
== other.last)^
n override fun hashCode(): Int =^ *^ * if (isEmpty()) -1 else (31 * first + last)^
n override fun
toString(): String = "$first..$last"^
n companion object {^ *^ * /** An empty range of values of type Int. ^ *^@ public
val EMPTY: IntRange = IntRange(1, 0)^
n}^
n}^ *^@^ * A range of values of type `Long`.^
*^@npublic class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long>
{^
n override val start: Long get()
= first^
n override val endInclusive: Long get() = last^ *^ * override fun contains(value: Long): Boolean = first <=
value && value <= last^ *^ * /**
 * Checks whether the range is empty.^ *^ * The range is empty if its
start value is greater than the end value.^ *^@ override fun isEmpty(): Boolean = first > last^ *^ * override fun
equals(other: Any?): Boolean =^
n other is LongRange && (isEmpty() && other.isEmpty()) ||^ *^ * first ==
other.first && last == other.last)^
n override fun hashCode(): Int =^ *^ * if (isEmpty()) -1 else (31 * (first xor
(first ushr 32)) + (last xor (last ushr 32))).toInt())^
n override fun toString(): String = "$first..$last"^
n companion object {^ *^ * /** An empty range of values of type Long. ^ *^@ public
val EMPTY: LongRange =
LongRange(1, 0)^
n}^
n}^ *^@^ * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.^ *^ * Use of this source code is governed by
the Apache 2.0 license that can be found in the license/LICENSE.txt file.^
*^@n@file:kotlin.jvm.JvmMultifileClass^@file:kotlin.jvm.JvmName("CollectionsKt")^@file:OptIn(kotlin.exper
imental.ExperimentalTypeInference::class)^@package kotlin.collections^@nimport kotlin.contracts.*^@nimport
kotlin.random.Random^@ninternal object EmptyIterator : ListIterator<Nothing> {^ *^ * override fun hasNext():
Boolean = false^
n override fun hasPrevious(): Boolean = false^
n override fun nextIndex(): Int = 0^
n override
fun previousIndex(): Int = -1^
n override fun next(): Nothing = throw NoSuchElementException()^
n override fun
previous(): Nothing = throw NoSuchElementException()^
n}^
ninternal object EmptyList : List<Nothing>,
Serializable, RandomAccess {^ *^ * private const val serialVersionUID: Long = -7390468764508069838L^
n override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()^
n override fun hashCode(): Int

```

```

= 1\n  override fun toString(): String
= \[""]\n\n  override val size: Int get() = 0\n  override fun isEmpty(): Boolean = true\n  override fun
contains(element: Nothing): Boolean = false\n  override fun containsAll(elements: Collection<Nothing>): Boolean
= elements.isEmpty()\n\n  override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list
doesn't contain element at index $index.")\n  override fun indexOf(element: Nothing): Int = -1\n  override fun
lastIndexOf(element: Nothing): Int = -1\n\n  override fun iterator(): Iterator<Nothing> = EmptyIterator\n
override fun listIterator(): ListIterator<Nothing> = EmptyIterator\n  override fun listIterator(index: Int):
ListIterator<Nothing> {\n    if (index != 0) throw IndexOutOfBoundsException("Index: $index")\n    return
EmptyIterator\n  }\n\n  override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {\n    if (fromIndex
== 0 && toIndex == 0) return this\n    throw IndexOutOfBoundsException("fromIndex:
$fromIndex, toIndex: $toIndex")\n  }\n\n  private fun readResolve(): Any = EmptyList\n\n\ninternal fun <T>
Array<out T>.asCollection(): Collection<T> = ArrayAsCollection(this, isVarargs = false)\n\nprivate class
ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T> {\n  override val size:
Int get() = values.size\n  override fun isEmpty(): Boolean = values.isEmpty()\n  override fun contains(element:
T): Boolean = values.contains(element)\n  override fun containsAll(elements: Collection<T>): Boolean =
elements.all { contains(it) }\n  override fun iterator(): Iterator<T> = values.iterator()\n  // override hidden toArray
implementation to prevent copying of values array\n  public fun toArray(): Array<out Any?> =
values.toArrayOfAny(isVarargs)\n}\n\n/**\n * Returns an empty read-only list. The returned list is
serializable (JVM).\n * @sample samples.collections.Collections.Lists.emptyReadOnlyList\n */\npublic fun <T>
emptyList(): List<T>
= EmptyList\n\n/**\n * Returns a new read-only list of given elements. The returned list is serializable (JVM).\n *
@sample samples.collections.Collections.Lists.readOnlyList\n */\npublic fun <T> listOf(vararg elements: T):
List<T> = if (elements.size > 0) elements.asList() else emptyList()\n\n/**\n * Returns an empty read-only list. The
returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.emptyReadOnlyList\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> listOf(): List<T> = emptyList()\n\n/**\n * Returns an empty
new [MutableList].\n * @sample samples.collections.Collections.Lists.emptyMutableList\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> mutableListOf(): MutableList<T> =
ArrayList()\n\n/**\n * Returns an empty new [ArrayList].\n * @sample
samples.collections.Collections.Lists.emptyArrayList\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> arrayListOf(): ArrayList<T>
= ArrayList()\n\n/**\n * Returns a new [MutableList] with the given elements.\n * @sample
samples.collections.Collections.Lists.mutableList\n */\npublic fun <T> mutableListOf(vararg elements: T):
MutableList<T> =\n  if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs =
true))\n\n/**\n * Returns a new [ArrayList] with the given elements.\n * @sample
samples.collections.Collections.Lists.arrayList\n */\npublic fun <T> arrayListOf(vararg elements: T): ArrayList<T>
=\n  if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))\n\n/**\n *
Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null. The
returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.listOfNotNull\n */\npublic fun
<T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()\n\n/**\n *
Returns a new read-only list
only of those given elements, that are not null. The returned list is serializable (JVM).\n * @sample
samples.collections.Collections.Lists.listOfNotNull\n */\npublic fun <T : Any> listOfNotNull(vararg elements: T?):
List<T> = elements.filterNotNull()\n\n/**\n * Creates a new read-only list with the specified [size], where each
element is calculated by calling the specified\n * [init] function.\n * [init] * The function [init] is called for each list
element sequentially starting from the first one.\n * It should return the value for a list element given its index.\n *
@sample samples.collections.Collections.Lists.readOnlyListFromInitializer\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> List(size: Int, init: (index: Int) -> T):
List<T> = MutableList(size, init)\n\n/**\n * Creates a new mutable list with the specified [size], where each element

```

is calculated by calling the specified [init] function. The function [init] is called for each list element sequentially starting from the first one. It should return the value for a list element given its index.

@sample samples.collections.Collections.Lists.mutableListFromInitializer

```

@SinceKotlin("1.1")@kotlin.internal.InlineOnly
public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}

```

Builds a new read-only [List] by populating a [MutableList] using the given [builderAction] and returning a read-only list with the same elements. The list passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior. The returned list is serializable (JVM).

@sample samples.collections.Builders.Lists.buildListSample

```

@SinceKotlin("1.6")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly
public inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>().->Unit): List<E> {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return buildListInternal(builderAction)
}

```

Builds a new read-only [List] by populating a [MutableList] using the given [builderAction] and returning a read-only list with the same elements. The list passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior. The returned list is serializable (JVM). [capacity] is used to hint the expected number of elements added in the [builderAction]. @throws IllegalArgumentException if the given [capacity] is negative.

@sample samples.collections.Builders.Lists.buildListSampleWithCapacity

```

@SinceKotlin("1.6")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly
public inline fun <E> buildList(capacity: Int, @BuilderInference builderAction: MutableList<E>().->Unit): List<E> {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return buildListInternal(capacity, builderAction)
}

```

Returns an [IntRange] of the valid indices for this collection.

@sample samples.collections.Collections.Collections.indicesOfCollection

```

public val Collection<*>.indices: IntRange
get() = 0..size - 1

```

Returns the index of the last item in the list or -1 if the list is empty.

@sample samples.collections.Collections.Lists.lastIndexOfList

```

public val <T> List<T>.lastIndex: Int
get() = this.size - 1

```

Returns true if the collection is not empty.

@sample samples.collections.Collections.Collections.collectionIsNotEmpty

```

@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.isNotEmpty(): Boolean = !isEmpty()

```

Returns true if this nullable collection is either null or empty.

@sample samples.collections.Collections.Collections.collectionIsNullOrEmpty

```

@SinceKotlin("1.3")@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || this.isEmpty()
}

```

Returns this Collection if it's not null and the empty list otherwise.

@sample samples.collections.Collections.Collections.collectionOrEmpty

```

@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()

```

Returns this List if it's not null and the empty list otherwise.

@sample samples.collections.Collections.Lists.listOrEmpty

```

@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()

```

Returns this collection if it's not empty or the result of calling [defaultValue] function if the collection is empty.

@sample samples.collections.Collections.Collections.collectionIfEmpty

```

@SinceKotlin("1.3")@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

```

Checks if all elements in the specified collection are contained in this collection. Allows to overcome type-safety restriction of containsAll that requires to pass a collection of type Collection<E>.

@sample

```

samples.collections.Collections.Collections.collectionContainsAll\n
*\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension
takes precedence in some cases\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes
T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)\n\n/**\n *
Returns a new list with the elements of this list randomly shuffled\n * using the specified [random] instance as the
source of randomness.\n *\n@SinceKotlin("1.3")\npublic fun <T> Iterable<T>.shuffled(random: Random):
List<T> = toMutableList().apply { shuffle(random) }\n\n\ninternal fun <T> List<T>.optimizeReadOnlyList() =
when (size) {\n 0 -> emptyList()\n 1 -> listOf(this[0])\n else -> this\n}\n\n/**\n * Searches this list or its range
for the provided [element] using the binary search algorithm.\n * The list is expected to be sorted into ascending
order according to the Comparable natural ordering of its elements,\n * otherwise the result is undefined.\n *\n * If
the list contains multiple elements equal to the specified [element], there is no guarantee which
one will be found.\n *\n * `null` value is considered to be less than any non-null value.\n *\n * @return the index of
the element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-
insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so
that the list (or the specified subrange of list) still remains sorted.\n *\n * @sample
samples.collections.Collections.Lists.binarySearchOnComparable\n *\n * @sample
samples.collections.Collections.Lists.binarySearchWithBoundaries\n *\n\npublic fun <T : Comparable<T>>
List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {\n  rangeCheck(size, fromIndex,
toIndex)\n\n  var low = fromIndex\n  var high = toIndex - 1\n\n  while (low <= high) {\n    val mid = (low +
high).ushr(1) // safe from overflows\n    val midVal = get(mid)\n    val cmp = compareValues(midVal,
element)\n\n    if (cmp < 0)\n      low = mid + 1\n    else if (cmp > 0)\n      high = mid - 1\n    else\n      return mid // key found\n  }\n  return -(low + 1) // key not found\n}\n\n/**\n * Searches this list or its range for the provided [element] using
the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the specified
[comparator],\n * otherwise the result is undefined.\n *\n * If the list contains multiple elements equal to the
specified [element], there is no guarantee which one will be found.\n *\n * `null` value is considered to be less than
any non-null value.\n *\n * @return the index of the element, if it is contained in the list within the specified
range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the
index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains
sorted according to the specified [comparator].\n *\n * @sample samples.collections.Collections.Lists.binarySearchWithComparator\n *\n\npublic fun <T>
List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {\n  rangeCheck(size, fromIndex, toIndex)\n\n  var low = fromIndex\n  var high = toIndex - 1\n\n  while (low <=
high) {\n    val mid = (low + high).ushr(1) // safe from overflows\n    val midVal = get(mid)\n    val cmp =
comparator.compare(midVal, element)\n\n    if (cmp < 0)\n      low = mid + 1\n    else if (cmp > 0)\n      high = mid - 1\n    else\n      return mid // key found\n  }\n  return -(low + 1) // key not found\n}\n\n/**\n * Searches this list or its range for an element having the key returned by the specified [selector] function\n * equal to
the provided [key] value using the binary search algorithm.\n * The list is expected to be sorted into ascending order
according to the Comparable natural ordering of keys
of its elements.\n * otherwise the result is undefined.\n *\n * If the list contains multiple elements with the specified
[key], there is no guarantee which one will be found.\n *\n * `null` value is considered to be less than any non-null
value.\n *\n * @return the index of the element with the specified [key], if it is contained in the list within the
specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined
as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still
remains sorted.\n *\n * @sample samples.collections.Collections.Lists.binarySearchByKey\n *\n\npublic inline fun <T,
K : Comparable<K>> List<T>.binarySearchBy(\n  key: K?,\n  fromIndex: Int = 0,\n  toIndex: Int = size,\n  crossinline selector: (T) -> K?\n): Int =\n  binarySearch(fromIndex, toIndex) { compareValues(selector(it), key)
}\n\n// do not introduce this overload --- too rare\n//\npublic fun

```

```

<T, K> List<T>.binarySearchBy(key: K, comparator: Comparator<K>, fromIndex: Int = 0, toIndex: Int = size(),
selector: (T) -> K): Int =\n//    binarySearch(fromIndex, toIndex) { comparator.compare(selector(it), key)
}\n\n\n/**\n * Searches this list or its range for an element for which the given [comparison] function returns zero
using the binary search algorithm.\n *\n * The list is expected to be sorted so that the signs of the [comparison]
function's return values ascend on the list elements,\n * i.e. negative values come before zero and zeroes come
before positive values.\n * Otherwise, the result is undefined.\n *\n * If the list contains multiple elements for which
[comparison] returns zero, there is no guarantee which one will be found.\n *\n * @param comparison function that
returns zero when called on the list element being searched.\n * On the elements coming before the target element,
the function must return negative values;\n * on the elements coming after the target
element, the function must return positive values.\n *\n * @return the index of the found element, if it is contained
in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`. \n * The
insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified
subrange of list) still remains sorted.\n * @sample
samples.collections.Collections.Lists.binarySearchWithComparisonFunction\n */\npublic fun <T>
List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {\n    rangeCheck(size,
fromIndex, toIndex)\n\n    var low = fromIndex\n    var high = toIndex - 1\n    while (low <= high) {\n        val mid
= (low + high).ushr(1) // safe from overflows\n        val midVal = get(mid)\n        val cmp = comparison(midVal)\n\n        if (cmp < 0)\n            low = mid + 1\n        else if (cmp > 0)\n            high = mid - 1\n        else\n            return
mid //
        key found\n    }\n    return -(low + 1) // key not found\n}\n\n\n/**\n * Checks that `from` and `to` are in\n * the range
of [0..size] and throws an appropriate exception, if they aren't.\n */\nprivate fun rangeCheck(size: Int, fromIndex:
Int, toIndex: Int) {\n    when {\n        fromIndex > toIndex -> throw IllegalArgumentException("\nfromIndex
($fromIndex) is greater than toIndex ($toIndex).")\n        fromIndex < 0 -> throw
IndexOutOfBoundsException("\nfromIndex ($fromIndex) is less than zero.")\n        toIndex > size -> throw
IndexOutOfBoundsException("\ntoIndex ($toIndex) is greater than size ($size).")\n    }\n}\n\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal expect fun checkIndexOverflow(index: Int):
Int\n\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal expect fun checkCountOverflow(count: Int):
Int\n\n\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal fun throwIndexOverflow() { throw
ArithmeticException("\nIndex overflow has happened.") }\n\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal
fun throwCountOverflow() { throw ArithmeticException("\nCount overflow has happened.") }\n\n\n"/*\n *
Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("\nMapsKt")\n@file:OptIn(kotlin.experiment
al.ExperimentalTypeInference::class)\n\npackage kotlin.collections\n\nimport kotlin.contracts.*\n\nprivate object
EmptyMap : Map<Any?, Nothing>, Serializable {\n    private const val serialVersionUID: Long =
8246714829545688274\n\n    override fun equals(other: Any?): Boolean = other is Map<*, *> &&
other.isEmpty()\n    override fun hashCode(): Int = 0\n    override fun toString(): String = "{}"\n\n    override val
size: Int get() = 0\n    override fun isEmpty(): Boolean = true\n\n    override fun containsKey(key: Any?): Boolean =
false\n    override fun containsValue(value:
Nothing): Boolean = false\n    override fun get(key: Any?): Nothing? = null\n    override val entries:
Set<Map.Entry<Any?, Nothing>> get() = EmptySet\n    override val keys: Set<Any?> get() = EmptySet\n
override val values: Collection<Nothing> get() = EmptyList\n\n    private fun readResolve(): Any =
EmptyMap\n}\n\n\n/**\n * Returns an empty read-only map of specified type.\n *\n * The returned map is serializable
(JVM).\n * @sample samples.collections.Maps.Instantiation.emptyReadOnlyMap\n */\npublic fun <K, V>
emptyMap(): Map<K, V> = @Suppress("\nUNCHECKED_CAST") (EmptyMap as Map<K, V>)\n\n\n/**\n * Returns
a new read-only map with the specified contents, given as a list of pairs\n * where the first value is the key and the
second is the value.\n *\n * If multiple pairs have the same key, the resulting map will contain the value from the
last of those pairs.\n *\n * Entries of the map are iterated in the order they were specified.\n *\n * The returned map

```


is serializable (JVM).\n

```
*\n * @sample samples.collections.Maps.Instantiation.mapFromPairs\n *^\npublic fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =\n    if (pairs.size > 0) pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else\n    emptyMap()\n\n/**\n * Returns an empty read-only map.\n * \n * The returned map is serializable (JVM).\n * \n
```

```
@sample samples.collections.Maps.Instantiation.emptyReadOnlyMap\n *^\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> mapOf(): Map<K, V> = emptyMap()\n\n/**\n * Returns an empty new [MutableMap].\n * \n * The returned map preserves the entry iteration order.\n * \n @sample
```

```
samples.collections.Maps.Instantiation.emptyMutableMap\n
```

```
*^\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> mutableMapOf():
```

```
MutableMap<K, V> = LinkedHashMap()\n\n/**\n * Returns a new [MutableMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n * \n * If multiple pairs have the same key,
```

```
the resulting map will contain the value from the last of those pairs.\n * \n * Entries of the map are iterated in the order they were specified.\n * \n @sample samples.collections.Maps.Instantiation.mutableMapFromPairs\n *
```

```
@sample samples.collections.Maps.Instantiation.emptyMutableMap\n *^\npublic fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): MutableMap<K, V> =\n    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }\n\n/**\n * Returns an empty new [HashMap].\n * \n * @sample
```

```
samples.collections.Maps.Instantiation.emptyHashMap\n
```

```
*^\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> hashMapOf(): HashMap<K, V> =\n    HashMap<K, V>()\n\n/**\n * Returns a new [HashMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n * \n * @sample
```

```
samples.collections.Maps.Instantiation.hashMapFromPairs\n *^\npublic fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> =\n    HashMap<K,
```

```
V>(mapCapacity(pairs.size)).apply { putAll(pairs) }\n\n/**\n * Returns an empty new [LinkedHashMap].\n * \n
```

```
*^\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> linkedMapOf():
```

```
LinkedHashMap<K, V> = LinkedHashMap<K, V>()\n\n/**\n * Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n * \n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.\n * \n * Entries of the map are iterated in the order they were specified.\n * \n @sample
```

```
samples.collections.Maps.Instantiation.linkedMapFromPairs\n *^\npublic fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =\n    pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))\n\n/**\n * Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction]\n * and returning a read-only map with the same key-value pairs.\n * \n * The map passed
```

```
as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n * \n * Entries of the map are iterated in the order they were added by the [builderAction].\n * \n * The returned map is serializable (JVM).\n * \n * @sample
```

```
samples.collections.Builders.Maps.buildMapSample\n
```

```
*^\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>().->Unit): Map<K, V> {\n    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n    return
```

```
buildMapInternal(builderAction)\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal expect inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>().->Unit): Map<K,
```

```
V>\n\n/**\n * Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction]\n * and returning a read-only map with
```

```
the same key-value pairs.\n * \n * The map passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n * \n * [capacity] is used to hint the expected number of pairs added in the [builderAction].\n * \n * Entries of the map are iterated in the order they were added by the [builderAction].\n * \n * The returned map is serializable (JVM).\n * \n * @throws
```

```

IllegalArgumentException if the given [capacity] is negative.\n * \n * @sample
samples.collections.Builders.Maps.buildMapSample\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V> buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>().->Unit):
Map<K, V> {\n    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n    return
buildMapInternal(capacity,
builderAction)\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal
expect inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>().->Unit): Map<K,
V>\n\n**\n * Calculate the initial capacity of a map.\n *\n@PublishedApi\ninternal expect fun
mapCapacity(expectedSize: Int): Int\n\n**\n * Returns `true` if this map is not empty.\n * @sample
samples.collections.Maps.Usage.mapIsNotEmpty\n *\n@kotlin.internal.InlineOnly\npublic inline fun <K, V>
Map<out K, V>.isEmpty(): Boolean = !isEmpty()\n\n**\n * Returns `true` if this nullable map is either null or
empty.\n * @sample samples.collections.Maps.Usage.mapIsNullOrEmpty\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>?.isNullOrEmpty(): Boolean {\n    contract {\n        returns(false) implies (this@isNullOrEmpty != null)\n    }\n    return this == null || isEmpty()\n}\n\n**\n * Returns the [Map] if its not `null`, or the empty [Map] otherwise.\n
*\n * @sample samples.collections.Maps.Usage.mapOrEmpty\n *\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V> Map<K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()\n\n**\n * Returns this map if it's not
empty\n * or the result of calling [defaultValue] function if the map is empty.\n * \n * @sample
samples.collections.Maps.Usage.mapIfEmpty\n *\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =\n    if (isEmpty())
defaultValue() else this\n\n**\n * Checks if the map contains the given key.\n * \n * This method allows to use the
`x in map` syntax for checking whether an object is contained in the map.\n * \n * @sample
samples.collections.Maps.Usage.containsKey\n *\n@kotlin.internal.InlineOnly\npublic inline operator fun
<@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.contains(key: K): Boolean = containsKey(key)\n\n**\n *
Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.\n
*\n@kotlin.internal.InlineOnly\npublic
inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.get(key: K): V? =\n
@Suppress("UNCHECKED_CAST") (this as Map<K, V>).get(key)\n\n**\n * Allows to use the index operator
for storing values in a mutable map.\n *\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V>
MutableMap<K, V>.set(key: K, value: V): Unit {\n    put(key, value)\n}\n\n**\n * Returns `true` if the map
contains the specified [key].\n * \n * Allows to overcome type-safety restriction of `containsKey` that requires to
pass a key of type `K`.\n *\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K>
Map<out K, *>.containsKey(key: K): Boolean =\n    @Suppress("UNCHECKED_CAST") (this as Map<K,
*>).containsKey(key)\n\n**\n * Returns `true` if the map maps one or more keys to the specified [value].\n * \n *
Allows to overcome type-safety restriction of `containsValue` that requires to pass a value of type `V`.\n * \n *
@sample samples.collections.Maps.Usage.containsValue\n
*\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
some cases\n@kotlin.internal.InlineOnly\npublic inline fun <K, @kotlin.internal.OnlyInputTypes V> Map<K,
V>.containsValue(value: V): Boolean = this.containsValue(value)\n\n**\n * Removes the specified key and its
corresponding value from this map.\n * \n * @return the previous value associated with the key, or `null` if the key
was not present in the map.\n * \n * Allows to overcome type-safety restriction of `remove` that requires to pass a key
of type `K`.\n *\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K, V>
MutableMap<out K, V>.remove(key: K): V? =\n    @Suppress("UNCHECKED_CAST") (this as MutableMap<K,
V>).remove(key)\n\n**\n * Returns the key component of the map entry.\n * \n * This method allows to use
destructuring declarations when working with maps, for example:\n * ```\n * for ((key, value) in map) {\n *
// do something with the key and the value\n * }\n * ```\n *\n@kotlin.internal.InlineOnly\npublic inline operator
fun <K, V> Map.Entry<K, V>.component1(): K = key\n\n**\n * Returns the value component of the map entry.\n

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*\n * This method allows to use destructuring declarations when working with maps, for example:\n * ```\n * for
((key, value) in map) {\n * // do something with the key and the value\n * }\n * ```\n
*\n @kotlin.internal.InlineOnly\n public inline operator fun <K, V> Map.Entry<K, V>.component2(): V =
value\n\n/**\n * Converts entry to [Pair] with key being first component and value being second.\n
*\n @kotlin.internal.InlineOnly\n public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key,
value)\n\n/**\n * Returns the value for the given key, or the result of the [defaultValue] function if there was no
entry for the given key.\n * @sample samples.collections.Maps.Usage.getOrElse\n
*\n @kotlin.internal.InlineOnly\n public inline fun <K, V> Map<K,
V>.getOrElse(key: K, defaultValue: () -> V): V = get(key) ?: defaultValue()\n\n\n internal inline fun <K, V>
Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {\n val value = get(key)\n if (value == null
&& !containsKey(key)) {\n return defaultValue()\n } else {\n @Suppress("UNCHECKED_CAST")\n
return value as V\n }\n}\n\n/**\n * Returns the value for the given [key] or throws an exception if there is no
such key in the map.\n * @sample samples.collections.Maps.Usage.getOrElse\n * Returns the value for the given [key] or throws an exception if there is no
such key in the map.\n * If the map was created by [withDefault], resorts to its `defaultValue` provider
function\n * instead of throwing an exception.\n * @throws NoSuchElementException when the map doesn't
contain a value for the specified key and\n * no implicit default value was provided for that map.\n
*\n @SinceKotlin("1.1")\n public fun <K, V> Map<K, V>.getValue(key: K): V =
getOrImplicitDefault(key)\n\n/**\n * Returns the value for the given key. If the key is not found in the map, calls
the [defaultValue] function,\n * puts
its result into the map under the given key and returns it.\n * @sample samples.collections.Maps.Usage.getOrPut\n
*\n public inline fun <K, V> MutableMap<K, V>.getOrPut(key: K, defaultValue: () -> V): V {\n val value =
get(key)\n return if (value == null) {\n val answer = defaultValue()\n put(key, answer)\n answer\n }
else {\n value\n }\n}\n\n/**\n * Returns an [Iterator] over the entries in the [Map].\n * @sample
samples.collections.Maps.Usage.forOverEntries\n * @kotlin.internal.InlineOnly\n public inline operator fun <K,
V> Map<out K, V>.iterator(): Iterator<Map.Entry<K, V>> = entries.iterator()\n\n/**\n * Returns a
[MutableIterator] over the mutable entries in the [MutableMap].\n *
*\n @kotlin.jvm.JvmName("mutableIterator")\n @kotlin.internal.InlineOnly\n public inline operator fun <K, V>
MutableMap<K, V>.iterator(): MutableIterator<MutableMap.MutableEntry<K,
V>> = entries.iterator()\n\n/**\n * Populates the given [destination] map with entries having the keys of this map
and the values obtained\n * by applying the [transform] function to each entry in this [Map].\n * @public inline fun
<K, V, R, M : MutableMap<in K, in R>> Map<out K, V>.mapValuesTo(destination: M, transform: (Map.Entry<K,
V>) -> R): M {\n return entries.associateByTo(destination, { it.key }, transform)\n }\n\n/**\n * Populates the given
[destination] map with entries having the keys obtained\n * by applying the [transform] function to each entry in this
[Map] and the values of this map.\n * In case if any two entries are mapped to the equal keys, the value of the
latter one will overwrite\n * the value associated with the former one.\n * @public inline fun <K, V, R, M :
MutableMap<in R, in V>> Map<out K, V>.mapKeysTo(destination: M, transform: (Map.Entry<K, V>) -> R): M
{\n return entries.associateByTo(destination, transform, {
it.value })\n }\n\n/**\n * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being
the key and the second the value.\n * @public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<out
Pair<K, V>>): Unit {\n for ((key, value) in pairs) {\n put(key, value)\n }\n}\n\n/**\n * Puts all the elements
of the given collection into this [MutableMap] with the first component in the pair being the key and the second the
value.\n * @public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Iterable<Pair<K, V>>): Unit {\n for ((key,
value) in pairs) {\n put(key, value)\n }\n}\n\n/**\n * Puts all the elements of the given sequence into this
[MutableMap] with the first component in the pair being the key and the second the value.\n * @public fun <K, V>
MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {\n for ((key, value) in pairs) {\n
put(key, value)\n }\n}\n\n/**\n * Returns a new map with entries having the
keys of this map and the values obtained by applying the [transform]\n * function to each entry in this [Map].\n *
*\n * The returned map preserves the entry iteration order of the original map.\n * @sample

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samples.collections.Maps.Transformations.mapValues\n *\npublic inline fun <K, V, R> Map<out K,
V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {\n    return mapValuesTo(LinkedHashMap<K,
R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()\n}\n\n/**\n * Returns a new Map with entries
having the keys obtained by applying the [transform] function to each entry in this\n * [Map] and the values of this
map.\n * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite\n * the
value associated with the former one.\n * The returned map preserves the entry iteration order of the original
map.\n * @sample samples.collections.Maps.Transformations.mapKeys\n *\npublic inline fun <K, V, R>
Map<out K, V>.mapKeys(transform:
(Map.Entry<K, V>) -> R): Map<R, V> {\n    return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)),
transform) // .optimizeReadOnlyMap()\n}\n\n/**\n * Returns a map containing all key-value pairs with keys
matching the given [predicate].\n * The returned map preserves the entry iteration order of the original map.\n *
@sample samples.collections.Maps.Filtering.filterKeys\n *\npublic inline fun <K, V> Map<out K,
V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {\n    val result = LinkedHashMap<K, V>()\n    for (entry in
this) {\n        if (predicate(entry.key)) {\n            result.put(entry.key, entry.value)\n        }\n    }\n    return
result\n}\n\n/**\n * Returns a map containing all key-value pairs with values matching the given [predicate].\n *
The returned map preserves the entry iteration order of the original map.\n * @sample
samples.collections.Maps.Filtering.filterValues\n *\npublic inline fun <K, V> Map<out K,
V>.filterValues(predicate: (V) -> Boolean): Map<K,
V> {\n    val result = LinkedHashMap<K, V>()\n    for (entry in this) {\n        if (predicate(entry.value)) {\n
            result.put(entry.key, entry.value)\n        }\n    }\n    return result\n}\n\n/**\n * Appends all entries matching the
given [predicate] into the mutable map given as [destination] parameter.\n * @return the destination map.\n *
@sample samples.collections.Maps.Filtering.filterTo\n *\npublic inline fun <K, V, M : MutableMap<in K, in V>>
Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n    for (element in this)
{\n        if (predicate(element)) {\n            destination.put(element.key, element.value)\n        }\n    }\n    return
destination\n}\n\n/**\n * Returns a new map containing all key-value pairs matching the given [predicate].\n *
The returned map preserves the entry iteration order of the original map.\n * @sample
samples.collections.Maps.Filtering.filter\n *\npublic inline fun <K, V> Map<out K, V>.filter(predicate:
(Map.Entry<K, V>) -> Boolean): Map<K, V> {\n    return filterTo(LinkedHashMap<K, V>(),
predicate)\n}\n\n/**\n * Appends all entries not matching the given [predicate] into the given [destination].\n *
@return the destination map.\n * @sample samples.collections.Maps.Filtering.filterNotTo\n *\npublic inline fun
<K, V, M : MutableMap<in K, in V>> Map<out K, V>.filterNotTo(destination: M, predicate: (Map.Entry<K, V>) -
> Boolean): M {\n    for (element in this) {\n        if (!predicate(element)) {\n            destination.put(element.key,
element.value)\n        }\n    }\n    return destination\n}\n\n/**\n * Returns a new map containing all key-value pairs
not matching the given [predicate].\n * The returned map preserves the entry iteration order of the original
map.\n * @sample samples.collections.Maps.Filtering.filterNot\n *\npublic inline fun <K, V> Map<out K,
V>.filterNot(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n    return filterNotTo(LinkedHashMap<K,
V>(), predicate)\n}\n\n/**\n * Returns a new map containing all key-value pairs from the given collection of
pairs.\n * The returned map preserves the entry iteration order of the original collection.\n * If any of two pairs
would have the same key the last one gets added to the map.\n *\npublic fun <K, V> Iterable<Pair<K,
V>>.toMap(): Map<K, V> {\n    if (this is Collection) {\n        return when (size) {\n            0 -> emptyMap()\n
            1 -> mapOf(if (this is List) this[0] else iterator().next())\n            else -> toMap(LinkedHashMap<K,
V>(mapCapacity(size)))\n        }\n    }\n    return toMap(LinkedHashMap<K,
V>()).optimizeReadOnlyMap()\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value
pairs from the given collection of pairs.\n *\npublic fun <K, V, M : MutableMap<in K, in V>> Iterable<Pair<K,
V>>.toMap(destination: M): M =\n    destination.apply { putAll(this@toMap) }\n}\n\n/**\n * Returns a new map
containing all key-value
pairs from the given array of pairs.\n * The returned map preserves the entry iteration order of the original
array.\n * If any of two pairs would have the same key the last one gets added to the map.\n *\npublic fun <K, V>

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Array<out Pair<K, V>>.toMap(): Map<K, V> = when (size) { \n 0 -> emptyMap()\n 1 -> mapOf(this[0])\n else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))\n }\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given array of pairs.\n */\npublic fun <K, V, M : MutableMap<in K, in V>> Array<out Pair<K, V>>.toMap(destination: M): M =\n destination.apply { putAll(this@toMap) }\n\n/**\n * Returns a new map containing all key-value pairs from the given sequence of pairs.\n */\n * The returned map preserves the entry iteration order of the original sequence.\n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>().optimizeReadOnlyMap())\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.\n */\npublic fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M =\n destination.apply { putAll(this@toMap) }\n\n/**\n * Returns a new read-only map containing all key-value pairs from the original map.\n */\n * The returned map preserves the entry iteration order of the original map.\n */\n\n@SinceKotlin("1.1")\npublic fun <K, V> Map<out K, V>.toMap(): Map<K, V> = when (size) { \n 0 -> emptyMap()\n 1 -> toSingletonMap()\n else -> toMutableMap()\n }\n\n/**\n * Returns a new mutable map containing all key-value pairs from the original map.\n */\n * The returned map preserves the entry iteration order of the original map.\n */\n\n@SinceKotlin("1.1")\npublic fun <K, V> Map<out K, V>.toMutableMap(): MutableMap<K, V> = LinkedHashMap(this)\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given map.\n */\n\n@SinceKotlin("1.1")\npublic fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.toMap(destination: M): M =\n destination.apply { putAll(this@toMap) }\n\n/**\n * Creates a new read-only map by replacing or adding an entry to this map from a given key-value [pair].\n */\n * The returned map preserves the entry iteration order of the original map.\n * The [pair] is iterated in the end if it has a unique key.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pair: Pair<K, V>): Map<K, V> =\n if (this.isEmpty()) mapOf(pair) else LinkedHashMap(this).apply { put(pair.first, pair.second) }\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from a given collection of key-value [pairs].\n */\n * The returned map preserves the entry iteration order of the original map.\n * Those [pairs] with unique keys are iterated in the end in the order of [pairs] collection.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Iterable<Pair<K, V>>): Map<K, V> =\n if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from a given array of key-value [pairs].\n */\n * The returned map preserves the entry iteration order of the original map.\n * Those [pairs] with unique keys are iterated in the end in the order of [pairs] array.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Array<out Pair<K, V>>): Map<K, V> =\n if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from a given sequence of key-value [pairs].\n */\n * The returned map preserves the entry iteration order of the original map.\n * Those [pairs] with unique keys are iterated in the end in the order of [pairs] sequence.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Sequence<Pair<K, V>>): Map<K, V> =\n LinkedHashMap(this).apply { putAll(pairs) }.optimizeReadOnlyMap()\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from another [map].\n */\n * The returned map preserves the entry iteration order of the original map.\n * Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].\n */\npublic operator fun <K, V> Map<out K, V>.plus(map: Map<out K, V>): Map<K, V> =\n LinkedHashMap(this).apply { putAll(map) }\n\n/**\n * Appends or replaces the given [pair] in this mutable map.\n */\n\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) {\n put(pair.first, pair.second)\n }\n\n/**\n * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.\n */\n\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {\n putAll(pairs)\n }\n\n/**\n * Appends or replaces all pairs from the given array of [pairs] in this mutable map.\n */\n\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Array<out Pair<K, V>>) {\n putAll(pairs)\n }\n\n/**\n * Appends or replaces all pairs from the given sequence of

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[entries] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in
K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>) {\n    putAll(pairs)\n}\n\n/**\n * Appends or replaces all
entries from the given [map] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K,
V> MutableMap<in K, in V>.plusAssign(map: Map<K, V>) {\n    putAll(map)\n}\n\n/**\n * Returns a map
containing all entries of the original map except the entry with the given [key].\n */\n * The returned map preserves
the entry iteration order of the original map.\n */\n@SinceKotlin("1.1")\npublic operator fun <K, V> Map<out K,
V>.minus(key: K):
    Map<K, V> =\n    this.toMutableMap().apply { minusAssign(key) }.optimizeReadOnlyMap()\n\n/**\n * Returns a
map containing all entries of the original map except those entries\n * the keys of which are contained in the given
[keys] collection.\n */\n * The returned map preserves the entry iteration order of the original map.\n
*/\n@SinceKotlin("1.1")\npublic operator fun <K, V> Map<out K, V>.minus(keys: Iterable<K>): Map<K, V> =\n
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Returns a map containing
all entries of the original map except those entries\n * the keys of which are contained in the given [keys] array.\n
*/\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin("1.1")\npublic
operator fun <K, V> Map<out K, V>.minus(keys: Array<out K>): Map<K, V> =\n    this.toMutableMap().apply {
    minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Returns a map containing all entries of the original map
except
those entries\n * the keys of which are contained in the given [keys] sequence.\n */\n * The returned map preserves
the entry iteration order of the original map.\n */\n@SinceKotlin("1.1")\npublic operator fun <K, V> Map<out K,
V>.minus(keys: Sequence<K>): Map<K, V> =\n    this.toMutableMap().apply { minusAssign(keys)
}.optimizeReadOnlyMap()\n\n/**\n * Removes the entry with the given [key] from this mutable map.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K,
V>.minusAssign(key: K) {\n    remove(key)\n}\n\n/**\n * Removes all entries the keys of which are contained in
the given [keys] collection from this mutable map.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K,
V>.minusAssign(keys: Iterable<K>) {\n    this.keys.removeAll(keys)\n}\n\n/**\n * Removes all entries the keys of
which are contained in the given [keys] array from this mutable map.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K,
V>.minusAssign(keys: Array<out K>) {\n
    this.keys.removeAll(keys)\n}\n\n/**\n * Removes all entries from the keys of which are contained in the given
[keys] sequence from this mutable map.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline
operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) {\n
    this.keys.removeAll(keys)\n}\n\n// do not expose for now @PublishedApi\ninternal fun <K, V> Map<K,
V>.optimizeReadOnlyMap() = when (size) {\n    0 -> emptyMap()\n    1 -> toSingletonMapOrSelf()\n    else ->
this}\n\n"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SetsKt")\n@file:OptIn(kotlin.experimenta
l.ExperimentalTypeInference::class)\n\npackage
kotlin.collections\n\nimport kotlin.contracts.*\n\ninternal object EmptySet : Set<Nothing>, Serializable {\n
    private const val serialVersionUID: Long = 3406603774387020532\n\n    override fun equals(other: Any?): Boolean
= other is Set<*> && other.isEmpty()\n    override fun hashCode(): Int = 0\n    override fun toString(): String =
"[]"\n\n    override val size: Int get() = 0\n    override fun isEmpty(): Boolean = true\n    override fun
contains(element: Nothing): Boolean = false\n    override fun containsAll(elements: Collection<Nothing>): Boolean
= elements.isEmpty()\n\n    override fun iterator(): Iterator<Nothing> = EmptyIterator\n\n    private fun
readResolve(): Any = EmptySet\n}\n\n/**\n * Returns an empty read-only set. The returned set is serializable
(JVM).\n */\n * @sample samples.collections.Collections.Sets.emptyReadOnlySet\n */\n@public fun <T> emptySet():
Set<T> = EmptySet\n\n/**\n * Returns a new read-only set with the given elements.\n */\n * Elements of the set

```

are iterated in the order they were specified.\n * The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.readOnlySet\n * \npublic fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()\n\n/**\n * Returns an empty read-only set. The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.emptyReadOnlySet\n * \n\n@kotlin.internal.InlineOnly\npublic inline fun <T> setOf(): Set<T> = emptySet()\n\n/**\n * Returns an empty new [MutableSet].\n * \n * The returned set preserves the element iteration order.\n * @sample samples.collections.Collections.Sets.emptyMutableSet\n * \n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet()\n\n/**\n * Returns a new [MutableSet] with the given elements.\n * Elements of the set are iterated in the order they were specified.\n * @sample samples.collections.Collections.Sets.mutableSet\n * \n\npublic fun <T> mutableSetOf(vararg elements: T): MutableSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))\n\n/**\n * Returns an empty new [HashSet].\n * \n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> hashSetOf(): HashSet<T> = HashSet()\n\n/**\n * Returns a new [HashSet] with the given elements. *\npublic fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))\n\n/**\n * Returns an empty new [LinkedHashSet].\n * @sample samples.collections.Collections.Sets.emptyLinkedHashSet\n * \n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet()\n\n/**\n * Returns a new [LinkedHashSet] with the given elements.\n * Elements of the set are iterated in the order they were specified.\n * @sample samples.collections.Collections.Sets.linkedHashSet\n * \n\npublic fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))\n\n/**\n * Returns a new read-only set either with single given element, if it is not null, or empty set if the element is null.\n * The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.setOfNotNull\n * \n\n@SinceKotlin("1.4")\npublic fun <T : Any> setOfNotNull(element: T?): Set<T> = if (element != null) setOf(element) else emptySet()\n\n/**\n * Returns a new read-only set only with those given elements, that are not null.\n * Elements of the set are iterated in the order they were specified.\n * The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.setOfNotNull\n * \n\n@SinceKotlin("1.4")\npublic fun <T : Any> setOfNotNull(vararg elements: T?): Set<T> {\n return elements.filterNotNullTo(LinkedHashSet())\n}\n\n/**\n * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction]\n * and returning a read-only set with the same elements.\n * \n * The set passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n * \n * Elements of the set are iterated in the order they were added by the [builderAction].\n * \n * The returned set is serializable (JVM).\n * \n * @sample samples.collections.Builders.Sets.buildSetSample\n * \n\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <E> buildSet(@BuilderInference builderAction: MutableSet<E>().->Unit): Set<E> {\n contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n return buildSetInternal(builderAction)\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal expect inline fun <E> buildSetInternal(builderAction: MutableSet<E>().->Unit): Set<E>\n\n/**\n * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction]\n * and returning a read-only set with the same elements.\n * \n * The set passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n * \n * [capacity] is used to hint the expected number of elements added in the [builderAction].\n * \n * Elements of the set are iterated in the order they were added by the [builderAction].\n * \n * The returned set is serializable (JVM).\n * \n * @throws IllegalArgumentException if the given [capacity] is negative.\n * \n * @sample samples.collections.Builders.Sets.buildSetSample\n * \n\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <E> buildSet(capacity: Int, @BuilderInference builderAction: MutableSet<E>().->Unit): Set<E> {\n

```

contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
return buildSetInternal(capacity, builderAction)
}

@PublishedApi
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit): Set<E>

Returns this Set if it's not `null` and the empty set otherwise.
*/
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet()
    1 -> setOf(iterator().next())
    else -> this
}

"/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")
@file:Suppress("PLATFORM_CLASS_MAPPED_TO_KOTLIN")
package kotlin.text

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
*/
@SinceKotlin("1.1")
public fun String.toByteArrayOrNull(): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
*/
@SinceKotlin("1.1")
public fun String.toByteArrayOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
    return int.toByteArray()
}

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
*/
@SinceKotlin("1.1")
public fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
*/
@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()
}

/**
 * Parses the string as an [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
*/
@SinceKotlin("1.1")
public fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)

/**
 * Parses the string as an [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
*/
@SinceKotlin("1.1")
public fun String.toIntOrNull(radix: Int): Int? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Int

    val firstChar = this[0]
    if (firstChar < '0') { // Possible leading sign
        if (length == 1) return null // non-digit (possible sign) only, no digits after
        start = 1
        if (firstChar == '-') {
            isNegative = true
            limit = Int.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = Int.MAX_VALUE
        } else {
            return null
        }
    } else {
        start = 0
        isNegative = false
        limit = -Int.MAX_VALUE
    }

    val limitForMaxRadix = (-Int.MAX_VALUE) / 36
    var limitBeforeMul = limitForMaxRadix
    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / radix
            }
            if (result < limitBeforeMul) {
                return null
            }
        } else {
            return null
        }
        result *= radix
        if (result < limit + digit) return null
        result -= digit
    }
    return if (isNegative) result else -result
}

/**
 * Parses the string as a [Long] number and returns the result
 * or `null` if the string is not a valid representation of a number.
*/
@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

/**
 * Parses the string as a [Long] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
*/
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Long
    val firstChar = this[0]

```



```

= this[0]\n  if (firstChar < '0') { // Possible leading sign\n      if (length == 1) return null // non-digit (possible
sign) only, no digits after\n\n      start = 1\n\n      if (firstChar == '-') {\n          isNegative = true\n          limit =
Long.MIN_VALUE\n      } else if (firstChar == '+') {\n          isNegative = false\n          limit = -
Long.MAX_VALUE\n      } else\n          return null\n      } else {\n          start = 0\n          isNegative = false\n
limit = -Long.MAX_VALUE\n      }\n\n      val limitForMaxRadix = (-Long.MAX_VALUE) / 36\n\n      var
limitBeforeMul = limitForMaxRadix\n      var result = 0L\n      for (i in start until length) {\n          val digit =
digitOf(this[i], radix)\n\n          if (digit < 0) return null\n          if (result < limitBeforeMul) {\n              if
(limitBeforeMul == limitForMaxRadix) {\n                  limitBeforeMul = limit / radix\n\n                  if (result <
limitBeforeMul) {\n                      return null\n\n                      }\n                  } else {\n                      return null\n                  }\n              }\n\n              result *= radix\n\n              if (result <
limit + digit) return null\n              result -= digit\n          }\n\n          return if (isNegative) result else -result\n      }\n\n      internal
fun numberFormatError(input: String): Nothing = throw NumberFormatException("Invalid number format:
'$input')\n\n      /*\n      * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n      * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
      *\n      */\n      package kotlin.time\n      import kotlin.contracts.*\n      import kotlin.jvm.JvmInline\n      import kotlin.math.*\n      /**\n      * Represents the amount of time one instant of time is away from another instant.\n      * A negative duration is
possible in a situation when the second instant is earlier than the first one.\n      * The type can store duration values
up to \u00b1146 years with nanosecond precision,\n
      * and up to \u00b1146 million years with millisecond precision.\n      * If a duration-returning operation provided in
`kotlin.time` produces a duration value that doesn't fit into the above range,\n      * the returned `Duration` is infinite.\n
      *\n      * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.\n      * To
construct a duration use either the extension function [toDuration],\n      * or the extension properties [hours],
[minutes], [seconds], and so on,\n      * available on [Int], [Long], and [Double] numeric types.\n      * To get the value
of this duration expressed in a particular [duration units][DurationUnit]\n      * use the functions [toInt], [toLong], and
[toDouble]\n      * or the properties [inWholeHours], [inWholeMinutes], [inWholeSeconds], [inWholeNanoseconds],
and so on.\n      */\n      @SinceKotlin("1.6")\n      @WasExperimental(ExperimentalTime::class)\n      @JvmInline\n      public value
class Duration internal constructor(private val rawValue: Long) : Comparable<Duration> {\n\n          private val value: Long get() = rawValue shr 1\n          private inline val unitDiscriminator: Int get() =
rawValue.toInt() and 1\n          private fun isInNanos() = unitDiscriminator == 0\n          private fun isInMillis() =
unitDiscriminator == 1\n          private val storageUnit get() = if (isInNanos()) DurationUnit.NANOSECONDS else
DurationUnit.MILLISECONDS\n\n          init {\n              if (durationAssertionsEnabled) {\n                  if (isInNanos()) {\n
                      if (value !in -MAX_NANOS..MAX_NANOS) throw AssertionError("$value ns is out of nanoseconds
range")\n                  } else {\n                      if (value !in -MAX_MILLIS..MAX_MILLIS) throw AssertionError("$value
ms is out of milliseconds range")\n                      if (value in -
MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) throw AssertionError("$value ms is denormalized")\n                  }\n              }\n          }\n\n          companion object {\n              /** The duration equal to exactly 0 seconds. */\n              public
val ZERO: Duration = Duration(0L)\n\n              /** The duration whose value is positive infinity. It is useful for representing timeouts that should never expire.
*/\n              public val INFINITE: Duration = durationOfMillis(MAX_MILLIS)\n              internal val NEG_INFINITE:
Duration = durationOfMillis(-MAX_MILLIS)\n              /** Converts the given time duration [value] expressed in the
specified [sourceUnit] into the specified [targetUnit]. */\n              @ExperimentalTime\n              public fun convert(value:
Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double =\n                  convertDurationUnit(value,
sourceUnit, targetUnit)\n\n              // Duration construction extension properties in Duration companion scope\n\n              /** Returns a [Duration] equal to this [Int] number of nanoseconds. */\n              @kotlin.internal.InlineOnly\n              public inline val Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n              /** Returns a
[Duration] equal to this [Long] number of nanoseconds. */\n              @kotlin.internal.InlineOnly\n              public inline val Long.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n              /**\n              * Returns a [Duration] equal to this [Double] number of nanoseconds.\n              * Depending on its magnitude,

```

```

the value is rounded to an integer number of nanoseconds.\n
    *\n
    * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n
    *\n
    @kotlin.internal.InlineOnly\n
    public
inline val Double.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n
    /** Returns a
[Duration] equal to this [Int] number of microseconds. *\n
    @kotlin.internal.InlineOnly\n
    public inline val
Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n
    /** Returns a [Duration] equal to
this [Long] number of microseconds. *\n
    @kotlin.internal.InlineOnly\n
    public inline val
Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n
    /**\n
    * Returns
a [Duration] equal to this [Double] number of microseconds.\n
    *\n
    * Depending on its magnitude, the
value is rounded to an integer number of nanoseconds or milliseconds.\n
    *\n
    * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n
    *\n
    @kotlin.internal.InlineOnly\n
    public
inline val Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n
    /** Returns a
[Duration] equal to this [Int] number of milliseconds. *\n
    @kotlin.internal.InlineOnly\n
    public inline val
Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n
    /** Returns a [Duration] equal to this
[Long] number of milliseconds. *\n
    @kotlin.internal.InlineOnly\n
    public inline val Long.milliseconds get()
= toDuration(DurationUnit.MILLISECONDS)\n\n
    /**\n
    * Returns a [Duration] equal to this [Double]
number of milliseconds.\n
    *\n
    * Depending on its magnitude, the
value is rounded to an integer number of nanoseconds or milliseconds.\n
    *\n
    * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n
    *\n
    @kotlin.internal.InlineOnly\n
    public
inline val Double.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n
    /** Returns a
[Duration] equal to this [Int] number of seconds. *\n
    @kotlin.internal.InlineOnly\n
    public inline val
Int.seconds get() = toDuration(DurationUnit.SECONDS)\n\n
    /** Returns a [Duration] equal to this [Long]
number of seconds. *\n
    @kotlin.internal.InlineOnly\n
    public inline val Long.seconds get() =
toDuration(DurationUnit.SECONDS)\n\n
    /**\n
    * Returns a [Duration] equal to this [Double] number of
seconds.\n
    *\n
    * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or
milliseconds.\n
    *\n
    * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n
    *\n
    @kotlin.internal.InlineOnly\n
    public inline val Double.seconds get() =
toDuration(DurationUnit.SECONDS)\n\n
    /** Returns a [Duration] equal to this [Int] number of minutes. *\n
    @kotlin.internal.InlineOnly\n
    public inline val Int.minutes get() = toDuration(DurationUnit.MINUTES)\n\n
    /** Returns a [Duration] equal to this [Long] number of minutes. *\n
    @kotlin.internal.InlineOnly\n
    public inline val Long.minutes get() = toDuration(DurationUnit.MINUTES)\n\n
    /**\n
    * Returns a
[Duration] equal to this [Double] number of minutes.\n
    *\n
    * Depending on its magnitude, the value is
rounded to an integer number of nanoseconds or milliseconds.\n
    *\n
    * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n
    *\n
    @kotlin.internal.InlineOnly\n
    public inline val Double.minutes
get() = toDuration(DurationUnit.MINUTES)\n\n
    /** Returns a [Duration]
equal to this [Int] number of hours. *\n
    @kotlin.internal.InlineOnly\n
    public inline val Int.hours get() =
toDuration(DurationUnit.HOURS)\n\n
    /** Returns a [Duration] equal to this [Long] number of hours. *\n
    @kotlin.internal.InlineOnly\n
    public inline val Long.hours get() = toDuration(DurationUnit.HOURS)\n\n
    /**\n
    * Returns a [Duration] equal to this [Double] number of hours.\n
    *\n
    * Depending on its
magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.\n
    *\n
    * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n
    *\n
    @kotlin.internal.InlineOnly\n
    public
inline val Double.hours get() = toDuration(DurationUnit.HOURS)\n\n
    /** Returns a [Duration] equal to this
[Int] number of days. *\n
    @kotlin.internal.InlineOnly\n
    public inline val Int.days get() =
toDuration(DurationUnit.DAYS)\n\n
    /** Returns a [Duration]
equal to this [Long] number of days. *\n
    @kotlin.internal.InlineOnly\n
    public inline val Long.days get() =
toDuration(DurationUnit.DAYS)\n\n
    /**\n
    * Returns a [Duration] equal to this [Double] number of days.\n
    *\n
    * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or
milliseconds.\n
    *\n
    * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n
    *\n
    @kotlin.internal.InlineOnly\n
    public inline val Double.days get() = toDuration(DurationUnit.DAYS)\n\n

```

```

// deprecated static factory functions\n\n    /** Returns a [Duration] representing the specified [value] number of
nanoseconds. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use
'Int.nanoseconds' extension property from Duration.Companion instead.", ReplaceWith("value.nanoseconds",
"kotlin.time.Duration.Companion.nanoseconds"))\n    @DeprecatedSinceKotlin(warningSince
= "1.6")\n    public fun nanoseconds(value: Int): Duration =
value.toDuration(DurationUnit.NANOSECONDS)\n\n    /** Returns a [Duration] representing the specified
[value] number of nanoseconds. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Long.nanoseconds' extension property from Duration.Companion instead.",
ReplaceWith("value.nanoseconds", "kotlin.time.Duration.Companion.nanoseconds"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun nanoseconds(value: Long): Duration =
value.toDuration(DurationUnit.NANOSECONDS)\n\n    /**\n    * Returns a [Duration] representing the
specified [value] number of nanoseconds.\n    *\n    * @throws IllegalArgumentException if the provided
`Double` [value] is `NaN`.\n    */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Double.nanoseconds' extension property from Duration.Companion
instead.", ReplaceWith("value.nanoseconds", "kotlin.time.Duration.Companion.nanoseconds"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun nanoseconds(value: Double): Duration =
value.toDuration(DurationUnit.NANOSECONDS)\n\n    /** Returns a [Duration] representing the specified
[value] number of microseconds. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Int.microseconds' extension property from Duration.Companion instead.",
ReplaceWith("value.microseconds", "kotlin.time.Duration.Companion.microseconds"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun microseconds(value: Int): Duration =
value.toDuration(DurationUnit.MICROSECONDS)\n\n    /** Returns a [Duration] representing the specified
[value] number of microseconds. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Long.microseconds' extension property from Duration.Companion
instead.", ReplaceWith("value.microseconds", "kotlin.time.Duration.Companion.microseconds"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun microseconds(value: Long): Duration =
value.toDuration(DurationUnit.MICROSECONDS)\n\n    /**\n    * Returns a [Duration] representing the
specified [value] number of microseconds.\n    *\n    * @throws IllegalArgumentException if the provided
`Double` [value] is `NaN`.\n    */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Double.microseconds' extension property from Duration.Companion instead.",
ReplaceWith("value.microseconds", "kotlin.time.Duration.Companion.microseconds"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun microseconds(value: Double): Duration =
value.toDuration(DurationUnit.MICROSECONDS)\n\n    /** Returns a [Duration] representing the specified
[value] number of milliseconds. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Int.milliseconds' extension property from
Duration.Companion instead.", ReplaceWith("value.milliseconds",
"kotlin.time.Duration.Companion.milliseconds"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun milliseconds(value: Int): Duration = value.toDuration(DurationUnit.MILLISECONDS)\n\n    /**
Returns a [Duration] representing the specified [value] number of milliseconds. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Long.milliseconds' extension property from Duration.Companion
instead.", ReplaceWith("value.milliseconds", "kotlin.time.Duration.Companion.milliseconds"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun milliseconds(value: Long): Duration =
value.toDuration(DurationUnit.MILLISECONDS)\n\n    /**\n    * Returns a [Duration] representing the
specified [value] number of milliseconds.\n    *\n    * @throws IllegalArgumentException if the provided
`Double` [value] is `NaN`.\n    */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Double.milliseconds' extension
property from Duration.Companion instead.", ReplaceWith("value.milliseconds",
"kotlin.time.Duration.Companion.milliseconds"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun milliseconds(value: Double): Duration =
value.toDuration(DurationUnit.MILLISECONDS)

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public fun milliseconds(value: Double): Duration = value.toDuration(DurationUnit.MILLISECONDS)\n\n\n    /**
Returns a [Duration] representing the specified [value] number of seconds. *\n    @SinceKotlin("1.5")\n
@ExperimentalTime\n    @Deprecated("Use 'Int.seconds' extension property from Duration.Companion
instead.", ReplaceWith("value.seconds", "kotlin.time.Duration.Companion.seconds"))\n
@DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun seconds(value: Int): Duration =
value.toDuration(DurationUnit.SECONDS)\n\n
    /** Returns a [Duration] representing the specified [value] number of seconds. *\n    @SinceKotlin("1.5")\n
@ExperimentalTime\n    @Deprecated("Use 'Long.seconds' extension property from Duration.Companion
instead.", ReplaceWith("value.seconds", "kotlin.time.Duration.Companion.seconds"))\n
@DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun seconds(value: Long): Duration =
value.toDuration(DurationUnit.SECONDS)\n\n    /**\n    * Returns a [Duration] representing the specified
[value] number of seconds.\n    *\n    * @throws IllegalArgumentException if the provided `Double` [value] is
`NaN`.\n    *\n    * @SinceKotlin("1.5")\n    * @ExperimentalTime\n    * @Deprecated("Use
'Double.seconds' extension property from Duration.Companion instead.", ReplaceWith("value.seconds",
"kotlin.time.Duration.Companion.seconds"))\n    * @DeprecatedSinceKotlin(warningSince = "1.6")\n    public
fun seconds(value:
Double): Duration = value.toDuration(DurationUnit.SECONDS)\n\n\n    /** Returns a [Duration] representing
the specified [value] number of minutes. *\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n
@Deprecated("Use 'Int.minutes' extension property from Duration.Companion instead.",
ReplaceWith("value.minutes", "kotlin.time.Duration.Companion.minutes"))\n
@DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun minutes(value: Int): Duration =
value.toDuration(DurationUnit.MINUTES)\n\n    /** Returns a [Duration] representing the specified [value]
number of minutes. *\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use
'Long.minutes' extension property from Duration.Companion instead.", ReplaceWith("value.minutes",
"kotlin.time.Duration.Companion.minutes"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public
fun minutes(value: Long): Duration = value.toDuration(DurationUnit.MINUTES)\n\n
    /**\n    * Returns a [Duration] representing the specified [value] number of minutes.\n    *\n    *
@throws IllegalArgumentException if the provided `Double` [value] is `NaN`.\n    *\n    * @SinceKotlin("1.5")\n    * @ExperimentalTime\n    * @Deprecated("Use 'Double.minutes' extension property
from Duration.Companion instead.", ReplaceWith("value.minutes",
"kotlin.time.Duration.Companion.minutes"))\n    * @DeprecatedSinceKotlin(warningSince = "1.6")\n    public
fun minutes(value: Double): Duration = value.toDuration(DurationUnit.MINUTES)\n\n\n    /** Returns a
[Duration] representing the specified [value] number of hours. *\n    @SinceKotlin("1.5")\n
@ExperimentalTime\n    @Deprecated("Use 'Int.hours' extension property from Duration.Companion instead.",
ReplaceWith("value.hours", "kotlin.time.Duration.Companion.hours"))\n
@DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun hours(value:
Int): Duration = value.toDuration(DurationUnit.HOURS)\n\n\n    /** Returns a [Duration] representing the
specified [value] number of hours. *\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n
@Deprecated("Use 'Long.hours' extension property from Duration.Companion instead.",
ReplaceWith("value.hours", "kotlin.time.Duration.Companion.hours"))\n
@DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun hours(value: Long): Duration =
value.toDuration(DurationUnit.HOURS)\n\n    /**\n    * Returns a [Duration] representing the specified
[value] number of hours.\n    *\n    * @throws IllegalArgumentException if the provided `Double` [value] is
`NaN`.\n    *\n    * @SinceKotlin("1.5")\n    * @ExperimentalTime\n    * @Deprecated("Use 'Double.hours'
extension property from Duration.Companion instead.", ReplaceWith("value.hours",
"kotlin.time.Duration.Companion.hours"))\n    * @DeprecatedSinceKotlin(warningSince
= "1.6")\n    public fun hours(value: Double): Duration = value.toDuration(DurationUnit.HOURS)\n\n\n
    /** Returns a [Duration] representing the specified [value] number of days. *\n    @SinceKotlin("1.5")\n

```

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@ExperimentalTime\n    @Deprecated("Use 'Int.days' extension property from Duration.Companion instead.",
ReplaceWith("value.days", "kotlin.time.Duration.Companion.days"))\n
@DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun days(value: Int): Duration =
value.toDuration(DurationUnit.DAYS)\n\n    /** Returns a [Duration] representing the specified [value] number
of days. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Long.days'
extension property from Duration.Companion instead.", ReplaceWith("value.days",
"kotlin.time.Duration.Companion.days"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public
fun days(value: Long): Duration = value.toDuration(DurationUnit.DAYS)\n\n    /**\n    * Returns a [Duration] representing the specified [value] number of days.\n    * \n    * @throws
IllegalArgumentException if the provided `Double` [value] is `NaN`.\n    * \n    @SinceKotlin("1.5")\n
@ExperimentalTime\n    @Deprecated("Use 'Double.days' extension property from Duration.Companion
instead.", ReplaceWith("value.days", "kotlin.time.Duration.Companion.days"))\n
@DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun days(value: Double): Duration =
value.toDuration(DurationUnit.DAYS)\n\n    /**\n    * Parses a string that represents a duration and returns the
parsed [Duration] value.\n    * \n    * The following formats are accepted:\n    * \n    * - ISO-8601
Duration format, e.g. `P1DT2H3M4.058S`, see [toIsoString] and [parseIsoString].\n    * - The format of string
returned by the default [Duration.toString] and `toString` in a specific unit,\n
    * e.g. `10s`, `1h 30m` or `-(1h 30m)`.\n    * \n    * @throws IllegalArgumentException if the string
doesn't represent a duration in any of the supported formats.\n    * \n    * @sample samples.time.Durations.parse\n
*/\n    public fun parse(value: String): Duration = try {\n        parseDuration(value, strictIso = false)\n    }
catch (e: IllegalArgumentException) {\n        throw IllegalArgumentException("Invalid duration string format:
'$value'.", e)\n    }\n\n    /**\n    * Parses a string that represents a duration in ISO-8601 format and returns
the parsed [Duration] value.\n    * \n    * @throws IllegalArgumentException if the string doesn't represent a
duration in ISO-8601 format.\n    * \n    * @sample samples.time.Durations.parseIsoString\n    */\n    public fun
parseIsoString(value: String): Duration = try {\n        parseDuration(value, strictIso = true)\n    } catch (e:
IllegalArgumentException) {\n        throw IllegalArgumentException("Invalid ISO duration string format: '$value'.", e)\n    }\n\n    /**\n
    * Parses a string that represents a duration and returns the parsed [Duration] value,\n    * or `null` if the string
doesn't represent a duration in any of the supported formats.\n    * \n    * The following formats are accepted:\n
    * \n    * - ISO-8601 Duration format, e.g. `P1DT2H3M4.058S`, see [toIsoString] and [parseIsoString].\n
    * - The format of string returned by the default [Duration.toString] and `toString` in a specific unit,\n
    * e.g. `10s`, `1h 30m` or `-(1h 30m)`.\n    * \n    * @sample samples.time.Durations.parse\n    */\n    public fun
parseOrNull(value: String): Duration? = try {\n        parseDuration(value, strictIso = false)\n    } catch (e:
IllegalArgumentException) {\n        null\n    }\n\n    /**\n    * Parses a string that represents a duration in
ISO-8601
format and returns the parsed [Duration] value,\n    * or `null` if the string doesn't represent a duration in ISO-
8601 format.\n    * \n    * @sample samples.time.Durations.parseIsoString\n    */\n    public fun
parseIsoStringOrNull(value: String): Duration? = try {\n        parseDuration(value, strictIso = true)\n    } catch
(e: IllegalArgumentException) {\n        null\n    }\n\n    // arithmetic operators\n\n    /** Returns the
negative of this value. */\n    public operator fun unaryMinus(): Duration = durationOf(-value,
unitDiscriminator)\n\n    /**\n    * Returns a duration whose value is the sum of this and [other] duration values.\n
    * \n    * @throws IllegalArgumentException if the operation results in an undefined value for the given arguments,\n
    * e.g. when adding infinite durations of different sign.\n    * \n    public operator fun plus(other: Duration):
Duration {\n        when {\n            this.isInfinite() -> {\n
                if (other.isFinite() || (this.rawValue xor other.rawValue >= 0))\n                    return this\n                else\n
                    throw IllegalArgumentException("Summing infinite durations of different signs yields an undefined result.")\n
            }\n            other.isInfinite() -> return other\n        }\n        return when {\n            this.unitDiscriminator ==
other.unitDiscriminator -> {\n                val result = this.value + other.value // never overflows long, but can

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overflow long63\n          when {\n          isInNanos() ->\n
durationOfNanosNormalized(result)\n          else ->\n          durationOfMillisNormalized(result)\n
}\n      }\n      this.isInMillis() ->\n          addValuesMixedRanges(this.value, other.value)\n
else ->\n          addValuesMixedRanges(other.value, this.value)\n      }\n      }\n      private fun
addValuesMixedRanges(thisMillis:
Long, otherNanos: Long): Duration {\n      val otherMillis = nanosToMillis(otherNanos)\n      val resultMillis =
thisMillis + otherMillis\n      return if (resultMillis in -MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS)
{\n      val otherNanoRemainder = otherNanos - millisToNanos(otherMillis)\n
durationOfNanos(millisToNanos(resultMillis) + otherNanoRemainder)\n      } else {\n
durationOfMillis(resultMillis.coerceIn(-MAX_MILLIS, MAX_MILLIS))\n      }\n      }\n      /**\n      * Returns a
duration whose value is the difference between this and [other] duration values.\n      *\n      * @throws
IllegalArgumentOutOfRangeException if the operation results in an undefined value for the given arguments,\n      * e.g. when
subtracting infinite durations of the same sign.\n      */\n      public operator fun minus(other: Duration): Duration =
this + (-other)\n      /**\n      * Returns a duration whose value is this duration value multiplied by the given [scale]
number.\n      *\n      * @throws IllegalArgumentOutOfRangeException if the operation results in an undefined value for the
given arguments,\n      * e.g. when multiplying an infinite duration by zero.\n      */\n      public operator fun
times(scale: Int): Duration {\n      if (isInfinite()) {\n      return when {\n      scale == 0 -> throw
IllegalArgumentOutOfRangeException("Multiplying infinite duration by zero yields an undefined result.")\n      scale > 0
-> this\n      else -> -this\n      }\n      }\n      if (scale == 0) return ZERO\n      val value = value\n
val result = value * scale\n      return if (isInNanos()) {\n      if (value in (MAX_NANOS /
Int.MIN_VALUE)..(-MAX_NANOS / Int.MIN_VALUE)) {\n      // can't overflow nanos range for any
scale\n      durationOfNanos(result)\n      } else {\n      if (result / scale == value) {\n
durationOfNanosNormalized(result)\n
      } else {\n      val millis = nanosToMillis(value)\n      val remNanos = value -
millisToNanos(millis)\n      val resultMillis = millis * scale\n      val totalMillis = resultMillis +
nanosToMillis(remNanos * scale)\n      if (resultMillis / scale == millis && totalMillis xor resultMillis >=
0) {\n      durationOfMillis(totalMillis.coerceIn(-MAX_MILLIS..MAX_MILLIS))\n      } else
{\n      if (value.sign * scale.sign > 0) INFINITE else NEG_INFINITE\n      }\n      }\n
      }\n      } else {\n      if (result / scale == value) {\n      durationOfMillis(result.coerceIn(-
MAX_MILLIS..MAX_MILLIS))\n      } else {\n      if (value.sign * scale.sign > 0) INFINITE else
NEG_INFINITE\n      }\n      }\n      }\n      /**\n      * Returns a duration whose value is this duration value
multiplied by the given [scale]
number.\n      *\n      * The operation may involve rounding when the result cannot be represented exactly with a
[Double] number.\n      *\n      * @throws IllegalArgumentOutOfRangeException if the operation results in an undefined value for
the given arguments,\n      * e.g. when multiplying an infinite duration by zero.\n      */\n      public operator fun
times(scale: Double): Duration {\n      val intScale = scale.roundToInt()\n      if (intScale.toDouble() == scale) {\n
return times(intScale)\n      }\n      val unit = storageUnit\n      val result = toDouble(unit) * scale\n
return result.toDuration(unit)\n      }\n      /**\n      * Returns a duration whose value is this duration value divided by
the given [scale] number.\n      *\n      * @throws IllegalArgumentOutOfRangeException if the operation results in an undefined
value for the given arguments,\n      * e.g. when dividing zero duration by zero.\n      */\n      public operator fun
div(scale: Int): Duration {\n      if (scale
== 0) {\n      return when {\n      isPositive() -> INFINITE\n      isNegative() -> NEG_INFINITE\n
      else -> throw IllegalArgumentOutOfRangeException("Dividing zero duration by zero yields an undefined result.")\n
      }\n      }\n      if (isInNanos()) {\n      return durationOfNanos(value / scale)\n      } else {\n      if
(isInfinite())\n      return this * scale.sign\n      val result = value / scale\n      if (result in -
MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) {\n      val rem = millisToNanos(value - (result *
scale)) / scale\n      return durationOfNanos(millisToNanos(result) + rem)\n      }\n      return
durationOfMillis(result)\n      }\n      }\n      /**\n      * Returns a duration whose value is this duration value divided

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by the given [scale] number.\n * \n * @throws IllegalArgumentException if the operation results in an undefined value for the given arguments,\n * e.g. when dividing an infinite duration by infinity or zero duration by zero.\n * \n public operator fun div(scale: Double): Duration {\n val intScale = scale.roundToInt()\n if (intScale.toDouble() == scale && intScale != 0) {\n return div(intScale)\n }\n val unit = storageUnit\n val result = toDouble(unit) / scale\n return result.toDuration(unit)\n }\n /** Returns a number that is the ratio of this and [other] duration values. */\n public operator fun div(other: Duration): Double {\n val coarserUnit = maxOf(this.storageUnit, other.storageUnit)\n return this.toDouble(coarserUnit) / other.toDouble(coarserUnit)\n }\n /** Returns true, if the duration value is less than zero. */\n public fun isNegative(): Boolean = rawValue < 0\n /** Returns true, if the duration value is greater than zero. */\n public fun isPositive(): Boolean = rawValue > 0\n /** Returns true, if the duration value is infinite. */\n public fun isInfinite(): Boolean = rawValue == INFINITE.rawValue || rawValue == NEG_INFINITE.rawValue\n /** Returns true, if the duration value is finite. */\n public fun isFinite(): Boolean = !isInfinite()\n /** Returns the absolute value of this value. The returned value is always non-negative. */\n public val absoluteValue: Duration get() = if (isNegative()) -this else this\n override fun compareTo(other: Duration): Int {\n val compareBits = this.rawValue xor other.rawValue\n if (compareBits < 0 || compareBits.toInt() and 1 == 0) // different signs or same sign/same range\n return this.rawValue.compareTo(other.rawValue)\n // same sign/different ranges\n val r = this.unitDiscriminator - other.unitDiscriminator // compare ranges\n return if (isNegative()) -r else r\n }\n\n // splitting to components\n /**\n * Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action] with these components.\n * The result of [action] is returned as the result of this function.\n * \n * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;\n * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;\n * - `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;\n * - `hours` represents the whole number of hours in this duration, and its absolute value is less than 24;\n * - `days` represents the whole number of days in this duration.\n * \n * Infinite durations are represented as either [Long.MAX_VALUE] days, or [Long.MIN_VALUE] days (depending on the sign of infinity),\n * and zeroes in the lower components.\n * \n public inline fun <T> toComponents(action: (days: Long, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {\n contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }\n return action(inWholeDays, hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent)\n }\n\n /**\n * Splits this duration into hours, minutes, seconds, and nanoseconds and executes the given [action] with these components.\n * The result of [action] is returned as the result of this function.\n * \n * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;\n * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;\n * - `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;\n * - `hours` represents the whole number of hours in this duration.\n * \n * Infinite durations are represented as either [Long.MAX_VALUE] hours, or [Long.MIN_VALUE] hours (depending on the sign of infinity),\n * and zeroes in the lower components.\n * \n public inline fun <T> toComponents(action: (hours: Long, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {\n contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }\n return action(inWholeHours, minutesComponent, secondsComponent, nanosecondsComponent)\n }\n\n /**\n * Splits this duration into minutes, seconds, and nanoseconds and executes the given [action] with these components.\n * The result of [action] is returned as the result of this function.\n * \n * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;\n * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;\n * - `minutes` represents the whole number of minutes in this duration.\n * \n * Infinite durations are represented

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as either [Long.MAX_VALUE] minutes, or [Long.MIN_VALUE] minutes (depending on the sign of infinity),\n
* and zeroes in the lower components.\n
*/\n
public inline fun <T> toComponents(action: (minutes: Long,\n
seconds: Int, nanoseconds: Int) -> T): T {\n
    contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE)\n
    }\n
    return action(inWholeMinutes, secondsComponent, nanosecondsComponent)\n
}\n\n
/**\n
 * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.\n
 * The result of [action] is returned as the result of this function.\n
 * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;\n
 * - `seconds` represents the whole number of seconds in this duration.\n
 * - Infinite durations are represented as either [Long.MAX_VALUE] seconds, or [Long.MIN_VALUE] seconds (depending on the sign of infinity),\n
 * and zero nanoseconds.\n
*/\n
public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T {\n
    contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE)\n
    }\n
    return action(inWholeSeconds, nanosecondsComponent)\n
}\n\n
@PublishedApi\n
internal val hoursComponent: Int\n
get() = if (isInfinite()) 0 else (inWholeHours % 24).toInt()\n\n
@PublishedApi\n
internal val minutesComponent: Int\n
get() = if (isInfinite()) 0 else (inWholeMinutes % 60).toInt()\n\n
@PublishedApi\n
internal val secondsComponent: Int\n
get() = if (isInfinite()) 0 else (inWholeSeconds % 60).toInt()\n\n
@PublishedApi\n
internal val nanosecondsComponent: Int\n
get() = when {\n
    isInfinite() -> 0\n
    isInMillis() -> millisToNanos(value % 1_000).toInt()\n
    else -> (value % 1_000_000_000).toInt()\n
}\n\n
// conversion to units\n\n
/**\n
 * Returns the value of this duration expressed as a [Double] number of the specified [unit].\n
 * The operation may involve rounding when the result cannot be represented exactly with a [Double] number.\n
 * An infinite duration value is converted either to [Double.POSITIVE_INFINITY] or [Double.NEGATIVE_INFINITY] depending on its sign.\n
*/\n
public fun toDouble(unit: DurationUnit): Double {\n
    return when (rawValue) {\n
        INFINITE.rawValue -> Double.POSITIVE_INFINITY\n
        NEG_INFINITE.rawValue -> Double.NEGATIVE_INFINITY\n
    }\n
    // TODO: whether it's ok to convert to Double before scaling\n
    convertDurationUnit(value.toDouble(), storageUnit, unit)\n
}\n\n
/**\n
 * Returns the value of this duration expressed as a [Long] number of the specified [unit].\n
 * If the result doesn't fit in the range of [Long] type, it is coerced into that range:\n
 * - [Long.MIN_VALUE] is returned if it's less than `Long.MIN_VALUE`,\n
 * - [Long.MAX_VALUE] is returned if it's greater than `Long.MAX_VALUE`.\n
 * An infinite duration value is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n
*/\n
public fun toLong(unit: DurationUnit): Long {\n
    return when (rawValue) {\n
        INFINITE.rawValue -> Long.MAX_VALUE\n
        NEG_INFINITE.rawValue -> Long.MIN_VALUE\n
    }\n
    else -> convertDurationUnit(value, storageUnit, unit)\n
}\n\n
/**\n
 * Returns the value of this duration expressed as an [Int] number of the specified [unit].\n
 * If the result doesn't fit in the range of [Int] type, it is coerced into that range:\n
 * - [Int.MIN_VALUE] is returned if it's less than `Int.MIN_VALUE`,\n
 * - [Int.MAX_VALUE] is returned if it's greater than `Int.MAX_VALUE`.\n
 * An infinite duration value is converted either to [Int.MAX_VALUE] or [Int.MIN_VALUE] depending on its sign.\n
*/\n
public fun toInt(unit: DurationUnit): Int =\n
toLong(unit).coerceIn(Int.MIN_VALUE.toLong(), Int.MAX_VALUE.toLong()).toInt()\n\n
/** The value of this duration expressed as a [Double] number of days. *\n
@ExperimentalTime\n
@Deprecated("Use inWholeDays property instead or convert toDouble(DAYS) if a double value is required.",\n
ReplaceWith("toDouble(DurationUnit.DAYS)"))\n
public val inDays: Double get() =\n
toDouble(DurationUnit.DAYS)\n\n
/** The value of this duration expressed as a [Double] number of hours. *\n
@ExperimentalTime\n
@Deprecated("Use inWholeHours property instead or convert toDouble(HOURS) if a double value is required.",\n
ReplaceWith("toDouble(DurationUnit.HOURS)"))\n
public val inHours: Double get() =\n
toDouble(DurationUnit.HOURS)\n\n
/** The value of this duration expressed as a [Double] number of minutes. *\n
@ExperimentalTime\n
@Deprecated("Use inWholeMinutes property instead or convert toDouble(MINUTES)

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if a double value is required.", ReplaceWith("\toDouble(DurationUnit.MINUTES)\n"))\n public val inMinutes:
Double get() = toDouble(DurationUnit.MINUTES)\n\n /** The value of this duration expressed as a [Double]
number of seconds. *\n @ExperimentalTime\n @Deprecated("Use inWholeSeconds property instead or
convert toDouble(SECONDS) if a double value is required.",
ReplaceWith("\toDouble(DurationUnit.SECONDS)\n"))\n public val inSeconds: Double get() =
toDouble(DurationUnit.SECONDS)\n\n /** The value of this duration expressed as a [Double] number of
milliseconds. *\n @ExperimentalTime\n @Deprecated("Use inWholeMilliseconds property instead or convert
toDouble(MILLISECONDS) if a double value is required.",
ReplaceWith("\toDouble(DurationUnit.MILLISECONDS)\n"))\n public val inMilliseconds: Double get() =
toDouble(DurationUnit.MILLISECONDS)\n\n /** The value of this duration expressed as a [Double] number of
microseconds. *\n @ExperimentalTime\n
@Deprecated("Use inWholeMicroseconds property instead or convert toDouble(MICROSECONDS) if a double
value is required.", ReplaceWith("\toDouble(DurationUnit.MICROSECONDS)\n"))\n public val inMicroseconds:
Double get() = toDouble(DurationUnit.MICROSECONDS)\n\n /** The value of this duration expressed as a
[Double] number of nanoseconds. *\n @ExperimentalTime\n @Deprecated("Use inWholeNanoseconds
property instead or convert toDouble(NANOSECONDS) if a double value is required.",
ReplaceWith("\toDouble(DurationUnit.NANOSECONDS)\n"))\n public val inNanoseconds: Double get() =
toDouble(DurationUnit.NANOSECONDS)\n\n\n /**\n * The value of this duration expressed as a [Long]
number of days.\n *\n * An infinite duration value is converted either to [Long.MAX_VALUE] or
[Long.MIN_VALUE] depending on its sign.\n *\n public val inWholeDays: Long\n get() =
toLong(DurationUnit.DAYS)\n\n /**\n * The value of this duration expressed as a [Long]
number of hours.\n *\n * An infinite duration value is converted either to [Long.MAX_VALUE] or
[Long.MIN_VALUE] depending on its sign.\n *\n public val inWholeHours: Long\n get() =
toLong(DurationUnit.HOURS)\n\n /**\n * The value of this duration expressed as a [Long] number of
minutes.\n *\n * An infinite duration value is converted either to [Long.MAX_VALUE] or
[Long.MIN_VALUE] depending on its sign.\n *\n public val inWholeMinutes: Long\n get() =
toLong(DurationUnit.MINUTES)\n\n /**\n * The value of this duration expressed as a [Long] number of
seconds.\n *\n * An infinite duration value is converted either to [Long.MAX_VALUE] or
[Long.MIN_VALUE] depending on its sign.\n *\n public val inWholeSeconds: Long\n get() =
toLong(DurationUnit.SECONDS)\n\n /**\n * The value of this duration expressed as a [Long] number of
milliseconds.\n *\n * An infinite duration value is converted either
to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n *\n public val
inWholeMilliseconds: Long\n get() {\n return if (isInMillis() && isFinite()) value else
toLong(DurationUnit.MILLISECONDS)\n }\n\n /**\n * The value of this duration expressed as a [Long]
number of microseconds.\n *\n * If the result doesn't fit in the range of [Long] type, it is coerced into that
range:\n * - [Long.MIN_VALUE] is returned if it's less than `Long.MIN_VALUE`,\n * -
[Long.MAX_VALUE] is returned if it's greater than `Long.MAX_VALUE`. \n *\n * An infinite duration value
is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n *\n public val
inWholeMicroseconds: Long\n get() = toLong(DurationUnit.MICROSECONDS)\n\n /**\n * The value of
this duration expressed as a [Long] number of nanoseconds.\n *\n * If the result doesn't fit in the range of
[Long] type, it is coerced into that
range:\n * - [Long.MIN_VALUE] is returned if it's less than `Long.MIN_VALUE`,\n * -
[Long.MAX_VALUE] is returned if it's greater than `Long.MAX_VALUE`. \n *\n * An infinite duration value
is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n *\n public val
inWholeNanoseconds: Long\n get() {\n val value = value\n return when {\n isInNanos()
-> value\n value > Long.MAX_VALUE / NANOS_IN_MILLIS -> Long.MAX_VALUE\n value
< Long.MIN_VALUE / NANOS_IN_MILLIS -> Long.MIN_VALUE\n else -> millisToNanos(value)\n
}\n }\n\n // shortcuts\n\n /**\n * Returns the value of this duration expressed as a [Long] number of

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nanoseconds.\n * \n * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the
conversion [Double.toLong] for details.\n * \n * The range of durations that can be expressed
as a `Long` number of nanoseconds is approximately \u00b1292 years.\n * \n @ExperimentalTime\n
@Deprecated("Use inWholeNanoseconds property instead.", ReplaceWith("this.inWholeNanoseconds"))\n
public fun toLongNanoseconds(): Long = inWholeNanoseconds\n\n /** \n * Returns the value of this duration
expressed as a [Long] number of milliseconds.\n * \n * The value is coerced to the range of [Long] type, if it
doesn't fit in that range, see the conversion [Double.toLong] for details.\n * \n * The range of durations that can
be expressed as a `Long` number of milliseconds is approximately \u00b1292 million years.\n * \n
@ExperimentalTime\n @Deprecated("Use inWholeMilliseconds property instead.",
ReplaceWith("this.inWholeMilliseconds"))\n public fun toLongMilliseconds(): Long = inWholeMilliseconds\n\n
/** \n * Returns a string representation of this duration value\n * expressed as a combination of numeric
components, each in its
own unit.\n * \n * Each component is a number followed by the unit abbreviated name: `d`, `h`, `m`, `s`:\n *
`5h`, `1d 12h`, `1h 0m 30.340s`. \n * The last component, usually seconds, can be a number with a fractional
part.\n * \n * If the duration is less than a second, it is represented as a single number\n * with one of sub-
second units: `ms` (milliseconds), `us` (microseconds), or `ns` (nanoseconds):\n * `140.884ms`, `500us`, `24ns`.\n
*\n * A negative duration is prefixed with `-` sign and, if it consists of multiple components, surrounded with
parentheses:\n * `-12m` and `-(1h 30m)`.\n * \n * Special cases:\n * - an infinite duration is formatted as
`"Infinity"` or `" -Infinity"` without a unit.\n * \n * It's recommended to use [toIsoString] that uses more strict
ISO-8601 format instead of this `toString`\n * when you want to convert a duration to a string in cases of
serialization, interchange, etc.\n * \n
* @sample samples.time.Durations.toStringDefault\n * \n override fun toString(): String = when (rawValue)
{\n OL -> "0s"\n INFINITE.rawValue -> "Infinity"\n NEG_INFINITE.rawValue -> "-Infinity"\n
else -> {\n val isNegative = isNegative()\n buildString {\n if (isNegative) append('-')\n
absoluteValue.toComponents { days, hours, minutes, seconds, nanoseconds ->\n val hasDays = days
!= 0\n val hasHours = hours != 0\n val hasMinutes = minutes != 0\n val
hasSeconds = seconds != 0 || nanoseconds != 0\n var components = 0\n if (hasDays) {\n
append(days).append('d')\n components++\n }\n if (hasHours ||
(hasDays && (hasMinutes || hasSeconds))) {\n if (components++ > 0) append(' ')\n
append(hours).append('h')\n }\n if (hasMinutes || (hasSeconds && (hasHours
|| hasDays))) {\n if (components++ > 0) append(' ')\n append(minutes).append('m')\n
}\n if (hasSeconds) {\n if (components++ > 0) append(' ')\n when
{\n seconds != 0 || hasDays || hasHours || hasMinutes ->\n
appendFractional(seconds, nanoseconds, 9, "s", isoZeroes = false)\n nanoseconds >= 1_000_000 -
>\n appendFractional(nanoseconds / 1_000_000, nanoseconds % 1_000_000, 6, "ms",
isoZeroes = false)\n nanoseconds >= 1_000 ->\n appendFractional(nanoseconds
/ 1_000, nanoseconds % 1_000, 3, "us", isoZeroes = false)\n else ->\n
append(nanoseconds).append("ns")\n }\n }\n if
(isNegative && components > 1) insert(1, '(').append(')')\n }\n }\n }\n }\n private fun
StringBuilder.appendFractional(whole: Int, fractional: Int, fractionalSize: Int, unit: String, isoZeroes: Boolean) {\n
append(whole)\n if (fractional != 0) {\n append('.')\n val fracString =
fractional.toString().padStart(fractionalSize, '0')\n val nonZeroDigits = fracString.indexOfLast { it != '0' } +
1\n when {\n !isoZeroes && nonZeroDigits < 3 -> appendRange(fracString, 0, nonZeroDigits)\n
else -> appendRange(fracString, 0, ((nonZeroDigits + 2) / 3) * 3)\n }\n }\n append(unit)\n
}\n\n /** \n * Returns a string representation of this duration value expressed in the given [unit]\n * and
formatted
with the specified [decimals] number of digits after decimal point.\n * \n * Special cases:\n * - an infinite
duration is formatted as `"Infinity"` or `" -Infinity"` without a unit.\n * \n * @param decimals the number of

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digits after decimal point to show. The value must be non-negative.\n
 * No more than 12 decimals will be shown,
even if a larger number is requested.\n
 * @return the value of duration in the specified [unit] followed by
that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`.\n
 * @throws IllegalArgumentException if
[decimals] is less than zero.\n
 * @sample samples.time.Durations.toStringDecimals\n
 * public fun
toString(unit: DurationUnit, decimals: Int = 0): String {
    require(decimals >= 0) { "\decimals must be not
negative, but was $decimals" }
    val number = toDouble(unit)
    if (number.isInfinite()) return
number.toString()
    return formatToExactDecimals(number,
decimals.coerceAtMost(12)) + unit.shortName()
}

/**
 * Returns an ISO-8601 based string
representation of this duration.
 * The returned value is presented in the format `PThHmMs.fS`, where `h`,
`m`, `s` are the integer components of this duration (see [toComponents])
 * and `f` is a fractional part of second.
Depending on the roundness of the value the fractional part can be formatted with either
 * 0, 3, 6, or 9 decimal
digits.
 * The infinite duration is represented as `PT9999999999999999H` which is larger than any
possible finite duration in Kotlin.
 * Negative durations are indicated with the sign `-` in the beginning of
the returned string, for example, `-PT5M30S`.
 * @sample samples.time.Durations.toIsoString\n
 * public fun toIsoString(): String = buildString {
    if (isNegative()) append('-')
    append("PT")
    this@Duration.absoluteValue.toComponents {
        hours, minutes, seconds, nanoseconds ->
            @Suppress("NAME_SHADOWING") var hours =
hours
            if (isInfinite())
                // use large enough value instead of Long.MAX_VALUE
hours = 9_999_999_999_999
            val hasHours = hours != 0L
            val hasSeconds = seconds !=
0 || nanoseconds != 0L
            val hasMinutes = minutes != 0 || (hasSeconds && hasHours)
            if (hasHours)
                append(hours).append('H')
            if (hasMinutes)
                append(minutes).append('M')
            if (hasSeconds || (!hasHours && !hasMinutes))
                appendFractional(seconds, nanoseconds, 9, "S", isoZeroes = true)
    }
}

/** Returns a [Duration] equal to this [Int] number of the specified
[unit].
 * @SinceKotlin("1.6")
 * @WasExperimental(ExperimentalTime::class)
 * public
fun Int.toDuration(unit: DurationUnit): Duration {
    return if (unit <= DurationUnit.SECONDS)
durationOfNanos(convertDurationUnitOverflow(this.toLong(), unit, DurationUnit.NANOSECONDS))
    else
toLong().toDuration(unit)
}

/** Returns a [Duration] equal to this [Long] number of the specified [unit].
 * @SinceKotlin("1.6")
 * @WasExperimental(ExperimentalTime::class)
 * public fun Long.toDuration(unit:
DurationUnit): Duration {
    val maxNsInUnit = convertDurationUnitOverflow(MAX_NANOS,
DurationUnit.NANOSECONDS, unit)
    if (this in -maxNsInUnit..maxNsInUnit)
return
durationOfNanos(convertDurationUnitOverflow(this, unit, DurationUnit.NANOSECONDS))
    else
val
millis = convertDurationUnit(this, unit, DurationUnit.MILLISECONDS)
return
durationOfMillis(millis.coerceIn(-MAX_MILLIS, MAX_MILLIS))
}

/** Returns a [Duration] equal
to this [Double] number of the specified [unit].
 * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.
 * @throws IllegalArgumentException if this `Double` value is `NaN`.
 * @SinceKotlin("1.6")
 * @WasExperimental(ExperimentalTime::class)
 * public fun Double.toDuration(unit:
DurationUnit): Duration {
    val valueInNs = convertDurationUnit(this, unit, DurationUnit.NANOSECONDS)
require(!valueInNs.isNaN()) { "Duration value cannot be NaN." }
    val nanos = valueInNs.roundToLong()
return if (nanos in -MAX_NANOS..MAX_NANOS)
durationOfNanos(nanos)
    else
val
millis = convertDurationUnit(this, unit, DurationUnit.MILLISECONDS).roundToLong()
durationOfMillisNormalized(millis)
}

/** Returns a [Duration] equal to this [Int] number of nanoseconds.
 * @SinceKotlin("1.3")
 * @ExperimentalTime
 * @Deprecated("Use 'Int.nanoseconds' extension property from
Duration.Companion instead.", ReplaceWith("this.nanoseconds",
"kotlin.time.Duration.Companion.nanoseconds"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 * public val
Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this

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[Long] number of nanoseconds. */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use
'Long.nanoseconds' extension property from Duration.Companion instead.", ReplaceWith("this.nanoseconds",
"\"kotlin.time.Duration.Companion.nanoseconds\""))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic val
Long.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n/**n * Returns a [Duration] equal to this
[Double] number of nanoseconds.\n *n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n
*/n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use 'Double.nanoseconds' extension property
from Duration.Companion instead.", ReplaceWith("this.nanoseconds",
"\"kotlin.time.Duration.Companion.nanoseconds\""))n@DeprecatedSinceKotlin(warningSince
= "1.5")npublic val Double.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n/** Returns a
[Duration] equal to this [Int] number of microseconds.
*/n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use 'Int.microseconds' extension property from
Duration.Companion instead.", ReplaceWith("this.microseconds",
"\"kotlin.time.Duration.Companion.microseconds\""))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic val
Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n/** Returns a [Duration] equal to this
[Long] number of microseconds. */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use
'Long.microseconds' extension property from Duration.Companion instead.", ReplaceWith("this.microseconds",
"\"kotlin.time.Duration.Companion.microseconds\""))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic val
Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n/**n
* Returns a [Duration] equal to this [Double] number of microseconds.\n *n * @throws IllegalArgumentException
if this [Double] value is `NaN`.\n */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use
'Double.microseconds' extension property from Duration.Companion instead.", ReplaceWith("this.microseconds",
"\"kotlin.time.Duration.Companion.microseconds\""))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic val
Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n/** Returns a [Duration] equal to
this [Int] number of milliseconds. */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use
'Int.milliseconds' extension property from Duration.Companion instead.", ReplaceWith("this.milliseconds",
"\"kotlin.time.Duration.Companion.milliseconds\""))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic val
Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n/** Returns a [Duration] equal to this
[Long] number of milliseconds. */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use
'Long.milliseconds' extension property from Duration.Companion instead.", ReplaceWith("this.milliseconds",
"\"kotlin.time.Duration.Companion.milliseconds\""))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic val
Long.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n/**n
* Returns a [Duration] equal to this [Double] number of milliseconds.\n *n * @throws IllegalArgumentException
if this [Double] value is `NaN`.\n */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use 'Double.milliseconds' extension property
from Duration.Companion instead.", ReplaceWith("this.milliseconds",
"\"kotlin.time.Duration.Companion.milliseconds\""))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic val
Double.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n/** Returns a [Duration] equal to this
[Int] number of seconds. */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use 'Int.seconds'
extension
property from Duration.Companion instead.", ReplaceWith("this.seconds",
"\"kotlin.time.Duration.Companion.seconds\""))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic val
Int.seconds get() = toDuration(DurationUnit.SECONDS)\n\n/** Returns a [Duration] equal to this [Long] number of
seconds. */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use 'Long.seconds' extension property
from Duration.Companion instead.", ReplaceWith("this.seconds",
"\"kotlin.time.Duration.Companion.seconds\""))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic val
Long.seconds get() = toDuration(DurationUnit.SECONDS)\n\n/**n
* Returns a [Duration] equal to this [Double]
number of seconds.\n *n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n
*/n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use 'Double.seconds' extension property from
Duration.Companion instead.", ReplaceWith("this.seconds",

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\"kotlin.time.Duration.Companion.seconds\")\n@DeprecatedSinceKotlin(warningSince
= \"1.5\")\npublic val Double.seconds get() = toDuration(DurationUnit.SECONDS)\n\n/** Returns a [Duration]
equal to this [Int] number of minutes. *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use
'Int.minutes' extension property from Duration.Companion instead.\", ReplaceWith(\"this.minutes\"),
\"kotlin.time.Duration.Companion.minutes\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val
Int.minutes get() = toDuration(DurationUnit.MINUTES)\n\n/** Returns a [Duration] equal to this [Long] number of
minutes. *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.minutes' extension property
from Duration.Companion instead.\", ReplaceWith(\"this.minutes\"),
\"kotlin.time.Duration.Companion.minutes\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val
Long.minutes get() = toDuration(DurationUnit.MINUTES)\n\n/**\n * Returns a [Duration] equal to this [Double]
number of minutes.\n * \n * @throws IllegalArgumentException
if this [Double] value is `NaN`.\n *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use
'Double.minutes' extension property from Duration.Companion instead.\", ReplaceWith(\"this.minutes\"),
\"kotlin.time.Duration.Companion.minutes\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val
Double.minutes get() = toDuration(DurationUnit.MINUTES)\n\n/** Returns a [Duration] equal to this [Int]
number of hours. *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.hours' extension
property from Duration.Companion instead.\", ReplaceWith(\"this.hours\"),
\"kotlin.time.Duration.Companion.hours\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val
Int.hours get() = toDuration(DurationUnit.HOURS)\n\n/** Returns a [Duration] equal to this [Long] number of
hours. *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.hours' extension property from
Duration.Companion instead.\", ReplaceWith(\"this.hours\"),
\"kotlin.time.Duration.Companion.hours\")\n@DeprecatedSinceKotlin(warningSince
= \"1.5\")\npublic val Long.hours get() = toDuration(DurationUnit.HOURS)\n\n/**\n * Returns a [Duration] equal
to this [Double] number of hours.\n * \n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.hours' extension property from
Duration.Companion instead.\", ReplaceWith(\"this.hours\"),
\"kotlin.time.Duration.Companion.hours\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val
Double.hours get() = toDuration(DurationUnit.HOURS)\n\n/** Returns a [Duration] equal to this [Int] number of
days. *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.days' extension property from
Duration.Companion instead.\", ReplaceWith(\"this.days\"),
\"kotlin.time.Duration.Companion.days\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Int.days
get() = toDuration(DurationUnit.DAYS)\n\n/** Returns a [Duration] equal to this
[Long] number of days. *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.days'
extension property from Duration.Companion instead.\", ReplaceWith(\"this.days\"),
\"kotlin.time.Duration.Companion.days\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val
Long.days get() = toDuration(DurationUnit.DAYS)\n\n/**\n * Returns a [Duration] equal to this [Double] number
of days.\n * \n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.days' extension property from
Duration.Companion instead.\", ReplaceWith(\"this.days\"),
\"kotlin.time.Duration.Companion.days\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val
Double.days get() = toDuration(DurationUnit.DAYS)\n\n/** Returns a duration whose value is the specified
[duration] value multiplied by this number.
*\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\n@kotlin.internal.InlineOnly\npublic
inline
operator fun Int.times(duration: Duration): Duration = duration * this\n\n/**\n * Returns a duration whose value is
the specified [duration] value multiplied by this number.\n * \n * The operation may involve rounding when the
result cannot be represented exactly with a [Double] number.\n * \n * @throws IllegalArgumentException if the
operation results in a `NaN` value.\n

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*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalTime::class)\n@kotlin.internal.InlineOnly\npublic
inline operator fun Double.times(duration: Duration): Duration = duration * this\n\n\nprivate fun
parseDuration(value: String, strictIso: Boolean): Duration {\n    var length = value.length\n    if (length == 0) throw
IllegalArgumentException("The string is empty")\n    var index = 0\n    var result = Duration.ZERO\n    val
infinityString = "Infinity"\n    when (value[index]) {\n        '+', '-' -> index++\n    }\n    val hasSign = index > 0\n    val isNegative = hasSign && value.startsWith('-')\n    when
{\n        length <= index ->\n            throw IllegalArgumentException("No components")\n        value[index] == 'P'
-> {\n            if (++index == length) throw IllegalArgumentException()\n            val nonDigitSymbols = "+-."
\n            var isTimeComponent = false\n            var prevUnit: DurationUnit? = null\n            while (index < length) {\n
                if (value[index] == 'T') {\n                    if (isTimeComponent || ++index == length) throw
IllegalArgumentException()\n                    isTimeComponent = true\n                    continue\n                }\n
                val component = value.substringWhile(index) { it in '0'..'9' || it in nonDigitSymbols }\n                if
(component.isEmpty()) throw IllegalArgumentException()\n                index += component.length\n                val
unitChar = value.getOrElse(index) { throw IllegalArgumentException("Missing unit for value $component") }\n
                index++\n                val unit
                = durationUnitByIsoChar(unitChar, isTimeComponent)\n                if (prevUnit != null && prevUnit <= unit)
throw IllegalArgumentException("Unexpected order of duration components")\n                prevUnit = unit\n
                val dotIndex = component.indexOf('.')\n                if (unit == DurationUnit.SECONDS && dotIndex > 0) {\n
                    val whole = component.substring(0, dotIndex)\n                    result +=
                    parseOverLongIsoComponent(whole).toDuration(unit)\n                    result +=
                    component.substring(dotIndex).toDouble().toDuration(unit)\n                } else {\n                    result +=
                    parseOverLongIsoComponent(component).toDuration(unit)\n                }\n            }\n            strictIso -> {\n
                throw IllegalArgumentException()\n                value.regionMatches(index, infinityString, 0, length = maxOf(length -
index, infinityString.length), ignoreCase = true) -> {\n                    result = Duration.INFINITE\n                }\n
            } else -> {\n                // parse default string format\n                var prevUnit: DurationUnit? = null\n                var afterFirst =
false\n                var allowSpaces = !hasSign\n                if (hasSign && value[index] == '(' && value.last() == ')') {\n
                    allowSpaces = true\n                    if (++index == --length) throw IllegalArgumentException("No components")\n
                }\n                while (index < length) {\n                    if (afterFirst && allowSpaces) {\n                        index =
value.skipWhile(index) { it == ' ' }\n                    }\n                    afterFirst = true\n                    val component =
value.substringWhile(index) { it in '0'..'9' || it == '.' }\n                    if (component.isEmpty()) throw
IllegalArgumentException()\n                    index += component.length\n                    val unitName =
value.substringWhile(index) { it in 'a'..'z' }\n                    index += unitName.length\n                    val unit =
durationUnitByShortName(unitName)\n                    if (prevUnit != null && prevUnit <= unit) throw IllegalArgumentException("Unexpected order of
duration components")\n                    prevUnit = unit\n                    val dotIndex = component.indexOf('.')\n                    if
(dotIndex > 0) {\n                        val whole = component.substring(0, dotIndex)\n                        result +=
                        whole.toLong().toDuration(unit)\n                        result +=
                        component.substring(dotIndex).toDouble().toDuration(unit)\n                    } if (index < length) throw
IllegalArgumentException("Fractional component must be last")\n                    } else {\n                        result +=
                        component.toLong().toDuration(unit)\n                    }\n                }\n            }\n            return if (isNegative) -result else
result\n        }\n    }\n\nprivate fun parseOverLongIsoComponent(value: String): Long {\n    val length = value.length\n    var
startIndex = 0\n    if (length > 0 && value[0] in "+-") startIndex++\n    if ((length - startIndex) > 16 &&
(startIndex..value.lastIndex).all
    { value[it] in '0'..'9' }) {\n        // all chars are digits, but more than ceiling(log10(MAX_MILLIS / 1000)) of them\n
        return if (value[0] == '-') Long.MIN_VALUE else Long.MAX_VALUE\n    }\n    // TODO: replace with just
toLong after min JDK becomes 8\n    return if (value.startsWith("+")) value.drop(1).toLong() else
value.toLong()\n}\n\n\nprivate inline fun String.substringWhile(startIndex: Int, predicate: (Char) -> Boolean):
String =\n    substring(startIndex, skipWhile(startIndex, predicate))\n\nprivate inline fun

```

```

String.skipWhile(startIndex: Int, predicate: (Char) -> Boolean): Int {
    var i = startIndex
    while (i < length &&
    predicate(this[i])) i++
    return i
}

// The ranges are chosen so that they are:
// - symmetric relative to zero: this greatly simplifies operations with sign, e.g. unaryMinus and minus.
// - non-overlapping, but adjacent: the first value that doesn't fit in nanos range, can be exactly represented
// in millis.
internal const val NANOS_IN_MILLIS = 1_000_000
// maximum number duration can store in nanosecond range
internal const val MAX_NANOS = Long.MAX_VALUE / 2 / NANOS_IN_MILLIS *
NANOS_IN_MILLIS - 1 // ends in ...999_999
// maximum number duration can store in millisecond range, also
encodes an infinite value
internal const val MAX_MILLIS = Long.MAX_VALUE / 2 / MAX_NANOS
expressed in milliseconds
private const val MAX_NANOS_IN_MILLIS = MAX_NANOS /
NANOS_IN_MILLIS
private fun nanosToMillis(nanos: Long): Long = nanos / NANOS_IN_MILLIS
private fun millisToNanos(millis: Long): Long = millis * NANOS_IN_MILLIS
private fun durationOfNanos(normalNanos: Long) = Duration(normalNanos shl 1)
private fun durationOfMillis(normalMillis: Long) = Duration((normalMillis shl 1) + 1)
private fun durationOf(normalValue: Long, unitDiscriminator: Int) =
Duration((normalValue shl 1) + unitDiscriminator)
private fun durationOfNanosNormalized(nanos: Long) =
if (nanos in -MAX_NANOS..MAX_NANOS)
{
    durationOfNanos(nanos)
} else {
    durationOfMillis(nanosToMillis(nanos))
}
private fun durationOfMillisNormalized(millis: Long) =
if (millis in -
MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS)
{
    durationOfNanos(millisToNanos(millis))
} else {
    durationOfMillis(millis.coerceIn(-MAX_MILLIS, MAX_MILLIS))
}

internal expect val durationAssertionsEnabled: Boolean
internal expect fun formatToExactDecimals(value: Double, decimals: Int):
String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String
/*
 * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmName("UnsignedKt")
package kotlin
@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)
@PublishedApi
internal fun ulongCompare(v1: Long, v2: Long): Int = (v1 xor Long.MIN_VALUE).compareTo(v2 xor Long.MIN_VALUE)
@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()
@PublishedApi
internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()
// Division and remainder are based on Guava's UnsignedLongs implementation
Copyright 2011 The Guava Authors
@PublishedApi
internal fun ulongDivide(v1: ULong, v2: ULong): ULong
{
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63:
        return if (v1 < v2) ULong(0) else ULong(1)
    }
    // Optimization - use signed division if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend / divisor)
    }
    // Otherwise, approximate the quotient, check, and correct if necessary.
    val quotient = ((dividend ushr 1) / divisor) shl 1
    val rem = dividend - quotient * divisor
    return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)
}
@PublishedApi
internal fun ulongRemainder(v1: ULong, v2: ULong): ULong
{
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63:
        return if (v1 < v2) {
            v1 // dividend < divisor
        } else {
            v1 - v2 // dividend >= divisor
        }
    }
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend % divisor)
    }
    // Otherwise, approximate the quotient, check, and correct if necessary.
    val quotient = ((dividend ushr 1) / divisor) shl 1
    val rem = dividend - quotient * divisor
    return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0)
}
@PublishedApi
internal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0
    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
    v <= Int.MAX_VALUE -> v.toInt().toUInt()
    else -> (v - Int.MAX_VALUE).toInt().toUInt() + Int.MAX_VALUE.toUInt() // Int.MAX_VALUE < v < UInt.MAX_VALUE
}
@PublishedApi
internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v < Long.MAX_VALUE ->

```

```
v.toLong().toULong()\n\n // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not
representable in Double, so don't handle them.\n else -> (v - 9223372036854775808.0).toLong().toULong() +
9223372036854775808uL // Long.MAX_VALUE + 1 < v <
```

```
ULong.MAX_VALUE\n}\n\n\n@PublishedApi\ninternal fun uintToDouble(v: Int): Double = (v and
Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2\n\n@PublishedApi\ninternal fun
ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)\n\n\ninternal fun
ulongToString(v: Long): String = ulongToString(v, 10)\n\n\ninternal fun ulongToString(v: Long, base: Int): String
{\n if (v >= 0) return v.toString(base)\n\n var quotient = ((v ushr 1) / base) shl 1\n var rem = v - quotient *
base\n if (rem >= base) {\n rem -= base\n quotient += 1\n }\n return quotient.toString(base) +
rem.toString(base)\n}\n\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
```

```
*\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n\npackage
kotlin.collections\n\n/**\n * Given an [iterator] function constructs an [Iterable] instance that returns values through
the [Iterator]\n * provided by that function.\n * @sample samples.collections.Iterables.Building.iterable\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable(crossinline iterator: ()
-> Iterator<T>): Iterable<T> = object : Iterable<T> {\n override fun iterator(): Iterator<T> = iterator()\n}\n\n/**\n * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns\n * an indexing
iterator.\n *\ninternal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) :
Iterable<IndexedValue<T>> {\n override fun iterator(): Iterator<IndexedValue<T>> =
IndexingIterator(iteratorFactory())\n}\n\n\n/**\n * Returns the size of this iterable if it is known, or `null`
otherwise.\n *\n@PublishedApi\ninternal fun <T> Iterable<T>.collectionSizeOrNull(): Int? = if (this is
Collection<*>) this.size else null\n\n\n/**\n * Returns the size of this iterable if it is known, or the specified [default]
value otherwise.\n *\n@PublishedApi\ninternal fun <T> Iterable<T>.collectionSizeOrDefault(default: Int): Int = if
(this is Collection<*>) this.size else default\n\n\n/**\n * Returns a single list of all elements from all collections
in the given collection.\n * @sample samples.collections.Iterables.Operations.flattenIterable\n
*\npublic fun <T>
Iterable<Iterable<T>>.flatten(): List<T> {\n val result = ArrayList<T>()\n for (element in this) {\n
result.addAll(element)\n }\n return result\n}\n\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from
the first values of each pair from this collection,\n * *second* list is built from the second values of each pair from
this collection.\n * @sample samples.collections.Iterables.Operations.unzipIterable\n
*\npublic fun <T, R>
Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {\n val expectedSize = collectionSizeOrDefault(10)\n
val listT = ArrayList<T>(expectedSize)\n val listR = ArrayList<R>(expectedSize)\n for (pair in this) {\n
listT.add(pair.first)\n listR.add(pair.second)\n }\n return listT to listR\n}\n\n", "/*\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.\n
```

```
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```

```
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SequencesKt")\n\npackage
kotlin.sequences\n\nimport kotlin.random.Random\n\n/**\n * Given an [iterator] function constructs a [Sequence]
that returns values through the [Iterator]\n * provided by that function.\n * The values are evaluated lazily, and the
sequence is potentially infinite.\n * *\n * @sample samples.collections.Sequences.Building.sequenceFromIterator\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>):
Sequence<T> = object : Sequence<T> {\n override fun iterator(): Iterator<T> = iterator()\n}\n\n\n/**\n * Creates a
sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.\n * *\n
*\n@sample samples.collections.Sequences.Building.sequenceFromIterator\n
*\npublic fun <T>
Iterator<T>.asSequence():
Sequence<T> = Sequence { this }.constrainOnce()\n\n\n/**\n * Creates a sequence that returns the specified values.\n
*\n * @sample samples.collections.Sequences.Building.sequenceOfValues\n
*\npublic fun <T> sequenceOf(vararg
elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else elements.asSequence()\n\n\n/**\n *
Returns an empty sequence.\n *\npublic fun <T> emptySequence(): Sequence<T> = EmptySequence\n\nprivate
```



```

object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {
    override fun iterator():
    Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) =
    EmptySequence
}

/** Returns this sequence if it's not `null` and the empty sequence otherwise.
 * @sample samples.collections.Sequences.Usage.sequenceOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orEmpty():
Sequence<T> = this ?: emptySequence()

/** Returns a sequence
 * that iterates through the elements either of this sequence or, if this sequence turns out to be empty, of the
 * sequence returned by [defaultValue] function.
 * @sample
 * samples.collections.Sequences.Usage.sequenceIfEmpty
 */
@SinceKotlin("1.3")
public fun <T>
Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {
    val iterator =
    this@ifEmpty.iterator()
    if (iterator.hasNext()) {
        yieldAll(iterator)
    } else {
        yieldAll(defaultValue())
    }
}

/** Returns a sequence of all elements from all sequences in this
 * sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample
 * samples.collections.Sequences.Transformations.flattenSequenceOfSequences
 */
@kotlin.internal.InlineOnly
public fun <T>
Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

/** Returns a sequence of all
 * elements from all iterables in this sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample
 * samples.collections.Sequences.Transformations.flattenSequenceOfLists
 */
@kotlin.jvm.JvmName("flattenSequenceOfIterable")
public fun <T> Sequence<Iterable<T>>.flatten():
Sequence<T> = flatten { it.iterator() }

private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>):
Sequence<R> {
    if (this is TransformingSequence<*, *>) {
        return (this as TransformingSequence<*,
        T>).flatten(iterator)
    }
    return FlatteningSequence(this, { it }, iterator)
}

/** Returns a pair of lists,
 * where first list is built from the first values of each pair from this sequence, second list is built from the
 * second values of each pair from this sequence.
 * The operation is _terminal_.
 * @sample
 * samples.collections.Sequences.Transformations.unzip
 */
@kotlin.internal.InlineOnly
public fun <T, R> Sequence<Pair<T, R>>.unzip():
Pair<List<T>, List<R>> {
    val listT = ArrayList<T>()
    val listR = ArrayList<R>()
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/** Returns a sequence that yields elements of this sequence randomly
 * shuffled.
 * Note that every iteration of the sequence returns elements in a different order.
 * The operation
 * is _intermediate_ and _stateful_.
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.shuffled():
Sequence<T> = shuffled(Random())

/** Returns a sequence that yields elements of this sequence randomly
 * shuffled using the specified [random] instance as the source of randomness.
 * Note that every iteration of
 * the sequence returns elements in a different order.
 * The operation is _intermediate_ and _stateful_.
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.shuffled(random: Random): Sequence<T> =
sequence<T> {
    val buffer = toMutableList()
    while (buffer.isNotEmpty()) {
        val j =
        random.nextInt(buffer.size)
        val last = buffer.removeLast()
        val value = if (j < buffer.size) buffer.set(j,
        last) else last
        yield(value)
    }
}

/** A sequence that returns the values from the underlying
 * [sequence] that either match or do not match the specified [predicate].
 * @param sendWhen If `true`,
 * values for which the predicate returns `true` are returned. Otherwise, values for which the predicate returns
 * `false` are returned.
 */
@kotlin.internal
class FilteringSequence<T> {
    private val sequence: Sequence<T>
    private
    val sendWhen: Boolean = true
    private val predicate: (T) -> Boolean

    : Sequence<T> {
        override fun
        iterator(): Iterator<T> = object : Iterator<T> {
            val iterator = sequence.iterator()
            var nextState: Int = -1 //
            -1 for unknown, 0 for done, 1 for continue
            var nextItem: T? = null
            private fun calcNext() {
                while (iterator.hasNext()) {
                    val item = iterator.next()
                    if (predicate(item) == sendWhen) {
                        nextItem = item
                        nextState = 1
                        return
                    }
                }
                nextState = 0
            }
            override
            fun next(): T {
                if (nextState == -1) {
                    calcNext()
                }
                if (nextState == 0) {
                    throw
                    NoSuchElementException()
                }
                val result = nextItem
                nextItem = null
                nextState = -1
                @Suppress("UNCHECKED_CAST")
                return result as T
            }
            override fun hasNext(): Boolean

```

```

    if (nextState == -1)
        calcNext()
        return nextState == 1
    }
}

A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].

internal class TransformingSequence<T, R>
constructor(private val sequence: Sequence<T>,
private val transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        override fun next(): R {
            return transformer(iterator.next())
        }
        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }

    internal fun <E> flatten(iterator: (R) -> Iterator<E>): Sequence<E> {
        return FlatteningSequence<T, R, E>(sequence, transformer, iterator)
    }
}

A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence], where the transformer function takes the index of the value in the underlying sequence along with the value itself.

internal class TransformingIndexedSequence<T, R>
constructor(private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        var index = 0
        override fun next(): R {
            return transformer(checkIndexOverflow(index++), iterator.next())
        }
        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }
}

A sequence which combines values from the underlying [sequence] with their indices and returns them as [IndexedValue] objects.

internal class IndexingSequence<T>
constructor(private val sequence: Sequence<T>) : Sequence<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {
        val iterator = sequence.iterator()
        var index = 0
        override fun next(): IndexedValue<T> {
            return IndexedValue(checkIndexOverflow(index++), iterator.next())
        }
        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }
}

A sequence which takes the values from two parallel underlying sequences, passes them to the given [transform] function and returns the values returned by that function. The sequence stops returning values as soon as one of the underlying sequences stops returning values.

internal class MergingSequence<T1, T2, V>
constructor(private val sequence1: Sequence<T1>, private val sequence2: Sequence<T2>, private val transform: (T1, T2) -> V) : Sequence<V> {
    override fun iterator(): Iterator<V> = object : Iterator<V> {
        val iterator1 = sequence1.iterator()
        val iterator2 = sequence2.iterator()
        override fun next(): V {
            return transform(iterator1.next(), iterator2.next())
        }
        override fun hasNext(): Boolean {
            return iterator1.hasNext() && iterator2.hasNext()
        }
    }
}

internal class FlatteningSequence<T, R, E>
constructor(private val sequence: Sequence<T>, private val transformer: (T) -> R, private val iterator: (R) -> Iterator<E>) : Sequence<E> {
    override fun iterator(): Iterator<E> = object : Iterator<E> {
        val iterator = sequence.iterator()
        var itemIterator: Iterator<E>? = null
        override fun next(): E {
            if (!ensureItemIterator())
                throw NoSuchElementException()
            return itemIterator!!.next()
        }
        override fun hasNext(): Boolean {
            return ensureItemIterator()
        }
        private fun ensureItemIterator(): Boolean {
            if (itemIterator?.hasNext() == false)
                itemIterator = null
            while (itemIterator == null) {
                if (!iterator.hasNext())
                    return false
            } else {
                val element = iterator.next()
                val nextItemIterator = iterator(transformer(element))
                if (nextItemIterator.hasNext())
                    itemIterator = nextItemIterator
                return true
            }
        }
    }
}

internal fun <T, C, R> flatMapIndexed(source: Sequence<T>, transform: (Int, T) -> C, iterator: (C) -> Iterator<R>): Sequence<R> =
    sequence {
        var index = 0
        for (element in source) {
            val result = transform(checkIndexOverflow(index++), element)
            yieldAll(iterator(result))
        }
    }

A sequence that supports drop(n) and take(n) operations

interface DropTakeSequence<T> : Sequence<T> {
    fun drop(n: Int): Sequence<T>
    fun take(n: Int): Sequence<T>
}

A sequence that skips [startIndex] values from the underlying [sequence] and stops returning values right before [endIndex], i.e. stops at `endIndex - 1`

internal class SubSequence<T>
constructor(private val sequence: Sequence<T>, private val startIndex: Int, private val endIndex: Int) : Sequence<T>, DropTakeSequence<T> {
    init {
        require(startIndex >=

```



```

Sequence<T>, \n private val predicate: (T) -> Boolean \n ) : Sequence<T> { \n \n override fun iterator():
Iterator<T> = object : Iterator<T> { \n val iterator = sequence.iterator() \n var dropState: Int = -1 // -1 for not
dropping, 1 for nextItem, 0 for normal iteration \n var nextItem: T? = null \n private fun drop() { \n
while (iterator.hasNext()) { \n val item = iterator.next() \n if (!predicate(item)) { \n
nextItem
= item \n dropState = 1 \n return \n } \n } \n dropState = 0 \n } \n \n
override fun next(): T { \n if (dropState == -1) \n drop() \n if (dropState == 1) { \n
@Suppress("UNCHECKED_CAST") \n val result = nextItem as T \n nextItem = null \n
dropState = 0 \n return result \n } \n return iterator.next() \n } \n \n override fun
hasNext(): Boolean { \n if (dropState == -1) \n drop() \n return dropState == 1 ||
iterator.hasNext() \n } \n } \n } \n \n internal class DistinctSequence<T, K>(private val source: Sequence<T>,
private val keySelector: (T) -> K) : Sequence<T> { \n override fun iterator(): Iterator<T> =
DistinctIterator(source.iterator(), keySelector) \n } \n \n private class DistinctIterator<T, K>(private val source:
Iterator<T>, private
val keySelector: (T) -> K) : AbstractIterator<T>() { \n private val observed = HashSet<K>() \n override fun
computeNext() { \n while (source.hasNext()) { \n val next = source.next() \n val key =
keySelector(next) \n if (observed.add(key)) { \n setNext(next) \n return \n } \n
} \n done() \n } \n } \n \n private class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?,
private val getNextValue: (T) -> T?) : Sequence<T> { \n override fun iterator(): Iterator<T> = object : Iterator<T>
{ \n var nextItem: T? = null \n var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for
done, 1 for continue \n private fun calcNext() { \n nextItem = if (nextState == -2) getInitialValue() else
getNextValue(nextItem!!) \n nextState = if (nextItem == null) 0 else 1 \n } \n override fun next(): T
{ \n if (nextState
< 0) \n calcNext() \n if (nextState == 0) \n throw NoSuchElementException() \n val
result = nextItem as T \n // Do not clean nextItem (to avoid keeping reference on yielded instance) -- need to
keep state for getNextValue \n nextState = -1 \n return result \n } \n override fun hasNext():
Boolean { \n if (nextState < 0) \n calcNext() \n return nextState == 1 \n } \n } \n } \n \n /** \n
* Returns a wrapper sequence that provides values of this sequence, but ensures it can be iterated only one time. \n
* \n * The operation is _intermediate_ and _stateless_. \n * \n * [IllegalStateException] is thrown on iterating the
returned sequence for the second time and the following times. \n * \n * \n public fun <T>
Sequence<T>.constrainOnce(): Sequence<T> { \n // as? does not work in js \n // return this as?
ConstrainedOnceSequence<T>?: ConstrainedOnceSequence(this) \n
return if (this is ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this) \n } \n \n /** \n
* Returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`. \n
* \n * The returned sequence is constrained to be iterated only once. \n * \n * @see constrainOnce \n * @see
kotlin.sequences.sequence \n * \n * @sample samples.collections.Sequences.Building.generateSequence \n * \n public
fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> { \n return
GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce() \n } \n \n /** \n
* Returns a sequence defined by the starting value [seed] and the function [nextFunction], \n * which is invoked to calculate the next value based on
the previous one on each iteration. \n * \n * The sequence produces values until it encounters first `null` value. \n * \n * If
[seed] is `null`, an empty sequence is produced. \n * \n * The sequence can be iterated multiple times, each time
starting
with [seed]. \n * \n * @see kotlin.sequences.sequence \n * \n * @sample
samples.collections.Sequences.Building.generateSequenceWithSeed \n
* \n @kotlin.internal.LowPriorityInOverloadResolution \n public fun <T : Any> generateSequence(seed: T?,
nextFunction: (T) -> T?): Sequence<T> = \n if (seed == null) \n EmptySequence \n else \n
GeneratorSequence({ seed }, nextFunction) \n } \n \n /** \n
* Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value, \n * and the [nextFunction], which is invoked to calculate the next

```

```

value based on the previous one on each iteration.\n *\n * The sequence produces values until it encounters first
`null` value.\n * If [seedFunction] returns `null`, an empty sequence is produced.\n *\n * The sequence can be
iterated multiple times.\n *\n * @see kotlin.sequences.sequence\n *\n * @sample
samples.collections.Sequences.Building.generateSequenceWithLazySeed\n */\npublic fun <T : Any>
generateSequence(seedFunction:
    () -> T?, nextFunction: (T) -> T?): Sequence<T> =\n    GeneratorSequence(seedFunction, nextFunction)\n"/>\n
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is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("PreconditionsKt")\n\npackage
kotlin\n\nimport kotlin.contracts.contract\n\n/**\n * Throws an [IllegalArgumentException] if the [value] is false.\n
*\n * @sample samples.misc.Preconditions.failRequireWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic
inline fun require(value: Boolean): Unit {\n    contract {\n        returns() implies value\n    }\n    require(value) {
    \"Failed requirement.\" }\n}\n\n/**\n * Throws an [IllegalArgumentException] with the result of calling
[lazyMessage] if the [value] is false.\n *\n * @sample samples.misc.Preconditions.failRequireWithLazyMessage\n
*\n * @kotlin.internal.InlineOnly\npublic
inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {\n    contract {\n        returns() implies value\n
    }\n    if (!value) {\n        val message = lazyMessage()\n        throw IllegalArgumentException(message.toString())\n
    }\n}\n\n/**\n * Throws an [IllegalArgumentException] if the [value] is null. Otherwise returns the not null value.\n
*\n * @kotlin.internal.InlineOnly\npublic inline fun <T : Any> requireNotNull(value: T?): T {\n    contract {\n
returns() implies (value != null)\n    }\n    return requireNotNull(value) { \"Required value was null.\" }\n}\n\n/**\n
* Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is null. Otherwise\n
* returns the not null value.\n *\n * @sample samples.misc.Preconditions.failRequireNotNullWithLazyMessage\n
*\n * @kotlin.internal.InlineOnly\npublic inline fun <T : Any> requireNotNull(value: T?, lazyMessage: () -> Any): T
{\n    contract {\n        returns() implies
(value != null)\n    }\n    if (value == null) {\n        val message = lazyMessage()\n        throw
IllegalArgumentException(message.toString())\n    } else {\n        return value\n    }\n}\n\n/**\n * Throws an
[IllegalStateException] if the [value] is false.\n *\n * @sample
samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun
check(value: Boolean): Unit {\n    contract {\n        returns() implies value\n    }\n    check(value) { \"Check failed.
\" }\n}\n\n/**\n * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false.\n
*\n * @sample samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic
inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {\n    contract {\n        returns() implies value\n
    }\n    if (!value) {\n        val message = lazyMessage()\n        throw IllegalStateException(message.toString())\n
    }\n}\n\n/**\n * Throws
an [IllegalStateException] if the [value] is null. Otherwise\n * returns the not null value.\n *\n * @sample
samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T :
Any> checkNotNull(value: T?): T {\n    contract {\n        returns() implies (value != null)\n    }\n    return
checkNotNull(value) { \"Required value was null.\" }\n}\n\n/**\n * Throws an [IllegalStateException] with the
result of calling [lazyMessage] if the [value] is null. Otherwise\n * returns the not null value.\n *\n * @sample
samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T :
Any> checkNotNull(value: T?, lazyMessage: () -> Any): T {\n    contract {\n        returns() implies (value != null)\n
    }\n    if (value == null) {\n        val message = lazyMessage()\n        throw
IllegalStateException(message.toString())\n    } else {\n        return value\n    }\n}\n\n/**\n * Throws an
[IllegalStateException]
with the given [message].\n *\n * @sample samples.misc.Preconditions.failWithError\n
*\n * @kotlin.internal.InlineOnly\npublic inline fun error(message: Any): Nothing = throw
IllegalStateException(message.toString())\n"/>\n
* Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the

```

license/LICENSE.txt file.\n *\n\package kotlin.collections\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED
by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n/\n\nimport
kotlin.js.*\nimport primitiveArrayConcat\nimport withType\nimport kotlin.ranges.contains\nimport
kotlin.ranges.reversed\n\n/**\n * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAt\n *\npublic actual fun <T> Array<out T>.elementAt(index:
Int): T {\n return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: \$index, size: \$size")}
}\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n *\npublic
actual fun ByteArray.elementAt(index: Int): Byte {\n return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: \$index, size: \$size")} }\n}\n\n/**\n * Returns an element at the given
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAt\n *\npublic actual fun ShortArray.elementAt(index: Int): Short
{\n return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: \$index, size: \$size")}
}\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n *\npublic
actual fun IntArray.elementAt(index: Int): Int {\n return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: \$index, size: \$size")} }\n}\n\n/**\n * Returns an element at the given
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAt\n *\npublic actual fun LongArray.elementAt(index: Int): Long
{\n return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: \$index, size: \$size")}
}\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n *\npublic
actual fun FloatArray.elementAt(index: Int): Float {\n return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: \$index,
size: \$size")} }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException]
if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n *\npublic actual fun DoubleArray.elementAt(index: Int): Double {\n return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: \$index, size: \$size")} }\n}\n\n/**\n * Returns an element at the given
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAt\n *\npublic actual fun BooleanArray.elementAt(index: Int):
Boolean {\n return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: \$index, size: \$size")}
}\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n *\npublic
actual fun CharArray.elementAt(index: Int): Char {\n return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: \$index, size: \$size")} }\n}\n\n/**\n * Returns a [List] that wraps the original
array.\n *\npublic actual fun <T> Array<out T>.asList(): List<T> {\n return
ArrayList<T>(this.unsafeCast<Array<Any?>>())\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n *\n@kotlin.internal.InlineOnly\npublic actual inline fun ByteArray.asList(): List<Byte> {\n return
this.unsafeCast<Array<Byte>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n *\n@kotlin.internal.InlineOnly\npublic actual inline fun ShortArray.asList(): List<Short> {\n return
this.unsafeCast<Array<Short>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n *\n@kotlin.internal.InlineOnly\npublic actual inline fun IntArray.asList(): List<Int> {\n return
this.unsafeCast<Array<Int>>().asList()\n}\n}\n\n/**\n * Returns a [List] that
wraps the original array.\n *\n@kotlin.internal.InlineOnly\npublic actual inline fun LongArray.asList():
List<Long> {\n return this.unsafeCast<Array<Long>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the
original array.\n *\n@kotlin.internal.InlineOnly\npublic actual inline fun FloatArray.asList(): List<Float> {\n
return this.unsafeCast<Array<Float>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n

```

*\/n@kotlin.internal.InlineOnly\npublic actual inline fun DoubleArray.asList(): List<Double> {\n    return
this.unsafeCast<Array<Double>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\/n@kotlin.internal.InlineOnly\npublic actual inline fun BooleanArray.asList(): List<Boolean> {\n    return
this.unsafeCast<Array<Boolean>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\/npublic actual fun CharArray.asList(): List<Char> {\n    return object : AbstractList<Char>(), RandomAccess {\n
        override
        val size: Int get() = this@asList.size\n            override fun isEmpty(): Boolean = this@asList.isEmpty()\n            override
fun contains(element: Char): Boolean = this@asList.contains(element)\n            override fun get(index: Int): Char {\n
                AbstractList.checkElementIndex(index, size)\n                    return this@asList[index]\n            }\n            override fun
indexOf(element: Char): Int {\n                @Suppress("USELESS_CAST")\n                    if ((element as Any?) !is Char)
return -1\n                    return this@asList.indexOf(element)\n            }\n            override fun lastIndexOf(element: Char): Int
{\n                @Suppress("USELESS_CAST")\n                    if ((element as Any?) !is Char) return -1\n                    return
this@asList.lastIndexOf(element)\n            }\n        }\n}\n\n/**\n * Returns `true` if the two specified arrays are *deeply*
equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * If two
corresponding elements are nested arrays,
they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n
* \n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * For floating
point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n
*\/n@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual infix fun <T>
Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {\n    return
this.contentDeepEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *deeply* equal to one
another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The specified arrays are
also considered deeply equal if both are `null`.\n * \n * If two corresponding elements are nested arrays, they are
also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n * \n * The
elements of other types are
compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is
equal to itself and `-0.0` is not equal to `0.0`.\n
*\/n@SinceKotlin("1.4")\n@library("arrayDeepEquals")\npublic
actual infix fun <T> Array<out T>?.contentDeepEquals(other: Array<out T>?): Boolean {\n
    definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n * Nested
arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level the behavior is
undefined.\n
*\/n@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual fun <T>
Array<out T>.contentDeepHashCode(): Int {\n    return this.contentDeepHashCode()\n}\n\n/**\n * Returns a hash
code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * \n * If any of
arrays contains itself on any nesting level the behavior is undefined.\n
*\/n@SinceKotlin("1.4")\n@library("arrayDeepHashCode")\npublic
actual fun <T> Array<out T>?.contentDeepHashCode(): Int {\n    definedExternally\n}\n\n/**\n * Returns a string
representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * \n * If any
of arrays contains itself on any nesting level that reference\n * is rendered as `[...]` to prevent recursion.\n * \n *
@sample samples.collections.Arrays.ContentOperations.contentDeepToString\n
*\/n@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual fun <T> Array<out
T>.contentDeepToString(): String {\n    return this.contentDeepToString()\n}\n\n/**\n * Returns a string
representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * \n * If any
of arrays contains itself on any nesting level that reference\n * is rendered as `[...]` to prevent recursion.\n * \n *
@sample samples.collections.Arrays.ContentOperations.contentDeepToString\n
*\/n@SinceKotlin("1.4")\n@library("arrayDeepToString")\npublic actual fun <T> Array<out
T>?.contentDeepToString(): String {\n    definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays
are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n *
\ n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers

```

it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    return this.contentEquals(other)
}

```

Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    return this.contentEquals(other)
}

```

Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    return this.contentEquals(other)
}

```

Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    return this.contentEquals(other)
}

```

Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    return this.contentEquals(other)
}

```

Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    return this.contentEquals(other)
}

```

Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {
    return this.contentEquals(other)
}

```

Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    return this.contentEquals(other)
}

```

Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is

equal to itself and `-0.0` is not equal to `0.0`.
`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {`
 `return this.contentEquals(other)`
`}`
`/**`
 `* Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.`
 `*`
 `* The elements are compared for equality with the [equals][Any.equals] function.`
 `* For floating point numbers it means that `NaN` is equal to itself and -0.0 is not equal to 0.0.`
 `*/`
`@SinceKotlin("1.4")`
`@library("arrayEquals")`
`public actual infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean {`
 `definedExternally`
`}`
`/**`
 `* Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.`
 `*`
 `* The elements are compared for equality with the [equals][Any.equals] function.`
 `* For floating point numbers it means that `NaN` is equal to itself and -0.0 is not equal to 0.0.`
 `*/`
`@SinceKotlin("1.4")`
`@library("arrayEquals")`
`public actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean {`
 `definedExternally`
`}`
`/**`
 `* Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.`
 `*`
 `* The elements are compared for equality with the [equals][Any.equals] function.`
 `* For floating point numbers it means that `NaN` is equal to itself and -0.0 is not equal to 0.0.`
 `*/`
`@SinceKotlin("1.4")`
`@library("arrayEquals")`
`public actual infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean {`
 `definedExternally`
`}`
`/**`
 `* Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.`
 `*`
 `* The elements are compared for equality with the [equals][Any.equals] function.`
 `* For floating point numbers it means that `NaN` is equal to itself and -0.0 is not equal to 0.0.`
 `*/`
`@SinceKotlin("1.4")`
`@library("arrayEquals")`
`public actual infix fun IntArray?.contentEquals(other: IntArray?): Boolean {`
 `definedExternally`
`}`
`/**`
 `* Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.`
 `*`
 `* The elements are compared for equality with the [equals][Any.equals] function.`
 `* For floating point numbers it means that `NaN` is equal to itself and -0.0 is not equal to 0.0.`
 `*/`
`@SinceKotlin("1.4")`
`@library("arrayEquals")`
`public actual infix fun LongArray?.contentEquals(other: LongArray?): Boolean {`
 `definedExternally`
`}`
`/**`
 `* Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.`
 `*`
 `* The elements are compared for equality with the [equals][Any.equals] function.`
 `* For floating point numbers it means that `NaN` is equal to itself and -0.0 is not equal to 0.0.`
 `*/`
`@SinceKotlin("1.4")`
`@library("arrayEquals")`
`public actual infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean {`
 `definedExternally`
`}`
`/**`
 `* Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.`
 `*`
 `* The elements are compared for equality with the [equals][Any.equals] function.`
 `* For floating point numbers it means that `NaN` is equal to itself and -0.0 is not equal to 0.0.`
 `*/`
`@SinceKotlin("1.4")`
`@library("arrayEquals")`
`public actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {`
 `definedExternally`
`}`
`/**`
 `* Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.`
 `*`
 `* The elements are compared for equality with the [equals][Any.equals] function.`
 `* For floating point numbers it means that `NaN` is equal to itself and -0.0 is not equal to 0.0.`
 `*/`
`@SinceKotlin("1.4")`
`@library("arrayEquals")`
`public actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {`
 `definedExternally`
`}`
`/**`
 `* Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.`
 `*`
 `* The elements are compared for equality with the [equals][Any.equals] function.`
 `* For floating point numbers it means that `NaN` is equal to itself and -0.0 is not equal to 0.0.`
 `*/`
`@SinceKotlin("1.4")`
`@library("arrayEquals")`
`public actual infix fun`

CharArray?.contentEquals(other: CharArray?): Boolean {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public actual fun <T> Array<out T>.contentHashCode(): Int {\n return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public actual fun ByteArray.contentHashCode(): Int {\n return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public actual fun ShortArray.contentHashCode(): Int {\n return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public actual fun IntArray.contentHashCode(): Int {\n return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public actual fun LongArray.contentHashCode(): Int {\n return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public actual fun FloatArray.contentHashCode(): Int {\n return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public actual fun DoubleArray.contentHashCode(): Int {\n return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public actual fun BooleanArray.contentHashCode(): Int {\n return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n @SinceKotlin("1.1")\n @DeprecatedSinceKotlin(hiddenSince = "1.4")\n public actual fun CharArray.contentHashCode(): Int {\n return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun <T> Array<out T>?.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun ByteArray?.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun ShortArray?.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun IntArray?.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun LongArray?.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun FloatArray?.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun DoubleArray?.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun BooleanArray?.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun CharArray?.contentHashCode(): Int {\n definedExternally\n}\n\n/**\n * Returns a string representation

of the contents of the specified array as if it is [List].\n * \n * @sample
samples.collections.Arrays.ContentOperations.contentToString\n *^/n@Deprecated(\n"Use Kotlin compiler 1.4 to avoid deprecation warning.\n")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \n"1.4")\n\npublic actual fun <T> Array<out T>.contentToString(): String {\n return this.contentToString()\n}\n\n/**\n * Returns a string representation

of the contents of the specified array as if it is [List].\n * \n * @sample
samples.collections.Arrays.ContentOperations.contentToString\n *^/n@Deprecated(\n"Use Kotlin compiler 1.4 to avoid deprecation warning.\n")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \n"1.4")\n\npublic actual fun ByteArray.contentToString(): String {\n return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample

samples.collections.Arrays.ContentOperations.contentToString\n *^/n@Deprecated(\n"Use Kotlin compiler 1.4 to avoid deprecation warning.\n")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \n"1.4")\n\npublic actual fun ShortArray.contentToString(): String {\n return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample
samples.collections.Arrays.ContentOperations.contentToString\n *^/n@Deprecated(\n"Use

Kotlin compiler 1.4 to avoid deprecation warning.\n")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \n"1.4")\n\npublic actual fun IntArray.contentToString(): String {\n return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample

samples.collections.Arrays.ContentOperations.contentToString\n *^/n@Deprecated(\n"Use Kotlin compiler 1.4 to avoid deprecation warning.\n")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \n"1.4")\n\npublic actual fun LongArray.contentToString(): String {\n return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample

samples.collections.Arrays.ContentOperations.contentToString\n *^/n@Deprecated(\n"Use Kotlin compiler 1.4 to avoid deprecation warning.\n")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \n"1.4")\n\npublic actual fun FloatArray.contentToString():

String {\n return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n *^/n@Deprecated(\n"Use Kotlin compiler 1.4 to avoid deprecation

warning.\n")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \n"1.4")\n\npublic actual fun DoubleArray.contentToString(): String {\n return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample

samples.collections.Arrays.ContentOperations.contentToString\n *^/n@Deprecated(\n"Use Kotlin compiler 1.4 to avoid deprecation warning.\n")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \n"1.4")\n\npublic actual fun BooleanArray.contentToString(): String {\n return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as

if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n *^/n@Deprecated(\n"Use Kotlin compiler 1.4 to avoid deprecation

warning.\n")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \n"1.4")\n\npublic actual fun CharArray.contentToString(): String {\n return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample

samples.collections.Arrays.ContentOperations.contentToString\n *^/n@SinceKotlin("1.4")\n@library(\n"arrayToString")\n\npublic actual fun <T> Array<out T>?.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n

*^/n@SinceKotlin("1.4")\n@library(\n"arrayToString")\n\npublic actual fun ByteArray?.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns

a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n

```

*\n@SinceKotlin("1.4")\n@library("arrayToString")\npublic actual fun ShortArray?.contentToString(): String
{\n  definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is
[List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n
*\n@SinceKotlin("1.4")\n@library("arrayToString")\npublic actual fun IntArray?.contentToString(): String {\n
definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is
[List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n
*\n@SinceKotlin("1.4")\n@library("arrayToString")\npublic actual fun LongArray?.contentToString(): String
{\n  definedExternally\n}\n\n/**\n * Returns a string representation of the
contents of the specified array as if it is [List].\n * \n * @sample
samples.collections.Arrays.ContentOperations.contentToString\n
*\n@SinceKotlin("1.4")\n@library("arrayToString")\npublic actual fun FloatArray?.contentToString(): String
{\n  definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is
[List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n
*\n@SinceKotlin("1.4")\n@library("arrayToString")\npublic actual fun DoubleArray?.contentToString(): String
{\n  definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is
[List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n
*\n@SinceKotlin("1.4")\n@library("arrayToString")\npublic actual fun BooleanArray?.contentToString():
String {\n  definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array
as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n
*\n@SinceKotlin("1.4")\n@library("arrayToString")\npublic actual fun CharArray?.contentToString(): String
{\n  definedExternally\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that
array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it
overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset
the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of
the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this
array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex]
or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws
IndexOutOfBoundsException
when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when
that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT
_ARGUMENTS")\npublic actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset:
Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {\n  arrayCopy(this, destination, destinationOffset,
startIndex, endIndex)\n  return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination]
array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the
subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n *
@param destinationOffset the position in the [destination] array to copy to, 0 by default.\n
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end
(exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex
> endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array
starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n
*\n * @return the [destination] array.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT
_ARGUMENTS")\npublic actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): ByteArray {\n  arrayCopy(this.unsafeCast<Array<Byte>>()),

```

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destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex,
    endIndex)\n    return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and
returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so
that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param
destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the
beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the
subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex
> endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array
starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices
range.\n * \n * @return the [destination] array.\n
*\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT
_ARGUMENTS")\npublic actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int =
0, startIndex: Int = 0, endIndex: Int = size): ShortArray {\n    arrayCopy(this.unsafeCast<Array<Short>>(),
destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)\n    return destination\n}\n\n/**\n *
Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the
same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n *
@param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to
copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n *
@param endIndex the end (exclusive) of the subrange to
copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException]
when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws
IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified
[destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the
[destination] array.\n
*\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT
_ARGUMENTS")\npublic actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): IntArray {\n    arrayCopy(this.unsafeCast<Array<Int>>(),
destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)\n    return destination\n}\n\n/**\n *
Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed
to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination
range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the
[destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy,
0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n *
@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the
subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index
is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n
*\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT
_ARGUMENTS")\npublic
actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0,
endIndex: Int = size): LongArray {\n    arrayCopy(this.unsafeCast<Array<Long>>(),
destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)\n    return destination\n}\n\n/**\n *
Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the
same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n *
@param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to
copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n *
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws

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IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], \n * or when that index is out of the [destination] array indices range. \n * \n * @return the [destination] array. \n

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*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    \n    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)\n    \n    return destination\n}

```

\n * Copies this array or its subrange into the [destination] array and returns that array. \n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. \n * \n * @param destination the array to copy to. \n * @param destinationOffset the position in the [destination] array to copy to, 0 by default. \n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default. \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. \n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], \n * or when that index is out of the [destination] array indices range. \n * \n * @return the [destination] array. \n

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*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    \n    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)\n    \n    return destination\n}

```

\n * Copies this array or its subrange into the [destination] array and returns that array. \n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. \n * \n * @param destination the array to copy to. \n * @param destinationOffset the position in the [destination] array to copy to, 0 by default. \n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default. \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. \n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], \n * or when that index is out of the [destination] array indices range. \n * \n * @return the [destination] array. \n

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*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
    \n    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)\n    \n    return destination\n}

```

\n * Copies this array or its subrange into the [destination] array and returns that array. \n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. \n * \n * @param destination the array to copy to. \n * @param destinationOffset the position in the [destination] array to copy to, 0 by default. \n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default. \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. \n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], \n * or when that index is out of the [destination] array indices range. \n * \n * @return the [destination] array. \n

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*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0,

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startIndex: Int = 0, endIndex: Int = size): CharArray {\n  arrayCopy(this.unsafeCast<Array<Char>>(),
destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)\n
  return destination\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.copyOfOf\n * \n * @Suppress("ACTUAL_WITHOUT_EXPECT",
"NOTHING_TO_INLINE")\npublic actual inline fun <T> Array<out T>.copyOf(): Array<T> {\n  return
this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.copyOfOf\n * \n * @Suppress("NOTHING_TO_INLINE")\npublic
actual inline fun ByteArray.copyOfOf(): ByteArray {\n  return this.asDynamic().slice()\n}\n\n/**\n * Returns new
array which is a copy of the original array.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.copyOfOf\n * \n * @Suppress("NOTHING_TO_INLINE")\npublic
actual inline fun ShortArray.copyOfOf(): ShortArray {\n  return this.asDynamic().slice()\n}\n\n/**\n * Returns new
array which is a copy of the original array.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.copyOfOf\n
*\n * @Suppress("NOTHING_TO_INLINE")\npublic actual inline fun IntArray.copyOfOf(): IntArray {\n  return
this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.copyOfOf\n * \n * @public actual fun LongArray.copyOfOf(): LongArray {\n
return withType("LongArray", this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the
original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n
*\n * @Suppress("NOTHING_TO_INLINE")\npublic actual inline fun FloatArray.copyOfOf(): FloatArray {\n  return
this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.copyOfOf\n * \n * @Suppress("NOTHING_TO_INLINE")\npublic
actual inline fun DoubleArray.copyOfOf(): DoubleArray {\n  return this.asDynamic().slice()\n}\n\n/**\n * Returns
new array which
is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n
*\n * @public actual fun BooleanArray.copyOfOf(): BooleanArray {\n  return withType("BooleanArray",
this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.copyOfOf\n * \n * @public actual fun CharArray.copyOfOf(): CharArray {\n
return withType("CharArray", this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the
original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values
if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the
[newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
*\n * @public actual fun ByteArray.copyOfOf(newSize: Int): ByteArray {\n  require(newSize >= 0) { "Invalid new
array size: $newSize." }\n  return fillFrom(this, ByteArray(newSize))\n}\n\n/**\n * Returns new array which is a
copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with
zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated
to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array
are filled with zero values.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n * \n * @public actual fun
ShortArray.copyOfOf(newSize: Int): ShortArray {\n  require(newSize >= 0) { "Invalid new array size: $newSize." }\n
return fillFrom(this, ShortArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original
array, resized to the given [newSize].\n
* The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than
the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size
of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n * \n * @public actual fun
IntArray.copyOfOf(newSize: Int): IntArray {\n  require(newSize >= 0) { "Invalid new array size: $newSize." }\n
return fillFrom(this, IntArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array,

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resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun

LongArray.copyOf(newSize: Int): LongArray {\n require(newSize >= 0) { \"Invalid new array size: \$newSize.\" }\n }\n return withType(\"LongArray\", arrayCopyResize(this, newSize, 0L))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun

FloatArray.copyOf(newSize: Int): FloatArray {\n require(newSize >= 0) { \"Invalid new array size: \$newSize.\" }\n }\n return fillFrom(this,

FloatArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun

DoubleArray.copyOf(newSize: Int): DoubleArray {\n require(newSize >= 0) { \"Invalid new array size: \$newSize.\" }\n }\n return fillFrom(this, DoubleArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `false` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.\n * \n * @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun

BooleanArray.copyOf(newSize: Int): BooleanArray {\n require(newSize >= 0) { \"Invalid new array size: \$newSize.\" }\n }\n return withType(\"BooleanArray\", arrayCopyResize(this, newSize, false))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.\n * \n * @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n

*\npublic actual fun CharArray.copyOf(newSize: Int): CharArray {\n require(newSize >= 0) { \"Invalid new array size: \$newSize.\" }\n }\n return withType(\"CharArray\", fillFrom(this, CharArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `null` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.\n * \n * @sample

samples.collections.Arrays.CopyOfOperations.resizingCopyOf\n

*\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\")\npublic actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {\n require(newSize >= 0) { \"Invalid new array size: \$newSize.\" }\n }\n return arrayCopyResize(this, newSize, null)\n}\n\n/**\n

* Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n

*\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\")\npublic actual fun <T> Array<out

T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return withType("<code>"LongArray"</code>", this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return withType("<code>"BooleanArray"</code>", this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param

toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than [toIndex].\n */\n\npublic actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\npublic actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex]

is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n

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*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n
* Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range
(inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by
default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual
fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n
* Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range
(inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by
default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n
* Fills this array or its
subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0
by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n *
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n
* Returns an array containing all elements of the original array and then the given [element].\n
*\n@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")\npublic actual inline operator
fun <T> Array<out T>.plus(element: T): Array<T> {\n    return
this.asDynamic().concat(arrayOf(element))\n}\n\n/**\n
* Returns an array containing all elements of the original array and then the given [element].\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ByteArray.plus(element: Byte):
ByteArray {\n    return plus(byteArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the
original array and then the given [element].\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline
operator fun ShortArray.plus(element: Short): ShortArray {\n    return plus(shortArrayOf(element))\n}\n\n/**\n *
Returns an array containing all elements of the original array and then the given [element].\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun IntArray.plus(element: Int):
IntArray {\n    return plus(intArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the
original array and then the given [element].\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline
operator fun LongArray.plus(element:
Long): LongArray {\n    return plus(longArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements
of the original array and then the given [element].\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual
inline operator fun FloatArray.plus(element: Float): FloatArray {\n    return plus(floatArrayOf(element))\n}\n\n/**\n
* Returns an array containing all elements of the original array and then the given [element].\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun DoubleArray.plus(element:
Double): DoubleArray {\n    return plus(doubleArrayOf(element))\n}\n\n/**\n * Returns an array containing all

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elements of the original array and then the given [element].\n *^@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {\n return plus(booleanArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n

*^@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun CharArray.plus(element: Char): CharArray {\n return plus(charArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n

*^@Suppress("ACTUAL_WITHOUT_EXPECT")\npublic actual operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {\n return arrayPlusCollection(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n *^@npublic actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n *^@npublic actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n

*^@npublic actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n *^@npublic actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {\n return arrayPlusCollection(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n *^@npublic actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n *^@npublic actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n *^@npublic actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {\n return arrayPlusCollection(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n *^@npublic actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n *^@n@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")\npublic actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {\n return this.asDynamic().concat(elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n

*^@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {\n return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n

*^@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {\n return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n

*^@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun IntArray.plus(elements: IntArray): IntArray {\n return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n *^@n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun LongArray.plus(elements: LongArray): LongArray {\n return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n

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*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun FloatArray.plus(elements:
FloatArray): FloatArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing
all elements of the original array and then all elements of the given [elements] array.\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun DoubleArray.plus(elements:
DoubleArray): DoubleArray
{\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the
original array and then all elements of the given [elements] array.\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun BooleanArray.plus(elements:
BooleanArray): BooleanArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array
containing all elements of the original array and then all elements of the given [elements] array.\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun CharArray.plus(elements:
CharArray): CharArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing
all elements of the original array and then the given [element].\n
*\n@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")\npublic actual inline fun <T>
Array<out T>.plusElement(element: T): Array<T> {\n    return
this.asDynamic().concat(arrayOf(element))\n}\n\n/**\n * Sorts the array
in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n
*\n@library("primitiveArraySort")\npublic actual fun IntArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n *
Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n
*\npublic actual fun
LongArray.sort(): Unit {\n    @Suppress("DEPRECATION")\n    if (size > 1) sort { a: Long, b: Long ->
a.compareTo(b) }\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n@library("primitiveArraySort")\npublic actual fun
ByteArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n@library("primitiveArraySort")\npublic actual fun
ShortArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n@library("primitiveArraySort")\npublic actual fun
DoubleArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n@library("primitiveArraySort")\npublic actual fun
FloatArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n@library("primitiveArraySort")\npublic actual fun
CharArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n * Sorts the array in-place according to the natural order
of its elements.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other
after sorting.\n * \n * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable\n
*\npublic actual fun
<T : Comparable<T>> Array<out T>.sort(): Unit {\n    if (size > 1) sortArray(this)\n}\n\n/**\n * Sorts the array in-
place according to the order specified by the given [comparison] function.\n * \n * The sort is _stable_. It means
that equal elements preserve their order relative to each other after sorting.\n
*\n@Deprecated("Use sortWith
instead", ReplaceWith("this.sortWith(Comparator(comparison))"))\n@DeprecatedSinceKotlin(warningSince =
"1.6")\npublic fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {\n    if (size > 1)
sortArrayWith(this, comparison)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * The sort is _stable_. It
means that equal elements preserve their order relative to each other after sorting.\n
*\n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size
of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex]
is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than
[toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable\n
*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArrayWith(this, fromIndex, toIndex,
naturalOrder())\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range

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(inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by
default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n *
@sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex,
toIndex, size)\n    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ByteArray>()\n
subarray.sort()\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range
(inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by
default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n *
@sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ShortArray>()\n    subarray.sort()\n}\n\n/**\n *
Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by
default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n *
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<IntArray>()\n    subarray.sort()\n}\n\n/**\n * Sorts a
range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n *
@param toIndex the end of the
range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if
[fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArrayWith(this.unsafeCast<Array<Long>>(),
fromIndex, toIndex, naturalOrder())\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex
the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort,
size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or
[toIndex] is greater than the size of this
array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<FloatArray>()\n    subarray.sort()\n}\n\n/**\n * Sorts a
range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n *
@param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *

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@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<DoubleArray>()\n    subarray.sort()\n}\n\n/**\n * Sorts
a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n *
@param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size):
Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<CharArray>()\n    subarray.sort()\n}\n\n/**\n * Sorts the
array in-place according to the order specified by the given [comparison] function.\n */\n@Deprecated("Use other
sorting functions from the Standard Library")\n@DeprecatedSinceKotlin(warningSince =
"1.6")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) ->
Int): Unit {\n    nativeSort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the
given [comparison] function.\n */\n@Deprecated("Use other sorting functions from the Standard
Library")\n@DeprecatedSinceKotlin(warningSince = "1.6")\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {\n    nativeSort(comparison)\n}\n\n/**\n *
Sorts the array in-place according to
the order specified by the given [comparison] function.\n */\n@Deprecated("Use other sorting functions from the
Standard Library")\n@DeprecatedSinceKotlin(warningSince = "1.6")\n@kotlin.internal.InlineOnly\npublic inline
fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {\n    nativeSort(comparison)\n}\n\n/**\n * Sorts
the array in-place according to the order specified by the given [comparison] function.\n */\n@Deprecated("Use
other sorting functions from the Standard Library")\n@DeprecatedSinceKotlin(warningSince =
"1.6")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) ->
Int): Unit {\n    nativeSort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the
given [comparison] function.\n */\n@Deprecated("Use other sorting functions from the Standard
Library")\n@DeprecatedSinceKotlin(warningSince = "1.6")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.sort(noinline
comparison: (a: Float, b: Float) -> Int): Unit {\n    nativeSort(comparison)\n}\n\n/**\n * Sorts the array in-place
according to the order specified by the given [comparison] function.\n */\n@Deprecated("Use other sorting
functions from the Standard Library")\n@DeprecatedSinceKotlin(warningSince =
"1.6")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sort(noinline comparison: (a: Double, b:
Double) -> Int): Unit {\n    nativeSort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order
specified by the given [comparison] function.\n */\n@Deprecated("Use other sorting functions from the Standard
Library")\n@DeprecatedSinceKotlin(warningSince = "1.6")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {\n    nativeSort(comparison)\n}\n\n/**\n *
Sorts the array in-place according to the order specified by the given [comparator].\n * \n * The sort is _stable_. It
means that equal
elements preserve their order relative to each other after sorting.\n */\npublic actual fun <T> Array<out
T>.sortWith(comparator: Comparator<in T>): Unit {\n    if (size > 1) sortArrayWith(this, comparator)\n}\n\n/**\n *
Sorts a range in the array in-place with the given [comparator].\n * \n * The sort is _stable_. It means that equal
elements preserve their order relative to each other after sorting.\n * \n * @param fromIndex the start of the range
(inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by

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default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *\n * \n @SinceKotlin("1.4")\n @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n public actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit {\n

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n sortArrayWith(this, fromIndex, toIndex, comparator)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n *\n public actual fun ByteArray.toTypedArray(): Array<Byte> {\n return js("[\"]).slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n *\n public actual fun ShortArray.toTypedArray(): Array<Short> {\n return js("[\"]).slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n *\n public actual fun IntArray.toTypedArray(): Array<Int> {\n return js("[\"]).slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n *\n public actual fun LongArray.toTypedArray(): Array<Long> {\n return js("[\"]).slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n *\n public actual fun FloatArray.toTypedArray(): Array<Float> {\n return js("[\"]).slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n *\n public actual fun DoubleArray.toTypedArray(): Array<Double> {\n return js("[\"]).slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n *\n public actual fun BooleanArray.toTypedArray(): Array<Boolean> {\n return js("[\"]).slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n *\n public actual fun CharArray.toTypedArray(): Array<Char> {\n return Array(size) { index -> this[index] }\n}\n\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

*\n @file:kotlin.jvm.JvmName("ComparisonsKt")\n @file:kotlin.jvm.JvmMultifileClass\n\npackage kotlin.comparisons\n\n/**\n * Compares two values using the specified functions [selectors] to calculate the result of the comparison.\n * The functions are called sequentially, receive the given values [a] and [b] and return [Comparable] objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do not\n * compare as equal, the result of that comparison is returned.\n *\n * @sample\n samples.comparisons.Comparisons.compareValuesByWithSelectors\n *\n public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {\n require(selectors.size > 0)\n return compareValuesByImpl(a, b, selectors)\n}\n\nprivate fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?): Int {\n for (fn in selectors) {\n val v1 = fn(a)\n val v2 = fn(b)\n val diff = compareValues(v1, v2)\n if (diff != 0) return diff\n }\n return 0\n}\n\n/**\n * Compares two values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to the given values [a] and [b] and return [Comparable] objects.\n * The result of comparison of these [Comparable] instances is returned.\n *\n * @sample\n samples.comparisons.Comparisons.compareValuesByWithSingleSelector\n *\n @kotlin.internal.InlineOnly\n public inline fun <T> compareValuesBy(a: T, b: T, selector: (T) -> Comparable<*>?): Int {\n return compareValues(selector(a), selector(b))\n}\n\n/**\n * Compares two values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to the given values [a] and [b] and return objects of type K which are then being\n * compared with the given [comparator].\n *\n * @sample\n samples.comparisons.Comparisons.compareValuesByWithComparator\n *\n @kotlin.internal.InlineOnly\n public inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {\n return comparator.compare(selector(a), selector(b))\n}\n\n//// Not so useful without type inference for receiver of expression\n//// compareValuesWith(v1, v2, compareBy { it.prop1 } thenByDescending { it.prop2 })\n////**\n * Compares two values using the specified [comparator].\n *\n @n//\n @Suppress("NOTHING_TO_INLINE")\n public inline fun <T> compareValuesWith(a: T,

b: T, comparator: Comparator<T>: Int = comparator.compare(a, b)\n/\n\n/**\n * Compares two nullable [Comparable] values. Null is considered less than any value.\n *\n * @sample samples.comparisons.Comparisons.compareValues\n */\npublic fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {\n if (a === b) return 0\n if (a == null) return -1\n if (b == null) return 1\n\n @Suppress(\"UNCHECKED_CAST\")\n return (a as Comparable<Any>).compareTo(b)\n}\n\n/**\n * Creates a comparator using the sequence of functions to calculate a result of comparison.\n *\n * The functions are called sequentially, receive the given values `a` and `b` and return [Comparable] objects. As soon as the [Comparable] instances returned by a function for `a` and `b` values do not compare as equal, the result of that comparison is returned from the [Comparator].\n *\n * @sample samples.comparisons.Comparisons.compareByWithSelectors\n */\npublic fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {\n require(selectors.size > 0)\n return Comparator { a, b -> compareValuesByImpl(a, b, selectors) }\n}\n\n/**\n * Creates a comparator using the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.compareByWithSingleSelector\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n Comparator { a, b -> compareValuesBy(a, b, selector) }\n\n/**\n * Creates a comparator using the [selector] function to transform values being compared and then applying the specified [comparator] to compare transformed values.\n *\n * @sample samples.comparisons.Comparisons.compareByWithComparator\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }\n\n/**\n * Creates a descending comparator using the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.compareByDescendingWithSingleSelector\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n Comparator { a, b -> compareValuesBy(b, a, selector) }\n\n/**\n * Creates a descending comparator using the [selector] function to transform values being compared and then applying the specified [comparator] to compare transformed values.\n *\n * Note that an order of [comparator] is reversed by this wrapper.\n *\n * @sample samples.comparisons.Comparisons.compareByDescendingWithComparator\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }\n\n/**\n * Creates a comparator comparing values after the primary comparator defined them equal. It uses the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.thenBy\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Comparator<T>.thenBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n Comparator { a, b -> {\n val previousCompare = this@thenBy.compare(a, b)\n if (previousCompare != 0) previousCompare else compareValuesBy(a, b, selector)\n } }\n\n/**\n * Creates a comparator comparing values after the primary comparator defined them equal. It uses the [selector] function to transform values and then compares them with the given [comparator].\n *\n * @sample samples.comparisons.Comparisons.thenByWithComparator\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> Comparator<T>.thenBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n Comparator { a, b -> {\n val previousCompare = this@thenBy.compare(a, b)\n if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)\n } }\n\n/**\n * Creates a descending comparator using the primary comparator and the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.thenByDescending\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n Comparator { a, b -> {\n val previousCompare = this@thenByDescending.compare(a, b)\n if (previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)\n } }\n\n/**\n * Creates a descending comparator

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comparing values after the primary comparator defined them equal. It uses the [selector] function to transform
values and then compares them with the given [comparator].
 * @sample
samples.comparisons.Comparisons.thenByDescendingWithComparator
 * @kotlin.internal.InlineOnly
public inline fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) ->
K): Comparator<T> = Comparator { a, b -> val previousCompare = this@thenByDescending.compare(a,
b) if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)
}
 * Creates a comparator using the primary comparator and function to calculate a result of comparison.
 * @sample samples.comparisons.Comparisons.thenComparator
 * @kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparator(crossinline comparison:
(a: T, b: T) -> Int): Comparator<T> = Comparator { a, b -> val previousCompare =
this@thenComparator.compare(a, b) if (previousCompare != 0) previousCompare else comparison(a, b)
}
 * Combines this comparator and the given [comparator] such that the latter is applied only when the
former considered values equal.
 * @sample samples.comparisons.Comparisons.then
 * @kotlin.internal.InlineOnly
public infix fun
<T> Comparator<T>.then(comparator: Comparator<in T>): Comparator<T> = Comparator { a, b -> val
previousCompare = this@then.compare(a, b) if (previousCompare != 0) previousCompare else
comparator.compare(a, b)
}
 * Combines this comparator and the given [comparator] such that the latter
is applied only when the former considered values equal.
 * @sample
samples.comparisons.Comparisons.thenDescending
 * @kotlin.internal.InlineOnly
public infix fun <T> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =
Comparator<T> { a, b -> val previousCompare = this@thenDescending.compare(a, b) if
(previousCompare != 0) previousCompare else comparator.compare(b, a)
}
 // Not so useful without type
inference for receiver of expression
 * Extends the given [comparator] of non-nullable values to a comparator
of nullable values considering `null` value less than any other value.
 * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator
 * @kotlin.internal.InlineOnly
public fun <T : Any>
nullsFirst(comparator: Comparator<in T>): Comparator<T?> = Comparator { a, b -> when {
a == b -> 0
a == null -> -1
b == null -> 1
else -> comparator.compare(a, b)
}
}
 * Provides a comparator of nullable [Comparable] values considering `null` value less than any other
value.
 * @sample samples.comparisons.Comparisons.nullsFirstLastComparator
 * @kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> nullsFirst(): Comparator<T?> =
nullsFirst(naturalOrder())
 * Extends the given [comparator] of non-nullable values to a comparator of
nullable values considering `null` value greater than any other value.
 * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator
 * @kotlin.internal.InlineOnly
public fun <T : Any>
nullsLast(comparator: Comparator<in T>): Comparator<T?> = Comparator { a, b -> when {
a == b -> 0
a == null -> 1
b == null -> -1
else -> comparator.compare(a, b)
}
}
 * Provides a comparator of nullable [Comparable] values considering `null` value greater than any
other value.
 * @sample samples.comparisons.Comparisons.nullsFirstLastComparator
 * @kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> nullsLast(): Comparator<T?> =
nullsLast(naturalOrder())
 * Returns a comparator that compares [Comparable] objects in natural order.
 * @sample
samples.comparisons.Comparisons.naturalOrderComparator
 * @kotlin.internal.InlineOnly
public fun <T : Comparable<T>> naturalOrder():
Comparator<T> = @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)
 * Returns a comparator that compares [Comparable] objects in reversed natural order.
 * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator
 * @kotlin.internal.InlineOnly
public fun <T : Comparable<T>>
reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as
Comparator<T>)
 * Returns a comparator that imposes the reverse ordering of this comparator.
 * @sample samples.comparisons.Comparisons.reversed
 * @kotlin.internal.InlineOnly
public fun <T> Comparator<T>.reversed():
Comparator<T> = when (this) {
is ReversedComparator -> this.comparator
NaturalOrderComparator ->

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@Suppress("UNCHECKED_CAST") (ReverseOrderComparator
as Comparator<T>)\n ReverseOrderComparator -> @Suppress("UNCHECKED_CAST")
(NaturalOrderComparator as Comparator<T>)\n else -> ReversedComparator(this)\n}\n\nprivate class
ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {\n override fun compare(a:
T, b: T): Int = comparator.compare(b, a)\n @Suppress("VIRTUAL_MEMBER_HIDDEN")\n fun reversed():
Comparator<T> = comparator\n}\n\nprivate object NaturalOrderComparator : Comparator<Comparable<Any>> {\n
override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)\n
@Suppress("VIRTUAL_MEMBER_HIDDEN")\n fun reversed(): Comparator<Comparable<Any>> =
ReverseOrderComparator\n}\n\nprivate object ReverseOrderComparator : Comparator<Comparable<Any>> {\n
override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)\n
@Suppress("VIRTUAL_MEMBER_HIDDEN")\n fun reversed(): Comparator<Comparable<Any>> =
NaturalOrderComparator\n}\n\n"/*\n
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is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("StandardKt")\n\npackage kotlin\n\nimport
kotlin.contracts.*\n\n/**\n * An exception is thrown to indicate that a method body remains to be implemented.\n
*/\n\npublic class NotImplementedError(message: String = "An operation is not implemented.") :
Error(message)\n\n/**\n * Always throws [NotImplementedError] stating that operation is not implemented.\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun TODO(): Nothing = throw NotImplementedError()\n\n/**\n *
Always throws [NotImplementedError] stating that operation is not implemented.\n * @param reason a string
explaining why the implementation is missing.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun TODO(reason:
String): Nothing = throw NotImplementedError("An
operation is not implemented: $reason")\n\n\n/**\n * Calls the specified function [block] and returns its result.\n
*/\n * For detailed usage information see the documentation for [scope
functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun <R> run(block: () -> R): R {\n contract {\n
callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return block()\n}\n\n/**\n * Calls the specified
function [block] with `this` value as its receiver and returns its result.\n * @param receiver the receiver of
the function.\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> T.run(block: T.() -> R): R {\n contract {\n
callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return block()\n}\n\n/**\n * Calls the specified
function [block] with the given [receiver] as its
receiver and returns its result.\n * @param receiver the receiver of the function.\n * For detailed usage
information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#with).\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> with(receiver: T, block: T.() -> R): R {\n contract {\n
callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return receiver.block()\n}\n\n/**\n * Calls the
specified function [block] with `this` value as its receiver and returns `this` value.\n * @param receiver the
receiver of the function.\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> T.apply(block: T.() -> Unit): T {\n contract {\n
callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n block()\n return
this\n}\n\n/**\n * Calls the specified function [block] with `this` value as its argument and returns `this` value.\n
*/\n * For detailed usage information
see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).\n
*/\n\n@kotlin.internal.InlineOnly\n@SinceKotlin("1.1")\npublic inline fun <T> T.also(block: (T) -> Unit): T {\n
contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n block(this)\n return
this\n}\n\n/**\n * Calls the specified function [block] with `this` value as its argument and returns its result.\n
*/\n * For detailed usage information see the documentation for [scope
functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).\n */\n\n@kotlin.internal.InlineOnly\npublic

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inline fun <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block,
InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}

/** Returns `this` value if it satisfies the
given [predicate] or `null`, if it doesn't.
*/
* For detailed usage information see the documentation for [scope
functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeif-and-takeunless).

@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeIf(predicate: (T) -> Boolean):
T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if
(predicate(this)) this else null
}

/** Returns `this` value if it _does not_ satisfy the given [predicate] or
`null`, if it does.
*/
* For detailed usage information see the documentation for [scope
functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeif-and-takeunless).

@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeUnless(predicate: (T) ->
Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if
(!predicate(this)) this else null
}

* Executes the given function [action] specified number of [times].
*/
* A zero-based index of current iteration is passed as a parameter to
[action].
*/
@sample samples.misc.ControlFlow.repeat
@kotlin.internal.InlineOnly
public inline fun
repeat(times: Int, action: (Int) -> Unit) {
    contract {
        callsInPlace(action)
    }
    for (index in 0 until times) {
        action(index)
    }
}

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contributors.
*/
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license/LICENSE.txt file.
*/
@package kotlin.comparisons
// NOTE: THIS FILE IS AUTO-
GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.js.*

/** Returns the greater
of two values.
*/
* If values are equal, returns the first one.
*/
@SinceKotlin("1.1")
public actual fun <T :
Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/** Returns the greater of two
values.
*/
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public
actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return maxOf(a.toInt(),
b.toInt()).unsafeCast<Byte>()
}

/** Returns the greater of two values.
*/
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Short, b: Short): Short
{
    return maxOf(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/** Returns the greater of two values.
*/
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Int, b: Int): Int {
    return JsMath.max(a, b)
}

/** Returns the greater of two values.
*/
@kotlin.internal.InlineOnly
@Suppress("NOTHING_TO_INLINE")
public actual inline fun maxOf(a: Long, b:
Long): Long {
    return if (a >= b) a else b
}

/** Returns the greater of two values.
*/
* If either value
is `NaN`, returns `NaN`.
*/
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual inline fun
maxOf(a: Float, b: Float): Float {
    return JsMath.max(a, b)
}

/** Returns the greater of two values.
*/
* If either value is `NaN`, returns `NaN`.
*/
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Double, b: Double):
Double {
    return JsMath.max(a, b)
}

/** Returns the greater of three values.
*/
* If there are multiple
equal maximal values, returns the first of them.
*/
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual fun <T :
Comparable<T>> maxOf(a: T, b: T, c: T): T {
    return maxOf(a, maxOf(b, c))
}

/** Returns the greater
of three values.
*/
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Byte,
b: Byte, c: Byte): Byte {
    return JsMath.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/** Returns the greater of three values.
*/
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual inline
fun maxOf(a: Short, b: Short, c: Short): Short {
    return JsMath.max(a.toInt(), b.toInt(),
c.toInt()).unsafeCast<Short>()
}

/** Returns the greater of three values.
*/
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual
inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return JsMath.max(a, b, c)
}

/** Returns the greater of three
values.
*/
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Long, b: Long,
c: Long): Long {
    return maxOf(a, maxOf(b, c))
}

/** Returns the greater of three values.
*/
* If any
value is `NaN`, returns `NaN`.
*/
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual inline fun

```

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maxOf(a: Float, b: Float, c: Float): Float {
    return JsMath.max(a, b, c)
}

Returns the greater of three values.
If any value is NaN, returns NaN.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return JsMath.max(a, b, c)
}

Returns the greater of the given values.
If there are multiple equal maximal values, returns the first of them.

@SinceKotlin("1.4")
public actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.

@SinceKotlin("1.4")
public actual fun maxOf(a: Byte, vararg other: Byte): Byte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.

@SinceKotlin("1.4")
public actual fun maxOf(a: Short, vararg other: Short): Short {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.

@SinceKotlin("1.4")
public actual fun maxOf(a: Int, vararg other: Int): Int {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.

@SinceKotlin("1.4")
public actual fun maxOf(a: Long, vararg other: Long): Long {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.
If any value is NaN, returns NaN.

@SinceKotlin("1.4")
public actual fun maxOf(a: Float, vararg other: Float): Float {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.
If any value is NaN, returns NaN.

@SinceKotlin("1.4")
public actual fun minOf(a: Double, vararg other: Double): Double {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the smaller of two values.
If values are equal, returns the first one.

@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> minOf(a: T, b: T): T {
    return if (a <= b) a else b
}

Returns the smaller of two values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return minOf(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

Returns the smaller of two values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Short, b: Short): Short {
    return minOf(a.toInt(), b.toInt()).unsafeCast<Short>()
}

Returns the smaller of two values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Int, b: Int): Int {
    return JsMath.min(a, b)
}

Returns the smaller of two values.

@SinceKotlin("1.1")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}

Returns the smaller of two values.
If either value is NaN, returns NaN.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Float, b: Float): Float {
    return JsMath.min(a, b)
}

Returns the smaller of two values.
If either value is NaN, returns NaN.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Double, b: Double): Double {
    return JsMath.min(a, b)
}

Returns the smaller of three values.
If there are multiple equal minimal values, returns the first of them.

@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {
    return minOf(a, minOf(b, c))
}

Returns the smaller of three values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return JsMath.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

Returns the smaller of three values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Short, b: Short, c: Short): Short {
    return JsMath.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

Returns the smaller of three values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return JsMath.min(a, b, c)
}

Returns the smaller of three values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Long, b: Long, c: Long): Long {
    return minOf(a, minOf(b, c))
}

Returns the smaller of three values.
If any value is NaN, returns NaN.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return JsMath.min(a, b, c)
}

Returns the smaller of three

```

```

values.\n * \n * If any value is `NaN`, returns `NaN`.\n
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Double, b: Double, c:
Double): Double {\n    return JsMath.min(a, b, c)\n}\n\n/**\n * Returns the smaller of the given values.\n * \n *
If there are multiple equal minimal values, returns the first of them.\n */\n@SinceKotlin("1.4")\npublic actual fun
<T : Comparable<T>> minOf(a: T, vararg other: T): T {\n    var min = a\n    for (e in other) min = minOf(min, e)\n
return min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin("1.4")\npublic actual fun
minOf(a: Byte, vararg other: Byte): Byte {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return
min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin("1.4")\npublic actual fun minOf(a:
Short, vararg other: Short): Short {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return
min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin("1.4")\npublic actual fun minOf(a:
Int, vararg other: Int): Int {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}\n\n/**\n
* Returns the smaller of the given values.\n */\n@SinceKotlin("1.4")\npublic actual
fun minOf(a: Long, vararg other: Long): Long {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return
min\n}\n\n/**\n * Returns the smaller of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n
*\n@SinceKotlin("1.4")\npublic actual fun minOf(a: Float, vararg other: Float): Float {\n    var min = a\n    for (e
in other) min = minOf(min, e)\n    return min\n}\n\n/**\n * Returns the smaller of the given values.\n * \n * If any
value is `NaN`, returns `NaN`.\n */\n@SinceKotlin("1.4")\npublic actual fun minOf(a: Double, vararg other:
Double): Double {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}\n\n"/\n * Copyright
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by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT
EDIT!\n\npackage kotlin\n\nimport kotlin.experimental.*\nimport
kotlin.jvm.*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@JvmInline\npublic
value class ULong @PublishedApi internal constructor(@PublishedApi internal val data: Long) :
Comparable<ULong> {\n\n    companion object {\n\n        /**\n         * A constant holding the minimum value an
instance of ULong can have.\n         */\n        public const val MIN_VALUE: ULong = ULong(0)\n\n        /**\n
         * A constant holding the maximum value an instance of ULong can have.\n         */\n        public const val
MAX_VALUE: ULong = ULong(-1)\n\n        /**\n         * The number of bytes used to represent an instance of
ULong in a binary form.\n         */\n        public const val SIZE_BYTES: Int = 8\n\n        /**\n         * The number of
bits used to represent an instance of ULong in a binary form.\n         */\n        public const val SIZE_BITS: Int = 64\n
    }\n\n    /**\n     * Compares this value with the specified value for order.\n     * Returns zero if this value
is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's
greater than other.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other: UByte):
Int = this.compareTo(other.toULong())\n\n    /**\n     * Compares this value with the specified value for order.\n     *
Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a
positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun
compareTo(other: UShort): Int = this.compareTo(other.toULong())\n\n    /**\n     * Compares this value with the
specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if
it's less than other,\n     * or a positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n
public inline operator fun compareTo(other:
UInt): Int = this.compareTo(other.toULong())\n\n    /**\n     * Compares this value with the specified value for
order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n
     * or a positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n
@Suppress("OVERRIDE_BY_INLINE")\n    public override inline operator fun compareTo(other: ULong): Int =
ulongCompare(this.data, other.data)\n\n    /**\n     * Adds the other value to this value. */\n    @kotlin.internal.InlineOnly\n
public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())\n\n    /**\n     * Adds the other
value to this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other:
UShort): ULong = this.plus(other.toULong())\n\n    /**\n     * Adds the other value to this value. */\n
}

```

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@kotlin.internal.InlineOnly\n public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())\n
/** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other:
ULong): ULong = ULong(this.data.plus(other.data))\n\n /** Subtracts the other value from this value. */\n
@kotlin.internal.InlineOnly\n public inline operator fun minus(other: UByte): ULong =
this.minus(other.toULong())\n\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n
public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())\n\n /** Subtracts the other
value from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: UInt): ULong =
this.minus(other.toULong())\n\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n
public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))\n\n /** Multiplies
this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator
fun times(other: UByte): ULong = this.times(other.toULong())\n\n /** Multiplies this value by the other value. */\n
@kotlin.internal.InlineOnly\n public inline operator fun times(other: UShort): ULong =
this.times(other.toULong())\n\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n
public inline operator fun times(other: UInt): ULong = this.times(other.toULong())\n\n /** Multiplies this value by
the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: ULong): ULong =
ULong(this.data.times(other.data))\n\n /** Divides this value by the other value, truncating the result to an integer
that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UByte): ULong =
this.div(other.toULong())\n\n /** Divides this value by the other value, truncating the result to an integer that is
closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator
fun div(other: UShort): ULong = this.div(other.toULong())\n\n /** Divides this value by the other value, truncating
the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun
div(other: UInt): ULong = this.div(other.toULong())\n\n /** Divides this value by the other value, truncating the
result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other:
ULong): ULong = ulongDivide(this, other)\n\n /**\n * Calculates the remainder of truncating division of this
value by the other value.\n * \n * The result is always less than the divisor.\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())\n
/**\n * Calculates the remainder of truncating division of this value by the other value.\n * \n * The result is
always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())\n\n /**\n * Calculates the
remainder of truncating division of this value by the other value.\n * \n * The result is always less than the
divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UInt): ULong =
this.rem(other.toULong())\n\n /**\n * Calculates the remainder of truncating division of this value by the other
value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public
inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)\n\n /**\n * Divides this value by
the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types,
the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UByte): ULong
= this.floorDiv(other.toULong())\n\n /**\n * Divides this value by the other value, flooring the result to an
integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and
truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other:
UShort): ULong = this.floorDiv(other.toULong())\n\n /**\n * Divides this value by the other value, flooring the
result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division
and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other:
UInt): ULong = this.floorDiv(other.toULong())\n\n /**\n * Divides this value by the other value, flooring the
result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division
and truncating division are the same.\n
*/\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: ULong): ULong = div(other)\n\n /**\n
* Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is always

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less than the divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating division are
the same.\n * \n @kotlin.internal.InlineOnly\n public inline fun mod(other: UByte): UByte =
this.mod(other.toULong()).toUByte()\n /**\n * Calculates the remainder of flooring division of this value by the
other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the remainders
of flooring division and truncating division are the same.\n * \n @kotlin.internal.InlineOnly\n public inline
fun mod(other: UShort): UShort = this.mod(other.toULong()).toUShort()\n /**\n * Calculates the remainder of
flooring division of this value by the other value.\n
* \n * The result is always less than the divisor.\n * \n * For unsigned types, the remainders of flooring
division and truncating division are the same.\n * \n @kotlin.internal.InlineOnly\n public inline fun
mod(other: UInt): UInt = this.mod(other.toULong()).toUInt()\n /**\n * Calculates the remainder of flooring
division of this value by the other value.\n * \n * The result is always less than the divisor.\n * \n * For
unsigned types, the remainders of flooring division and truncating division are the same.\n * \n
@kotlin.internal.InlineOnly\n public inline fun mod(other: ULong): ULong = rem(other)\n\n /**\n * Returns
this value incremented by one.\n * \n * @sample samples.misc.Builtins.inc\n * \n
@kotlin.internal.InlineOnly\n public inline operator fun inc(): ULong = ULong(data.inc())\n\n /**\n * Returns
this value decremented by one.\n * \n * @sample samples.misc.Builtins.dec\n * \n
@kotlin.internal.InlineOnly\n public inline operator fun dec(): ULong = ULong(data.dec())\n\n /** Creates a
range from this value to the specified [other] value. * \n @kotlin.internal.InlineOnly\n public inline operator fun
rangeTo(other: ULong): ULongRange = ULongRange(this, other)\n\n /**\n * Shifts this value left by the
[bitCount] number of bits.\n * \n * Note that only the six lowest-order bits of the [bitCount] are used as the shift
distance.\n * \n * The shift distance actually used is therefore always in the range `0..63`.\n * \n
@kotlin.internal.InlineOnly\n public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)\n\n
/**\n * Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros.\n * \n *
Note that only the six lowest-order bits of the [bitCount] are used as the shift distance.\n * \n * The shift
distance actually used is therefore always in the range `0..63`.\n
* \n @kotlin.internal.InlineOnly\n public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr
bitCount)\n\n /** Performs a bitwise AND operation between the two values. * \n @kotlin.internal.InlineOnly\n
public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)\n\n /** Performs a bitwise OR
operation between the two values. * \n @kotlin.internal.InlineOnly\n public inline infix fun or(other: ULong):
ULong = ULong(this.data or other.data)\n\n /** Performs a bitwise XOR operation between the two values. * \n
@kotlin.internal.InlineOnly\n public inline infix fun xor(other: ULong): ULong = ULong(this.data xor
other.data)\n\n /** Inverts the bits in this value. * \n @kotlin.internal.InlineOnly\n public inline fun inv():
ULong = ULong(data.inv())\n\n /**\n * Converts this [ULong] value to [Byte].\n * \n * If this value is less
than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents\n
* the same numerical value as this `ULong`.\n * \n * The resulting `Byte` value is represented by the least
significant 8 bits of this `ULong` value.\n * \n * Note that the resulting `Byte` value may be negative.\n * \n
@kotlin.internal.InlineOnly\n public inline fun toByte(): Byte = data.toByte()\n\n /**\n * Converts this [ULong]
value to [Short].\n * \n * If this value is less than or equals to [Short.MAX_VALUE], the resulting `Short` value
represents\n
* the same numerical value as this `ULong`.\n * \n * The resulting `Short` value is represented
by the least significant 16 bits of this `ULong` value.\n * \n * Note that the resulting `Short` value may be
negative.\n * \n @kotlin.internal.InlineOnly\n public inline fun toShort(): Short = data.toShort()\n\n /**\n *
Converts this [ULong] value to [Int].\n * \n * If this value is less than or equals to [Int.MAX_VALUE], the
resulting `Int`
value represents\n
* the same numerical
value as this `ULong`.\n * \n * The resulting `Int` value is represented by the least significant 32 bits of this
`ULong` value.\n * \n * Note that the resulting `Int` value may be negative.\n * \n @kotlin.internal.InlineOnly\n
public inline fun toInt(): Int = data.toInt()\n\n /**\n * Converts this [ULong] value to [Long].\n * \n * If this
value is less than or equals to [Long.MAX_VALUE], the resulting `Long` value represents\n
* the same
numerical value as this `ULong`. Otherwise the result is negative.\n * \n * The resulting `Long` value has the

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same binary representation as this `ULong` value.\n
 */\n
 @kotlin.internal.InlineOnly\n
 public inline fun
toLong(): Long = data\n\n
 /**\n
 * Converts this [ULong] value to [UByte].\n
 */\n
 * If this value is less than
or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n
 * the same numerical value as this
`ULong`.\n
 */\n
 * The resulting `UByte` value
is represented by the least significant 8 bits of this `ULong` value.\n
 */\n
 @kotlin.internal.InlineOnly\n
 public
inline fun toUByte(): UByte = data.toUByte()\n
 /**\n
 * Converts this [ULong] value to [UShort].\n
 */\n
 * If
this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents\n
 * the same
numerical value as this `ULong`.\n
 */\n
 * The resulting `UShort` value is represented by the least significant 16
bits of this `ULong` value.\n
 */\n
 @kotlin.internal.InlineOnly\n
 public inline fun toUShort(): UShort =
data.toUShort()\n
 /**\n
 * Converts this [ULong] value to [UInt].\n
 */\n
 * If this value is less than or equals
to [UInt.MAX_VALUE], the resulting `UInt` value represents\n
 * the same numerical value as this `ULong`.\n
 */\n
 * The resulting `UInt` value is represented by the least significant 32 bits of this `ULong` value.\n
 */\n
 @kotlin.internal.InlineOnly\n
 public inline
fun toUInt(): UInt = data.toUInt()\n
 /** Returns this value. */\n
 @kotlin.internal.InlineOnly\n
 public inline
fun toULong(): ULong = this\n\n
 /**\n
 * Converts this [ULong] value to [Float].\n
 */\n
 * The resulting
value is the closest `Float` to this `ULong` value.\n
 * In case when this `ULong` value is exactly between two
`Float`s,\n
 * the one with zero at least significant bit of mantissa is selected.\n
 */\n
 @kotlin.internal.InlineOnly\n
 public inline fun toFloat(): Float = this.toDouble().toFloat()\n
 /**\n
 * Converts
this [ULong] value to [Double].\n
 */\n
 * The resulting value is the closest `Double` to this `ULong` value.\n
 *
In case when this `ULong` value is exactly between two `Double`s,\n
 * the one with zero at least significant bit of
mantissa is selected.\n
 */\n
 @kotlin.internal.InlineOnly\n
 public inline fun toDouble(): Double =
ulongToDouble(data)\n\n
 public override fun toString(): String = ulongToString(data)\n\n
 /**\n
 * Converts this [Byte] value to [ULong].\n
 */\n
 * If this value is positive, the resulting `ULong` value represents the
same numerical value as this `Byte`.\n
 */\n
 * The least significant 8 bits of the resulting `ULong` value are the same
as the bits of this `Byte` value,\n
 * whereas the most significant 56 bits are filled with the sign bit of this value.\n
 */\n
 @SinceKotlin("1.5")\n
 @WasExperimental(ExperimentalUnsignedTypes::class)\n
 @kotlin.internal.InlineOnly\n
 npublic inline fun Byte.toULong(): ULong = ULong(this.toLong())\n\n
 /**\n
 * Converts this [Short] value to
[ULong].\n
 */\n
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this
`Short`.\n
 */\n
 * The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short`
value,\n
 * whereas the most significant 48 bits are filled with the sign bit of this value.\n
 */\n
 @SinceKotlin("1.5")\n
 @WasExperimental(ExperimentalUnsignedTypes::class)\n
 @kotlin.internal.InlineOnly\n
 npublic
inline fun Short.toULong(): ULong = ULong(this.toLong())\n\n
 /**\n
 * Converts this [Int] value to [ULong].\n
 */\n
 * If
this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`.\n
 */\n
 * The
least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value,\n
 * whereas the
most significant 32 bits are filled with the sign bit of this value.\n
 */\n
 @SinceKotlin("1.5")\n
 @WasExperimental(ExperimentalUnsignedTypes::class)\n
 @kotlin.internal.InlineOnly\n
 npublic inline fun Int.toULong(): ULong = ULong(this.toLong())\n\n
 /**\n
 * Converts this [Long] value to [ULong].\n
 */\n
 * If
this value is positive, the resulting `ULong` value represents the same numerical value as this `Long`.\n
 */\n
 * The resulting `ULong` value has the same binary representation as this `Long` value.\n
 */\n
 @SinceKotlin("1.5")\n
 @WasExperimental(ExperimentalUnsignedTypes::class)\n
 @kotlin.internal.InlineOnly\n
 npublic
inline fun Long.toULong(): ULong = ULong(this)\n\n
 /**\n
 * Converts this [Float] value to [ULong].\n
 */\n
 * The
fractional part, if any, is rounded down towards zero.\n
 * Returns zero if this `Float` value is negative or `NaN`,
[ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.\n
 */\n
 @SinceKotlin("1.5")\n
 @WasExperimental(ExperimentalUnsignedTypes::class)\n
 @kotlin.internal.InlineOnly\n
 npublic inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())\n\n
 /**\n
 * Converts this [Double]
value to [ULong].\n
 */\n
 * The fractional part, if any, is rounded down towards zero.\n
 * Returns zero if this

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`Double` value is negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
@SinceKotlin("1.5")@WasExperimental(ExperimentalUnsignedTypes::class)@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)
"/ * Copyright 2010-2022 JetBrains
s.r.o. and Kotlin Programming Language contributors.
* Use of this source
code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
@file:kotlin.jvm.JvmMultifileClass@file:kotlin.jvm.JvmName("CollectionsKt")
package
kotlin.collections
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.random.*
import
kotlin.ranges.contains
import kotlin.ranges.reversed
/**
 * Returns 1st *element* from the list.
 *
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return
    get(0)
}
/**
 * Returns 2nd *element* from the list.
 *
 * Throws an [IndexOutOfBoundsException] if the
size of this list is less than 2.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T>
List<T>.component2(): T {
    return get(1)
}
/**
 * Returns 3rd *element* from the list.
 *
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return
    get(2)
}
/**
 * Returns 4th *element* from the list.
 *
 * Throws an [IndexOutOfBoundsException] if the
size of this list is less than 4.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T>
List<T>.component4(): T {
    return get(3)
}
/**
 * Returns 5th *element* from the list.
 *
 * Throws an
[IndexOutOfBoundsException] if the size of this list is less than 5.
 */
@kotlin.internal.InlineOnly
public inline
operator fun <T> List<T>.component5(): T {
    return get(4)
}
/**
 * Returns `true` if [element] is found in
the collection.
 */
@kotlin.internal.OnlyInputTypes
public operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T):
Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
}
/**
 * Returns an element
at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.
 */
@sample samples.collections.Collections.Elements.elementAt
public fun <T>
Iterable<T>.elementAt(index: Int): T {
    if (this is List)
        return get(index)
    return
    elementAtOrElse(index) { throw IndexOutOfBoundsException("Collection doesn't contain element at index
$index.") }
}
/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if
the [index] is out of bounds of this list.
 */
@sample samples.collections.Collections.Elements.elementAt
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAt(index: Int): T {
    return
    get(index)
}
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function
if the [index] is out of bounds of this collection.
 */
@sample
samples.collections.Collections.Elements.elementAtOrElse
public fun
<T> Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return
    this.getOrElse(index, defaultValue)
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}
/**
 * Returns an element at the given [index] or the
result of calling the [defaultValue] function if the [index] is out of bounds of this list.
 */
@sample
samples.collections.Collections.Elements.elementAtOrElse
@kotlin.internal.InlineOnly
public inline fun
<T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <=
    lastIndex) get(index) else defaultValue(index)
}
/**
 * Returns an element at the given [index] or `null` if the
[index] is out of bounds of this collection.
 */
@sample
samples.collections.Collections.Elements.elementAtOrNull
public fun <T> Iterable<T>.elementAtOrNull(index: Int): T? {
    if (this is List)
        return
    this.getOrNull(index)
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while
(iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this

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list.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAtOrNull(index: Int): T? {\n  return
this.getOrNull(index)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such
element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.find(predicate:
(T) -> Boolean): T? {\n  return firstOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Iterable<T>.findLast(predicate: (T) -> Boolean): T? {\n  return lastOrNull(predicate)\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *\n@kotlin.internal.InlineOnly\npublic inline fun <T>
List<T>.findLast(predicate: (T) -> Boolean): T? {\n  return lastOrNull(predicate)\n}\n\n/**\n * Returns the first
element.\n * \n * @throws NoSuchElementException if the collection is empty.\n *\npublic fun <T>
Iterable<T>.first(): T {\n  when (this) {\n    is List -> return this.first()\n    else -> {\n      val iterator =
iterator()\n      if (!iterator.hasNext())\n        throw NoSuchElementException("Collection is empty.")\n      return iterator.next()\n    }\n  }\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the list is empty.\n
*\npublic fun <T> List<T>.first(): T {\n  if (isEmpty())\n    throw NoSuchElementException("List is
empty.")\n  return this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws
[NoSuchElementException] if no such element is found.\n *\npublic inline fun <T> Iterable<T>.first(predicate: (T)
-> Boolean): T {\n  for (element in this) if (predicate(element)) return element\n  throw
NoSuchElementException("Collection contains no element matching the predicate.")\n}\n\n/**\n * Returns the
first non-null value produced by [transform] function being applied to elements of this collection in iteration order,\n
* or throws [NoSuchElementException] if no non-null value was produced.\n * \n * @sample
samples.collections.Collections.Transformations.firstNotNullOf\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any>
Iterable<T>.firstNotNullOf(transform: (T) -> R?): R {\n  return firstNotNullOfOrNull(transform) ?: throw
NoSuchElementException("No element of the collection was transformed to a non-null value.")\n}\n\n/**\n *
Returns the first non-null value produced by [transform] function being applied to elements of this collection in
iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample
samples.collections.Collections.Transformations.firstNotNullOf\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any>
Iterable<T>.firstNotNullOfOrNull(transform: (T) -> R?): R? {\n  for (element in this) {\n    val result =
transform(element)\n    if (result != null) {\n      return result\n    }\n  }\n  return null\n}\n\n/**\n *
Returns the first element, or `null` if the collection is
empty.\n *\npublic fun <T> Iterable<T>.firstOrNull(): T? {\n  when (this) {\n    is List -> {\n      if
(isEmpty())\n        return null\n      else\n        return this[0]\n    }\n    else -> {\n      val iterator
= iterator()\n      if (!iterator.hasNext())\n        return null\n      return iterator.next()\n    }\n  }\n}\n\n/**\n * Returns the first element, or `null` if the list is empty.\n *\npublic fun <T> List<T>.firstOrNull():
T? {\n  return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate],
or `null` if element was not found.\n *\npublic inline fun <T> Iterable<T>.firstOrNull(predicate: (T) -> Boolean):
T? {\n  for (element in this) if (predicate(element)) return element\n  return null\n}\n\n/**\n * Returns an element
at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.\n
*\n*\n@kotlin.internal.InlineOnly\npublic
inline fun <T> List<T>.getOrNull(index: Int, defaultValue: (Int) -> T): T {\n  return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the
[index] is out of bounds of this list.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n
*\npublic fun <T> List<T>.getOrNull(index: Int): T? {\n  return if (index >= 0 && index <= lastIndex) get(index)

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else null\n}\n\n/**\n * Returns first index of [element], or -1 if the collection does not contain element.\n *\npublic
fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOf(element: T): Int {\n  if (this is List) return
this.indexOf(element)\n  var index = 0\n  for (item in this) {\n    checkIndexOverflow(index)\n    if (element
== item)\n      return index\n    index++\n  }\n  return -1\n}\n\n/**\n * Returns first index of [element], or -1
if the list does not contain
element.\n *\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes
precedence in some cases\npublic fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOf(element: T): Int {\n
return indexOf(element)\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the
collection does not contain such element.\n *\npublic inline fun <T> Iterable<T>.indexOfFirst(predicate: (T) ->
Boolean): Int {\n  var index = 0\n  for (item in this) {\n    checkIndexOverflow(index)\n    if
(predicate(item))\n      return index\n    index++\n  }\n  return -1\n}\n\n/**\n * Returns index of the first
element matching the given [predicate], or -1 if the list does not contain such element.\n *\npublic inline fun <T>
List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n  var index = 0\n  for (item in this) {\n    if
(predicate(item))\n      return index\n    index++\n  }\n  return -1\n}\n\n/**\n *
Returns index of the last element matching the given [predicate], or -1 if the collection does not contain such
element.\n *\npublic inline fun <T> Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n  var lastIndex = -
1\n  var index = 0\n  for (item in this) {\n    checkIndexOverflow(index)\n    if (predicate(item))\n
lastIndex = index\n    index++\n  }\n  return lastIndex\n}\n\n/**\n * Returns index of the last element matching
the given [predicate], or -1 if the list does not contain such element.\n *\npublic inline fun <T>
List<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n  val iterator = this.listIterator(size)\n  while
(iterator.hasPrevious()) {\n    if (predicate(iterator.previous())) {\n      return iterator.nextIndex()\n    }
}\n  return -1\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the collection
is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\npublic fun <T> Iterable<T>.last(): T {\n  when (this) {\n    is List -> return this.last()\n    else -> {\n
val iterator = iterator()\n    if (!iterator.hasNext())\n      throw NoSuchElementException("Collection is
empty.")\n    var last = iterator.next()\n    while (iterator.hasNext())\n      last = iterator.next()\n
return last\n    }\n  }\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the
list is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\npublic fun <T> List<T>.last(): T
{\n  if (isEmpty())\n    throw NoSuchElementException("List is empty.")\n  return this[lastIndex]\n}\n\n/**\n *
Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such
element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\npublic inline fun <T>
Iterable<T>.last(predicate:
(T) -> Boolean): T {\n  var last: T? = null\n  var found = false\n  for (element in this) {\n    if
(predicate(element)) {\n      last = element\n      found = true\n    }\n  }\n  if (!found) throw
NoSuchElementException("Collection contains no element matching the predicate.")\n  @Suppress("UNCHECKED_CAST")\n  return last as T\n}\n\n/**\n * Returns the last element matching the
given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\npublic inline fun <T> List<T>.last(predicate: (T) -> Boolean): T
{\n  val iterator = this.listIterator(size)\n  while (iterator.hasPrevious()) {\n    val element = iterator.previous()\n
if (predicate(element)) return element\n  }\n  throw NoSuchElementException("List contains no element
matching the predicate.")\n}\n\n/**\n * Returns last index of [element], or -1 if the collection does not
contain element.\n *\npublic fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int
{\n  if (this is List) return this.lastIndexOf(element)\n  var lastIndex = -1\n  var index = 0\n  for (item in this)
{\n    checkIndexOverflow(index)\n    if (element == item)\n      lastIndex = index\n    index++\n  }\n
return lastIndex\n}\n\n/**\n * Returns last index of [element], or -1 if the list does not contain element.\n
*\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
some cases\npublic fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {\n  return
lastIndexOf(element)\n}\n\n/**\n * Returns the last element, or `null` if the collection is empty.\n * \n * @sample

```

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samples.collections.Collections.Elements.last\n *\npublic fun <T> Iterable<T>.lastOrNull(): T? {\n  when (this)\n  {\n    is List -> return if (isEmpty()) null else this[size - 1]\n    else -> {\n      val iterator = iterator()\n      if (!iterator.hasNext())\n        return null\n      var last =\n      iterator.next()\n      while (iterator.hasNext())\n        last = iterator.next()\n      return last\n    }\n  }\n}\n\n/**\n * Returns the last element, or `null` if the list is empty.\n */\n\n * @sample\nsamples.collections.Collections.Elements.last\n *\npublic fun <T> List<T>.lastOrNull(): T? {\n  return if\n  (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if\n  no such element was found.\n */\n\n * @sample\nsamples.collections.Collections.Elements.last\n *\npublic inline fun\n  <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n  var last: T? = null\n  for (element in this) {\n    if (predicate(element)) {\n      last = element\n    }\n  }\n  return last\n}\n\n/**\n * Returns the last element\n  matching the given [predicate], or `null` if no such\n  element was found.\n */\n\n * @sample\nsamples.collections.Collections.Elements.last\n *\npublic inline fun <T>\n  List<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n  val iterator = this.listIterator(size)\n  while\n  (iterator.hasPrevious()) {\n    val element = iterator.previous()\n    if (predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns a random element from this collection.\n */\n\n * @throws\n  NoSuchElementException if this collection is empty.\n\n *\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.random(): T {\n  return random(Random)\n}\n\n/**\n * Returns a random element from this collection using the specified source of\n  randomness.\n */\n\n * @throws\n  NoSuchElementException if this collection is empty.\n\n *\n@SinceKotlin("1.3")\npublic fun <T> Collection<T>.random(random: Random): T {\n  if (isEmpty())\n  throw NoSuchElementException("Collection is empty.")\n  return elementAt(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this collection, or `null` if this collection is empty.\n */\n\n *\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic\n  inline fun <T> Collection<T>.randomOrNull(): T? {\n  return randomOrNull(Random)\n}\n\n/**\n * Returns a\n  random element from this collection using the specified source of randomness, or `null` if this collection is empty.\n */\n\n *\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T>\n  Collection<T>.randomOrNull(random: Random): T? {\n  if (isEmpty())\n    return null\n  return\n  elementAt(random.nextInt(size))\n}\n\n/**\n * Returns the single element, or throws an exception if the collection is\n  empty or has more than one element.\n */\n\n *\npublic fun <T> Iterable<T>.single(): T {\n  when (this) {\n    is List -\n    > return this.single()\n    else -> {\n      val iterator = iterator()\n      if (!iterator.hasNext())\n        throw NoSuchElementException("Collection is empty.")\n      val single = iterator.next()\n      if\n      (iterator.hasNext())\n        throw IllegalArgumentException("Collection has more than one element.")\n      return single\n    }\n  }\n}\n\n/**\n * Returns the single element, or throws an exception if the list is empty or\n  has more than one element.\n */\n\n *\npublic fun <T> List<T>.single(): T {\n  return when (size) {\n    0 -> throw\n    NoSuchElementException("List is empty.")\n    1 -> this[0]\n    else -> throw\n    IllegalArgumentException("List has more than one element.")\n  }\n}\n\n/**\n * Returns the single element\n  matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\n\n *\npublic\n  inline fun <T> Iterable<T>.single(predicate: (T) -> Boolean): T {\n  var single: T? = null\n  var found = false\n  for (element in this) {\n    if (predicate(element)) {\n      if\n      (found)\n        throw IllegalArgumentException("Collection contains more than one matching element.")\n      single\n      = element\n      found = true\n    }\n  }\n  if (!found)\n    throw NoSuchElementException("Collection contains\n    no element matching the predicate.")\n  @Suppress("UNCHECKED_CAST")\n  return single as T\n}\n\n/**\n * Returns single element, or `null` if the collection is empty or has more than one element.\n */\n\n *\npublic fun <T>\n  Iterable<T>.singleOrNull(): T? {\n  when (this) {\n    is List -> return if (size == 1) this[0] else null\n    else ->\n    {\n      val iterator = iterator()\n      if (!iterator.hasNext())\n        return null\n      val single =\n      iterator.next()\n      if (iterator.hasNext())\n        return null\n      return single\n    }\n  }\n}\n\n/**\n * Returns single element, or `null` if the list is empty or has more than one element.\n */\n\n *\npublic fun <T>\n  List<T>.singleOrNull(): T?

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    {\n    return if (size == 1) this[0] else null\n}\n\n/**\n * Returns the single element matching the given [predicate],
or `null` if element was not found or more than one element was found.\n */\npublic inline fun <T>
Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {\n    var single: T? = null\n    var found = false\n    for
(element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n
found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns a list containing all
elements except first [n] elements.\n */\n * @throws IllegalArgumentException if [n] is negative.\n */\n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Iterable<T>.drop(n: Int): List<T> {\n
require(n >= 0) {\n    "Requested element count $n is less than zero." }\n    if (n == 0) return toList()\n    val list:
ArrayList<T>\n    if (this is Collection<*>) {\n        val
resultSize = size - n\n        if (resultSize <= 0)\n            return emptyList()\n        if (resultSize == 1)\n            return
listOf(last())\n        list = ArrayList<T>(resultSize)\n        if (this is List<T>) {\n            if (this is RandomAccess)
{\n                for (index in n until size)\n                    list.add(this[index])\n            } else {\n                for (item in
listIterator(n))\n                    list.add(item)\n            }\n            return list\n        }\n    }\n    else {\n        list =
ArrayList<T>()\n        var count = 0\n        for (item in this) {\n            if (count >= n) list.add(item) else ++count\n
        }\n        return list.optimizeReadOnlyList()\n    }\n}\n\n/**\n * Returns a list containing all elements except last [n]
elements.\n */\n * @throws IllegalArgumentException if [n] is negative.\n */\n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun <T> List<T>.dropLast(n: Int): List<T> {\n
require(n >= 0) {\n    "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}\n\n/**\n *
Returns a list containing all elements except last elements that satisfy the given [predicate].\n */\n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T>
List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n    if (!isEmpty()) {\n        val iterator =
listIterator(size)\n        while (iterator.hasPrevious()) {\n            if (!predicate(iterator.previous())) {\n                return
take(iterator.nextIndex() + 1)\n            }\n        }\n    }\n    return emptyList()\n}\n\n/**\n * Returns a list containing
all elements except first elements that satisfy the given [predicate].\n */\n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T> Iterable<T>.dropWhile(predicate:
(T) -> Boolean): List<T> {\n    var yielding = false\n    val list = ArrayList<T>()\n    for (item in this)\n        if
(yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n
        }\n    return list\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n */\n * @sample
samples.collections.Collections.Filtering.filter\n */\npublic inline fun <T> Iterable<T>.filter(predicate: (T)
-> Boolean): List<T> {\n    return filterTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing only
elements matching the given [predicate].\n */\n * @param [predicate] function that takes the index of an element and the
element itself\n * and returns the result of predicate evaluation on the element.\n */\n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun <T>
Iterable<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {\n    return
filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Appends all elements matching the given [predicate] to
the given
[destination].\n */\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n */\n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <T, C : MutableCollection<in T>>
Iterable<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n    forEachIndexed { index,
element ->\n        if (predicate(index, element)) destination.add(element)\n    }\n    return destination\n}\n\n/**\n *
Returns a list containing all elements that are instances of specified type parameter R.\n */\n * @sample
samples.collections.Collections.Filtering.filterIsInstance\n */\npublic inline fun <reified R>
Iterable<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {\n    return
filterIsInstanceTo(ArrayList<R>())\n}\n\n/**\n * Appends all elements that are instances of specified type
parameter R to the given [destination].\n */\n * @sample
samples.collections.Collections.Filtering.filterIsInstanceTo\n

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*public inline fun <reified R, C : MutableCollection<in R>> Iterable<*>.filterIsInstanceTo(destination: C): C
{
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@sample
samples.collections.Collections.Filtering.filter

*public inline fun <T> Iterable<T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements that are not `null`.
 */
@sample
samples.collections.Collections.Filtering.filterNotNull

*public inline fun <T : Any> Iterable<T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Appends all elements that are not `null` to the given [destination].
 */
@sample
samples.collections.Collections.Filtering.filterNotNullTo

*public inline fun <C : MutableCollection<in T>, T : Any> Iterable<T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@sample
samples.collections.Collections.Filtering.filterTo

*public inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@sample
samples.collections.Collections.Filtering.filterTo

*public inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
*public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
*public fun <T> List<T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 */
@throws IllegalArgumentException if [n] is negative.
@sample
samples.collections.Collections.Transformations.take

*public fun <T> Iterable<T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (this is Collection<T>) {
        if (n >= size) return toList()
        if (n == 1) return listOf(first())
    }
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n) break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 */
@throws IllegalArgumentException if [n] is negative.
@sample
samples.collections.Collections.Transformations.take

*public fun <T> List<T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(last())
    val list = ArrayList<T>(n)
    if (this is RandomAccess) {
        for (index in size - n until size) list.add(this[index])
    } else {
        for (item in listIterator(size - n)) list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
@sample
samples.collections.Collections.Transformations.take

*public inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    if (isEmpty()) return emptyList()
    val iterator = listIterator(size)
    while (iterator.hasPrevious()) {
        if (!predicate(iterator.previous())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
            if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (iterator.hasNext()) add(iterator.next())
            }
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 */
@sample
samples.collections.Collections.Transformations.take

*public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item)) break
        list.add(item)
    }
    return list
}

/**
 * Reverses elements in the list in-place.
 */
*public expect fun <T> MutableList<T>.reverse(): Unit

/**
 * Returns a list with elements in reversed order.
 */
*public fun <T> Iterable<T>.reversed(): List<T> {
    if (this is

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Collection && size <= 1) return toList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Randomly shuffles elements in this list in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin("1.3")\npublic fun <T> MutableList<T>.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n this[j] = this.set(i, this[j])\n }\n}\n\n/**\n * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic inline fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {\n if (size > 1) sortBy(compareBy(selector))\n}\n\n/**\n * Sorts elements in the list in-place descending according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic inline fun <T, R : Comparable<R>> MutableList<T>.sortByDescending(crossinline selector: (T) -> R?): Unit {\n if (size > 1) sortByDescending(compareByDescending(selector))\n}\n\n/**\n * Sorts elements in the list in-place descending according to their natural sort order.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {\n sortWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {\n if (this is Collection) {\n if (size <= 1) return this.toList()\n @SuppressWarnings("UNCHECKED_CAST")\n return (toTypedArray<Comparable<T>>()) as Array<T>).apply { sort() }.asList()\n }\n return toMutableList().apply { sort() }\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {\n return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic inline fun <T, R : Comparable<R>> Iterable<T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {\n return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {\n return sortedWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> {\n if (this is Collection) {\n if (size <= 1) return this.toList()\n @SuppressWarnings("UNCHECKED_CAST")\n return (toTypedArray<Any?>()) as Array<T>).apply { sortWith(comparator) }.asList()\n }\n return toMutableList().apply { sortWith(comparator) }\n}\n\n/**\n * Returns an array of Boolean containing all of the elements of this collection.\n */\npublic fun Collection<Boolean>.toBooleanArray(): BooleanArray {\n val result = BooleanArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Byte containing all of the elements of this collection.\n */\npublic fun Collection<Byte>.toByteArray(): ByteArray {\n val result = ByteArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Char containing all of the elements of this collection.\n */\npublic fun Collection<Char>.toCharArray(): CharArray {\n val result = CharArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n


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result\n}\n\n/**\n * Returns an array of Double containing all of the elements of this collection.\n *\npublic fun
Collection<Double>.toDoubleArray(): DoubleArray {\n    val result = DoubleArray(size)\n    var index = 0\n    for
(element in this)\n        result[index++] = element\n    return result\n}\n\n/**\n * Returns an array of Float containing
all of the elements of this collection.\n *\npublic fun Collection<Float>.toFloatArray(): FloatArray {\n    val result
= FloatArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return
result\n}\n\n/**\n * Returns an array of Int containing all of the elements
of this collection.\n *\npublic fun Collection<Int>.toIntArray(): IntArray {\n    val result = IntArray(size)\n    var
index = 0\n    for (element in this)\n        result[index++] = element\n    return result\n}\n\n/**\n * Returns an array
of Long containing all of the elements of this collection.\n *\npublic fun Collection<Long>.toLongArray():
LongArray {\n    val result = LongArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] =
element\n    return result\n}\n\n/**\n * Returns an array of Short containing all of the elements of this collection.\n
*\npublic fun Collection<Short>.toShortArray(): ShortArray {\n    val result = ShortArray(size)\n    var index = 0\n
for (element in this)\n        result[index++] = element\n    return result\n}\n\n/**\n * Returns a [Map] containing
key-value pairs provided by [transform] function\n * applied to elements of the given collection.\n * \n * If any of
two pairs would have the same key the last one gets
added to the map.\n * \n * The returned map preserves the entry iteration order of the original collection.\n * \n *
@sample samples.collections.Collections.Transformations.associate\n *\npublic inline fun <T, K, V>
Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {\n    val capacity =
mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n    return associateTo(LinkedHashMap<K,
V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given collection indexed
by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would
have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves
the entry iteration order of the original collection.\n * \n * @sample
samples.collections.Collections.Transformations.associateBy\n *\npublic inline fun <T, K>
Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n    val capacity =
mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n
return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing
the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given
collection.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added
to the map.\n * \n * The returned map preserves the entry iteration order of the original collection.\n * \n * @sample
samples.collections.Collections.Transformations.associateByWithValueTransform\n *\npublic inline fun <T, K, V>
Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n    val capacity =
mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K,
V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Populates and returns the [destination] mutable map with
key-value pairs,\n * where key is provided by the [keySelector]
function applied to each element of the given collection\n * and value is the element itself.\n * \n * If any two
elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateByTo\n *\npublic inline fun <T, K, M : MutableMap<in
K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n    for (element in this) {\n
destination.put(keySelector(element), element)\n    }\n    return destination\n}\n\n/**\n * Populates and returns the
[destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and
value is provided by the [valueTransform] function applied to elements of the given collection.\n * \n * If any two
elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateByToWithValueTransform\n
*\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M,
keySelector: (T) -> K, valueTransform: (T) -> V): M {\n    for (element in this) {\n
destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n}\n\n/**\n * Populates
and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original collection.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapIndexedSequence")\n@kotlin.internal.InlineOnly\npubli
c
inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original collection, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npubli
c inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index:
Int, T) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list =
transform(checkIndexOverflow(index++), element)\n destination.addAll(list)\n }\n return
destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each
element\n * and its index in the original collection, to the given [destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapIndexedSequenceTo")\n@kotlin.internal.InlineOnly\npub
lic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform:
(index: Int, T) -> Sequence<R>): C {\n var index = 0\n for (element in this) {\n val list =
transform(checkIndexOverflow(index++), element)\n destination.addAll(list)\n }\n return
destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each
element of original collection, to the given [destination].\n *\npublic inline fun <T, R, C : MutableCollection<in
R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n for (element in this) {\n val
list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being
invoked on each element of original collection, to the given [destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapSequenceTo")\npublic inline fun <T, R, C :
MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {\n for
(element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return
destination\n}\n\n/**\n * Groups elements of the original collection by the key returned by the given [keySelector]
function\n * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
original collection.\n * \n *
@sample samples.collections.Collections.Transformations.groupBy\n *\npublic inline fun <T, K>
Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n return groupByTo(LinkedHashMap<K,
MutableList<T>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to
each element of the original collection\n * by the key returned by the given [keySelector] function applied to the
element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The
returned map preserves the entry iteration order of the keys produced from the original collection.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n *\npublic inline fun <T, K, V>
Iterable<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {\n return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups elements

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of the original collection by the key

returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n * ^\npublic inline fun <T, K, M :

MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<T>() }\n list.add(element)\n }\n return destination}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original collection\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample

samples.collections.Collections.Transformations.groupByKeysAndValues\n

* ^\npublic inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination}\n\n/**\n * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n * \n * @sample samples.collections.Grouping.groupingByEachCount\n * ^\n@SinceKotlin("1.1")\npublic inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n return object : Grouping<T, K> {\n override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n override fun keyOf(element: T): K = keySelector(element)\n }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original collection.\n * \n * @sample samples.collections.Collections.Transformations.map\n * ^\npublic inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {\n return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original collection.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * ^\npublic inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original collection.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * ^\npublic inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original collection\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * ^\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n return destination}\n\n/**\n * Applies the given [transform] function to each element and its index in the original collection\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * ^\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(checkIndexOverflow(index++), item))\n return destination}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element in the original collection.\n * \n * @sample samples.collections.Collections.Transformations.mapNotNull\n * ^\npublic inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {\n return

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mapNotNullTo(Iterable<R>(), transform)\n\n/**\n * Applies the given [transform] function
to each element in the original collection\n * and appends only the non-null results to the given [destination].\n
*/\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapNotNullTo(destination: C,
transform: (T) -> R?): C {\n    forEach { element -> transform(element)?.let { destination.add(it) } }\n    return
destination}\n\n/**\n * Applies the given [transform] function to each element of the original collection\n * and
appends the results to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>>
Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {\n    for (item in this)\n        destination.add(transform(item))\n    return destination}\n\n/**\n * Returns a lazy [Iterable] that wraps each
element of the original collection\n * into an [IndexedValue] containing the index of that element and the element
itself.\n */\npublic fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {\n    return IndexingIterable {
iterator()
}\n}\n\n/**\n * Returns a list containing only distinct elements from the given collection.\n * \n * Among equal
elements of the given collection, only the first one will be present in the resulting list.\n * The elements in the
resulting list are in the same order as they were in the source collection.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun <T> Iterable<T>.distinct():
List<T> {\n    return this.toMutableSet().toList()}\n\n/**\n * Returns a list containing only elements from the
given collection\n * having distinct keys returned by the given [selector] function.\n * \n * Among elements of the
given collection with equal keys, only the first one will be present in the resulting list.\n * The elements in the
resulting list are in the same order as they were in the source collection.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <T, K>
Iterable<T>.distinctBy(selector:
(T) -> K): List<T> {\n    val set = HashSet<K>()\n    val list = ArrayList<T>()\n    for (e in this) {\n        val key =
selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list}\n\n/**\n * Returns a set containing all
elements that are contained by both this collection and the specified collection.\n * \n * The returned set preserves
the element iteration order of the original collection.\n * \n * To get a set containing all elements that are contained
at least in one of these collections use [union].\n */\npublic infix fun <T> Iterable<T>.intersect(other: Iterable<T>):
Set<T> {\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set}\n\n/**\n * Returns a set
containing all elements that are contained by this collection and not contained by the specified collection.\n * \n *
The returned set preserves the element iteration order of the original collection.\n */\npublic infix fun <T>
Iterable<T>.subtract(other: Iterable<T>):
Set<T> {\n    val set = this.toMutableSet()\n    set.removeAll(other)\n    return set}\n\n/**\n * Returns a new
[MutableSet] containing all distinct elements from the given collection.\n * \n * The returned set preserves the
element iteration order of the original collection.\n */\npublic fun <T> Iterable<T>.toMutableSet(): MutableSet<T>
{\n    return when (this) {\n        is Collection<T> -> LinkedHashSet(this)\n        else ->
toCollection(LinkedHashSet<T>())\n    }}\n\n/**\n * Returns a set containing all distinct elements from both
collections.\n * \n * The returned set preserves the element iteration order of the original collection.\n * Those
elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n *
\n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun
<T> Iterable<T>.union(other: Iterable<T>): Set<T> {\n    val set = this.toMutableSet()\n    set.addAll(other)\n    return set}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n *
\n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun <T> Iterable<T>.all(predicate: (T) -
> Boolean): Boolean {\n    if (this is Collection && isEmpty()) return true\n    for (element in this) if
(!predicate(element)) return false\n    return true}\n\n/**\n * Returns `true` if collection has at least one element.\n
\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <T> Iterable<T>.any(): Boolean
{\n    if (this is Collection) return !isEmpty()\n    return iterator().hasNext()}\n\n/**\n * Returns `true` if at least
one element matches the given [predicate].\n * \n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <T>
Iterable<T>.any(predicate: (T) -> Boolean): Boolean {\n    if (this is Collection && isEmpty()) return false\n    for

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(element in this) if (predicate(element))
return true\n return false\n}\n\n/**\n * Returns the number of elements in this collection.\n */\npublic fun <T>
Iterable<T>.count(): Int {\n if (this is Collection) return size\n var count = 0\n for (element in this)
checkCountOverflow(++count)\n return count\n}\n\n/**\n * Returns the number of elements in this collection.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.count(): Int {\n return size\n}\n\n/**\n *
Returns the number of elements matching the given [predicate].\n */\npublic inline fun <T>
Iterable<T>.count(predicate: (T) -> Boolean): Int {\n if (this is Collection && isEmpty()) return 0\n var count =
0\n for (element in this) if (predicate(element)) checkCountOverflow(++count)\n return count\n}\n\n/**\n *
Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator
value and each element.\n * \n * Returns the specified [initial] value if the collection
is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates
the next accumulator value.\n */\npublic inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R):
R {\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original collection.\n * \n * Returns the
specified [initial] value if the collection is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n
*/\npublic inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n var
index = 0\n var accumulator = initial\n for (element in this)
accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n return accumulator\n}\n\n/**\n *
Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and
current accumulator value.\n * \n * Returns the specified [initial] value if the list is empty.\n * \n * @param
[operation] function that takes an element and current accumulator value, and calculates the next accumulator
value.\n */\npublic inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {\n var
accumulator = initial\n if (!isEmpty()) {\n val iterator = listIterator(size)\n while (iterator.hasPrevious())
{\n accumulator = operation(iterator.previous(), accumulator)\n } }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to
left\n * to each element with its index in the original list and current accumulator value.\n
*/\n * \n * Returns the specified [initial] value if the list is empty.\n * \n * @param [operation] function that takes the
index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator
value.\n */\npublic inline fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R
{\n var accumulator = initial\n if (!isEmpty()) {\n val iterator = listIterator(size)\n while
(iterator.hasPrevious()) {\n val index = iterator.previousIndex()\n accumulator = operation(index,
iterator.previous(), accumulator)\n } }\n return accumulator\n}\n\n/**\n * Performs the given [action] on
each element.\n */\n@kotlin.internal.HidesMembers\npublic inline fun <T> Iterable<T>.forEach(action: (T) ->
Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element,
providing sequential index with the element.\n * \n * @param [action] function
that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic
inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n var index = 0\n for (item in
this) action(checkIndexOverflow(index++), item)\n}\n\n/**\n * Returns the largest element.\n * \n * If any of
elements is `NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n
*/\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
Iterable<Double>.max(): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw
NoSuchElementException()\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n *
If any of elements is `NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n
*/\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
Iterable<Float>.max(): Float {\n val iterator = iterator()\n if (!iterator.hasNext()) throw

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NoSuchElementException()\n    var max = iterator.next()\n    while (iterator.hasNext()) {\n        val e =
iterator.next()\n        max = maxOf(max, e)\n    }\n    return max\n}\n\n/**\n * Returns the largest element.\n * \n *
@throws NoSuchElementException if the collection is empty.\n
*\n*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOA
DS")\npublic fun <T : Comparable<T>> Iterable<T>.max(): T {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) throw NoSuchElementException()\n    var max = iterator.next()\n    while (iterator.hasNext())
{\n        val e = iterator.next()\n        if (max < e) max = e\n    }\n    return max\n}\n\n/**\n * Returns the first
element yielding the largest value of the given function.\n * \n
* @throws NoSuchElementException if the collection is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.maxBy\n
*\n*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERL
OADS")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.maxBy(selector: (T) -> R): T {\n    val iterator =
iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var maxElem = iterator.next()\n    if
(!iterator.hasNext()) return maxElem\n    var maxValue = selector(maxElem)\n    do {\n        val e = iterator.next()\n
        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    } while
(iterator.hasNext())\n    return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the
given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n
*\n*\n@SinceKotlin("1.4")\npublic inline fun <T, R :
Comparable<R>>
Iterable<T>.maxByOrNull(selector: (T) -> R): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return
null\n    var maxElem = iterator.next()\n    if (!iterator.hasNext()) return maxElem\n    var maxValue =
selector(maxElem)\n    do {\n        val e = iterator.next()\n        val v = selector(e)\n        if (maxValue < v) {\n
            maxElem = e\n            maxValue = v\n        }\n    } while (iterator.hasNext())\n    return maxElem\n}\n\n/**\n
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the
collection.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n *
@throws NoSuchElementException if the collection is empty.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.maxOf(selector: (T) ->
Double): Double
{\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var maxValue =
selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        maxValue =
maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the collection.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the collection is
empty.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.maxOf(selector: (T) ->
Float): Float {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var
maxValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n
        val v = selector(iterator.next())\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the
collection.\n * \n * @throws NoSuchElementException if the collection is empty.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>
Iterable<T>.maxOf(selector: (T) -> R): R {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw
NoSuchElementException()\n    var maxValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v
= selector(iterator.next())\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to

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each element in the collection or `null`

if there are no elements. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.maxOrNull(selector: (T)\n-> Double): Double? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var maxValue =\n    selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        maxValue =\n        maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced\n * by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n * If any\n * of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\ninline fun <T> Iterable<T>.maxOrNull(selector: (T) -> Float): Float? {\n    val iterator = iterator()\n    if\n    (!iterator.hasNext()) return null\n    var maxValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the\n * collection or `null` if there are no elements.\n */
```

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>\nIterable<T>.maxOrNull(selector: (T) -> R): R? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return\n    null\n    var maxValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v =\n        selector(iterator.next())\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest\n * value according to the provided [comparator]\n * among all values produced by [selector] function applied to each\n * element in the collection.\n * @throws NoSuchElementException if the collection is empty.\n */
```

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>\nIterable<T>.maxWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n    val iterator = iterator()\n    if\n    (!iterator.hasNext()) throw NoSuchElementException\n    var maxValue = selector(iterator.next())\n    while\n    (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value according\n * to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the\n * collection or `null` if there are no elements.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>\nIterable<T>.maxWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n    val iterator =\n    iterator()\n    if (!iterator.hasNext()) return null\n    var maxValue = selector(iterator.next())\n    while\n    (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest element or `null` if there are no\n * elements.\n * If any of elements is `NaN` returns `NaN`.\n */
```

```
*\n@SinceKotlin("1.4")\npublic fun\nIterable<Double>.maxOrNull(): Double? {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n    return null\n    var max = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        max =\n        maxOf(max, e)\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`.\n */
```

```
*\n@SinceKotlin("1.4")\npublic fun\nIterable<Float>.maxOrNull(): Float? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var max\n    = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        max = maxOf(max, e)\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */
```

```
*\n@SinceKotlin("1.4")\npublic fun <T : Comparable<T>> Iterable<T>.maxOrNull(): T? {\n    val iterator =
```



```

iterator()\n if (!iterator.hasNext()) return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n
val e = iterator.next()\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator].\n * \n * @throws\n NoSuchElementException if the collection is empty.\n\n *\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T {\n val iterator =\n iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var max = iterator.next()\n while\n (iterator.hasNext()) {\n val e = iterator.next()\n if (comparator.compare(max, e) < 0) max = e\n }\n\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator]\n or `null` if there are no elements.\n *\n@SinceKotlin("1.4")\npublic fun <T>\n Iterable<T>.maxWithOrNull(comparator: Comparator<in T>): T? {\n val iterator = iterator()\n if\n (!iterator.hasNext()) return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n\n val e = iterator.next()\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the smallest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * @throws\n NoSuchElementException if the collection is empty.\n\n *\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun Iterable<Double>.min(): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw\n NoSuchElementException()\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e =\n iterator.next()\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n\n *\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun Iterable<Float>.min(): Float {\n val iterator = iterator()\n\n if (!iterator.hasNext()) throw NoSuchElementException()\n var min = iterator.next()\n while\n (iterator.hasNext()) {\n val e = iterator.next()\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element.\n * \n * @throws NoSuchElementException if the collection is empty.\n\n *\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun <T : Comparable<T>> Iterable<T>.min(): T {\n val iterator = iterator()\n if\n (!iterator.hasNext()) throw NoSuchElementException()\n var min = iterator.next()\n while (iterator.hasNext())\n {\n val e = iterator.next()\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the first element\n yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the collection is\n empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy\n\n *\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic\n inline fun <T, R : Comparable<R>> Iterable<T>.minBy(selector: (T) -> R): T {\n val iterator = iterator()\n if\n (!iterator.hasNext()) throw NoSuchElementException()\n var minElem = iterator.next()\n if (!iterator.hasNext())\n return minElem\n var minValue = selector(minElem)\n do {\n val e = iterator.next()\n val v =\n selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n } while\n (iterator.hasNext())\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the\n given function or `null` if there are no elements.\n * \n * @sample\n samples.collections.Collections.Aggregates.minByOrNull\n *\n@SinceKotlin("1.4")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minByOrNull(selector: (T) -> R): T? {\n val iterator = iterator()\n if\n (!iterator.hasNext()) return null\n var minElem = iterator.next()\n\n if (!iterator.hasNext()) return minElem\n var minValue = selector(minElem)\n do {\n val e =\n iterator.next()\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n } while (iterator.hasNext())\n return minElem\n}\n\n/**\n * Returns the smallest value among all values\n produced by [selector] function\n * applied to each element in the collection.\n * \n * If any of values produced by\n [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the\n collection is empty.\n\n

```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var\n    minValue = selector(iterator.next())\n    while (iterator.hasNext())
```

```
{\n    val v = selector(iterator.next())\n    minValue = minOf(minValue, v)\n}\nreturn\nminValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Float): Float {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var\n    minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by
```

```
[selector] function\n * applied to each element in the collection.\n * \n * @throws NoSuchElementException if the collection is empty.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>\nIterable<T>.minOf(selector: (T) -> R): R {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw\n    NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v\n        = selector(iterator.next())\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return\n    minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\ninline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {\n    val iterator = iterator()\n    if\n    (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOfOrNull(selector: (T)\n-> Float): Float? {\n    val iterator = iterator()\n    if\n    (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>\nIterable<T>.minOfOrNull(selector: (T) -> R): R? {\n    val iterator = iterator()\n    if\n    (!iterator.hasNext()) return\n    null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v =\n        selector(iterator.next())\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return\n    minValue\n}\n\n/**\n * Returns the smallest value according to\n * the provided [comparator]\n * among all values produced by [selector] function applied to each element in the\n * collection.\n * \n * @throws NoSuchElementException if the collection is empty.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
```

```

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Iterable<T>.minOfWith(comparator:
Comparator<in R>, selector: (T) -> R): R {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw
NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v
= selector(iterator.next())\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all
values produced by [selector] function applied to each element in the collection or `null` if there are no elements.\n
*\n *\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <T, R> Iterable<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n    val
iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while
(iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (comparator.compare(minValue, v) > 0) {\n
            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest element or `null` if there are
no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin("1.4")\npublic fun
Iterable<Double>.minOrNull(): Double? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var
min = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        min = minOf(min, e)\n    }\n    return
min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is
`NaN` returns `NaN`.\n */\n@SinceKotlin("1.4")\npublic fun Iterable<Float>.minOrNull(): Float? {\n    val iterator
= iterator()\n    if (!iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n
        val e = iterator.next()\n        min = minOf(min, e)\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or
`null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun <T : Comparable<T>>
Iterable<T>.minOrNull(): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var min =
iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (min > e) min = e\n    }\n    return
min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator].\n * \n *\n * @throws NoSuchElementException if the collection is
empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS")\npublic fun <T> Iterable<T>.minWith(comparator: Comparator<in T>): T {\n    val iterator = iterator()\n
    if (!iterator.hasNext()) throw NoSuchElementException()\n    var min = iterator.next()\n    while
(iterator.hasNext()) {\n        val e = iterator.next()\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return
min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or
`null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun <T>
Iterable<T>.minWithOrNull(comparator: Comparator<in T>): T? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n        val e =
iterator.next()\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns `true` if
the collection has no
elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun <T>
Iterable<T>.none(): Boolean {\n    if (this is Collection) return isEmpty()\n    return !iterator().hasNext()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun <T>
Iterable<T>.none(predicate: (T) -> Boolean): Boolean {\n    if (this is Collection && isEmpty()) return true\n    for
(element in this) if (predicate(element)) return false\n    return true\n}\n\n/**\n * Performs the given [action] on each
element and returns the collection itself afterwards.\n */\n@SinceKotlin("1.1")\npublic inline fun <T, C :
Iterable<T>> C.onEach(action: (T) -> Unit): C {\n    return apply { for (element in this) action(element)
}\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and
returns the collection itself afterwards.\n */\n    @param [action] function that takes the index of an element and the element itself\n * and performs the action on
the element.\n */\n@SinceKotlin("1.4")\npublic inline fun <T, C : Iterable<T>> C.onEachIndexed(action: (index:

```

Int, T) -> Unit): C {
return apply { forEachIndexed(action) }
} }
* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element.
* Throws an exception if this collection is empty. If the collection can be empty in an expected way,
* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
* @param [operation] function that takes current accumulator value and an element,
* and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduce
public inline fun <S, T : S> Iterable<T>.reduce(operation: (acc: S, T) -> S): S {
val iterator = this.iterator()
if (!iterator.hasNext())
throw UnsupportedOperationException("Empty collection can't be reduced.")
var accumulator: S = iterator.next()
while (iterator.hasNext()) {
accumulator = operation(accumulator, iterator.next())
}
return accumulator
}
* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original collection.
* Throws an exception if this collection is empty. If the collection can be empty in an expected way,
* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself,
* and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduce
public inline fun <S, T : S> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
val iterator = this.iterator()
if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
var index = 1
var accumulator: S = iterator.next()
while (iterator.hasNext()) {
accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
}
return accumulator
}
* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original collection.
* Returns `null` if the collection is empty.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself,
* and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduceOrNull
@SinceKotlin("1.4")
public inline fun <S, T : S> Iterable<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
val iterator = this.iterator()
if (!iterator.hasNext()) return null
var index = 1
var accumulator: S = iterator.next()
while (iterator.hasNext()) {
accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
}
return accumulator
}
* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element.
* Returns `null` if the collection is empty.
* @param [operation] function that takes current accumulator value and an element,
* and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduceOrNull
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Iterable<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
val iterator = this.iterator()
if (!iterator.hasNext()) return null
var accumulator: S = iterator.next()
while (iterator.hasNext()) {
accumulator = operation(accumulator, iterator.next())
}
return accumulator
}
* Accumulates value starting with the last element and applying [operation] from right to left
* to each element and current accumulator value.
* Throws an exception if this list is empty. If the list can be empty in an expected way,
* please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
* @param [operation] function that takes an element and current accumulator value,
* and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduceRight
public inline fun <S, T : S> List<T>.reduceRight(operation: (T, acc: S) -> S): S {
val iterator = listIterator(size)
if (!iterator.hasPrevious())
throw UnsupportedOperationException("Empty list can't be reduced.")
var accumulator: S = iterator.previous()
while (iterator.hasPrevious()) {
accumulator = operation(iterator.previous(), accumulator)
}
return accumulator
}
* Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original list and current accumulator value.
* Throws an exception if this list is empty. If the list can be empty in an expected way,
* please use [reduceRightIndexedOrNull] instead. It returns `null` when its

receiver is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample

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samples.collections.Collections.Aggregates.reduceRight\n *^\npublic inline fun <S, T : S>
List<T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {\n  val iterator = listIterator(size)\n  if
(!iterator.hasPrevious())\n    throw UnsupportedOperationException("Empty list can't be reduced.")\n  var
accumulator:
    S = iterator.previous()\n  while (iterator.hasPrevious()) {\n    val index = iterator.previousIndex()\n
accumulator = operation(index, iterator.previous(), accumulator)\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with
its index in the original list and current accumulator value.\n * \n * Returns `null` if the list is empty.\n * \n *
@param [operation] function that takes the index of an element, the element itself and current accumulator value,\n
* and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n *^\n@SinceKotlin("1.4")\npublic inline fun <S,
T : S> List<T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S): S? {\n  val iterator =
listIterator(size)\n  if (!iterator.hasPrevious())\n    return null\n  var accumulator: S = iterator.previous()\n
while
(iterator.hasPrevious()) {\n    val index = iterator.previousIndex()\n    accumulator = operation(index,
iterator.previous(), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last
element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n *
Returns `null` if the list is empty.\n * \n * @param [operation] function that takes an element and current
accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*^\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S>
List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {\n  val iterator = listIterator(size)\n  if
(!iterator.hasPrevious())\n    return null\n  var accumulator: S = iterator.previous()\n  while
(iterator.hasPrevious()) {\n    accumulator = operation(iterator.previous(), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n *^\n@SinceKotlin("1.4")\npublic inline fun <T, R>
Iterable<T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {\n  val estimatedSize =
collectionSizeOrDefault(9)\n  if (estimatedSize == 0) return listOf(initial)\n  val result =
ArrayList<R>(estimatedSize + 1).apply { add(initial) }\n  var accumulator = initial\n  for (element in this) {\n
accumulator = operation(accumulator,
element)\n    result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list containing successive
accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original
collection and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n *
@param [operation] function that takes the index of an element, current accumulator value\n * and the element
itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n *^\n@SinceKotlin("1.4")\npublic inline fun <T, R>
Iterable<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n  val estimatedSize
= collectionSizeOrDefault(9)\n  if (estimatedSize == 0) return listOf(initial)\n  val result =
ArrayList<R>(estimatedSize
+ 1).apply { add(initial) }\n  var index = 0\n  var accumulator = initial\n  for (element in this) {\n
accumulator = operation(index++, accumulator, element)\n    result.add(accumulator)\n  }\n  return

```

result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this collection.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n\n*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {\n val iterator = this.iterator()\n if (!iterator.hasNext()) return emptyList()\n var accumulator: S = iterator.next()\n val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }\n while (iterator.hasNext()) {\n accumulator = operation(accumulator, iterator.next())\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n\n*/\n@SinceKotlin("1.4")\npublic inline fun <S, T : S> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {\n val iterator = this.iterator()\n if (!iterator.hasNext()) return emptyList()\n var accumulator: S = iterator.next()\n val result = ArrayList<S>(collectionSizeOrDefault(10)).apply {\n add(accumulator) }\n var index = 1\n while (iterator.hasNext()) {\n accumulator = operation(index++, accumulator, iterator.next())\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n\n*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original collection and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n\n*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R> Iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n * \n * @Deprecated("Use sumOf instead.")\n * ReplaceWith("this.sumOf(selector)")\n * @DeprecatedSinceKotlin(warningSince = "1.5")\n * public inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {\n * var sum: Int = 0\n * for (element in this) {\n * sum += selector(element)\n * }\n * return sum\n * }\n\n*/\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n * \n * @Deprecated("Use sumOf instead.")\n * ReplaceWith("this.sumOf(selector)")\n * @DeprecatedSinceKotlin(warningSince = "1.5")\n * public inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {\n * var sum: Double = 0.0\n * for (element in this) {\n * sum += selector(element)\n * }\n * return sum\n * }\n\n*/\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n\n

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
<T> Iterable<T>.sumOf(selector: (T) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in
this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the collection.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Iterable<T>.sumOf(selector: (T) -> Int):
Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
collection.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
<T> Iterable<T>.sumOf(selector: (T) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this) {\n
        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the collection.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline
fun <T> Iterable<T>.sumOf(selector: (T) -> UInt): UInt {\n    var sum: UInt = 0.toUInt()\n    for (element in this)
{\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the collection.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.sumOf(selector: (T) -> ULong): ULong
{\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return
sum\n}\n\n/**\n * Returns an original collection containing all the non-`null` elements, throwing an
[IllegalArgumentException] if there are any `null` elements.\n
*\npublic fun <T : Any>
Iterable<T?>.requireNotNulls(): Iterable<T> {\n    for (element in this) {\n
        if (element == null) {\n            throw IllegalArgumentException("null element found in $this.")\n        }\n
    }\n    @Suppress("UNCHECKED_CAST")\n    return this as Iterable<T>\n}\n\n/**\n * Returns an original
collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null`
elements.\n
*\npublic fun <T : Any> List<T?>.requireNotNulls(): List<T> {\n    for (element in this) {\n        if
(element == null) {\n            throw IllegalArgumentException("null element found in $this.")\n        }\n    }\n
    @Suppress("UNCHECKED_CAST")\n    return this as List<T>\n}\n\n/**\n * Splits this collection into a list of
lists each not exceeding the given [size].\n
*\n * The last list in the resulting list may have fewer elements than the
given [size].\n
*\n * @param size the number of elements to take in each list, must be positive and can be greater
than the number of elements in this collection.\n
*\n * @sample
samples.collections.Collections.Transformations.chunked\n
*\n@SinceKotlin("1.2")\npublic fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {\n    return
windowed(size, size, partialWindows = true)\n}\n\n/**\n * Splits this collection into several lists each not exceeding
the given [size]\n
*\n * and applies the given [transform] function to an each.\n
*\n * @return list of results of the
[transform] applied to an each list.\n
*\n * Note that the list passed to the [transform] function is ephemeral and is
valid only inside that function.\n
*\n * You should not store it or allow it to escape in some way, unless you made a
snapshot of it.\n
*\n * The last list may have fewer elements than the given [size].\n
*\n * @param size the number of
elements to take in each list, must be positive and can be greater than the number of elements in this collection.\n
*\n * @sample
samples.text.Strings.chunkedTransform\n
*\n@SinceKotlin("1.2")\npublic fun <T, R>
Iterable<T>.chunked(size: Int, transform: (List<T>)

```



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    val result = ArrayList<T>(this.size + elements.size)\n    result.addAll(this)\n    result.addAll(elements)\n    return
result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given
[elements] collection.\n */\npublic operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> {\n    if (this
is Collection) return this.plus(elements)\n    val result = ArrayList<T>()\n    result.addAll(this)\n
result.addAll(elements)\n    return result\n}\n\n/**\n * Returns a list containing all elements of the original
collection and then all elements of the given [elements] collection.\n */\npublic operator fun <T>
Collection<T>.plus(elements: Iterable<T>): List<T> {\n    if (elements is Collection) {\n        val result =
ArrayList<T>(this.size + elements.size)\n        result.addAll(this)\n        result.addAll(elements)\n        return result\n
    } else {\n        val result = ArrayList<T>(this)\n        result.addAll(elements)\n
        return result\n    }\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all
elements of the given [elements] sequence.\n */\npublic operator fun <T> Iterable<T>.plus(elements:
Sequence<T>): List<T> {\n    val result = ArrayList<T>()\n    result.addAll(this)\n    result.addAll(elements)\n
return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of
the given [elements] sequence.\n */\npublic operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T>
{\n    val result = ArrayList<T>(this.size + 10)\n    result.addAll(this)\n    result.addAll(elements)\n    return
result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.plusElement(element: T): List<T> {\n    return
plus(element)\n}\n\n/**\n * Returns a list containing all elements of the original
collection and then the given [element].\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Collection<T>.plusElement(element: T): List<T> {\n    return plus(element)\n}\n\n/**\n * Returns a list of
snapshots of the window of the given [size]\n * sliding along this collection with the given [step], where each\n *
snapshot is a list.\n * \n * Several last lists may have fewer elements than the given [size].\n * \n * Both [size] and
[step] must be positive and can be greater than the number of elements in this collection.\n * @param size the
number of elements to take in each window\n * @param step the number of elements to move the window forward
by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the
end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample
samples.collections.Sequences.Transformations.takeWindows\n */\n\n@SinceKotlin("1.2")\npublic fun <T>
Iterable<T>.windowed(size:
Int, step: Int = 1, partialWindows: Boolean = false): List<List<T>> {\n    checkWindowSizeStep(size, step)\n    if
(this is RandomAccess && this is List) {\n        val thisSize = this.size\n        val resultCapacity = thisSize / step + if
(thisSize % step == 0) 0 else 1\n        val result = ArrayList<List<T>>(resultCapacity)\n        var index = 0\n
while (index in 0 until thisSize) {\n            val windowSize = size.coerceAtMost(thisSize - index)\n            if
(windowSize < size && !partialWindows) break\n            result.add(List(windowSize) { this[it + index] })\n
index += step\n        }\n        return result\n    }\n    val result = ArrayList<List<T>>()\n
windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {\n        result.add(it)\n    }\n
return result\n}\n\n/**\n * Returns a list of results of applying the given [transform] function to\n * an each list
representing a view over the window of the given [size]\n * sliding along this collection with the given [step].\n * \n * Note that the list passed to the [transform] function is
ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way,
unless you made a snapshot of it.\n * Several last lists may have fewer elements than the given [size].\n * \n * Both
[size] and [step] must be positive and can be greater than the number of elements in this collection.\n * @param size
the number of elements to take in each window\n * @param step the number of elements to move the window
forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial
windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample
samples.collections.Sequences.Transformations.averageWindows\n */\n\n@SinceKotlin("1.2")\npublic fun <T, R>
Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>)\n
-> R): List<R> {\n    checkWindowSizeStep(size, step)\n    if (this is RandomAccess && this is List) {\n        val
thisSize = this.size\n        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1\n        val result =

```

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ArrayList<R>(resultCapacity)\n    val window = MovingSubList(this)\n    var index = 0\n    while (index in 0
until thisSize) {\n        val windowSize = size.coerceAtMost(thisSize - index)\n        if (!partialWindows &&
windowSize < size) break\n        window.move(index, index + windowSize)\n
result.add(transform(window))\n        index += step\n    }\n    return result\n }\n val result =
ArrayList<R>()\n windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {\n
result.add(transform(it))\n }\n return result\n}\n\n/**\n * Returns a list of pairs built from the elements of `this`
collection and the [other] array with the same index.\n * The returned
list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*/\npublic infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {\n    return zip(other) { t1, t2 -
> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` collection and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*/\npublic inline fun <T, R, V>
Iterable<T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {\n    val arraySize = other.size\n    val
list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in this) {\n        if
(i >= arraySize) break\n        list.add(transform(element, other[i++]))\n    }\n    return list\n}\n\n/**\n * Returns a list
of pairs built from the elements of `this` collection and [other] collection with the same index.\n * The returned list
has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*/\npublic infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> {\n    return zip(other) { t1, t2 ->
t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` collection and the [other] collection
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*/\npublic inline fun <T, R, V>
Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n    val first = iterator()\n    val second
= other.iterator()\n    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10),
other.collectionSizeOrDefault(10)))\n    while
(first.hasNext() && second.hasNext()) {\n        list.add(transform(first.next(), second.next()))\n    }\n    return
list\n}\n\n/**\n * Returns a list of pairs of each two adjacent elements in this collection.\n * \n * The returned list is
empty if this collection contains less than two elements.\n * \n * @sample
samples.collections.Collections.Transformations.zipWithNext\n
*/\n@SinceKotlin("1.2")\npublic fun <T>
Iterable<T>.zipWithNext(): List<Pair<T, T>> {\n    return zipWithNext { a, b -> a to b }\n}\n\n/**\n * Returns a list
containing the results of applying the given [transform] function\n * to an each pair of two adjacent elements in this
collection.\n * \n * The returned list is empty if this collection contains less than two elements.\n * \n * @sample
samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n
*/\n@SinceKotlin("1.2")\npublic
inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {\n    val iterator = iterator()\n
if (!iterator.hasNext()) return emptyList()\n    val result = mutableListOf<R>()\n    var current = iterator.next()\n
while (iterator.hasNext()) {\n        val next = iterator.next()\n        result.add(transform(current, next))\n        current
= next\n    }\n    return result\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and
using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-
negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the
[truncated] string (which defaults to "...").\n * \n * @sample
samples.collections.Collections.Transformations.joinTo\n
*/\npublic fun <T, A : Appendable>
Iterable<T>.joinTo(buffer: A, separator: CharSequence = '\n', prefix: CharSequence = "\n", postfix: CharSequence
= "\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {\n
buffer.append(prefix)\n
    var count = 0\n    for (element in this) {\n        if (++count > 1) buffer.append(separator)\n        if (limit < 0 || count
<= limit) {\n            buffer.appendElement(element, transform)\n        } else break\n    }\n    if (limit >= 0 && count
> limit) buffer.append(truncated)\n    buffer.append(postfix)\n    return buffer\n}\n\n/**\n * Creates a string from all

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the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

`Iterable<T>.joinToString(separator: CharSequence = "\", \", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...\", transform: ((T) -> CharSequence)? = null): String` {
`return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()`}
Returns this collection as an [Iterable].

`Iterable<T>.asIterable(): Iterable<T>` {
`return this`}
Creates a [Sequence] instance that wraps the original collection returning its elements when being iterated.

`Iterable<T>.asSequence(): Sequence<T>` {
`return Sequence { this.iterator() }`}
Returns an average value of elements in the collection.

`Iterable<Byte>.average(): Double` {
`var sum: Double = 0.0`
`var count: Int = 0`
`for (element in this) {`
`sum += element`
`checkCountOverflow(++count)`
`}`
`return if (count == 0) Double.NaN else sum / count`}
Returns an average value of elements in the collection.

`Iterable<Short>.average(): Double` {
`var sum: Double = 0.0`
`var count: Int = 0`
`for (element in this) {`
`sum += element`
`checkCountOverflow(++count)`
`}`
`return if (count == 0) Double.NaN else sum / count`}
Returns an average value of elements in the collection.

`Iterable<Int>.average(): Double` {
`var sum: Double = 0.0`
`var count: Int = 0`
`for (element in this) {`
`sum += element`
`checkCountOverflow(++count)`
`}`
`return if (count == 0) Double.NaN else sum / count`}
Returns an average value of elements in the collection.

`Iterable<Long>.average(): Double` {
`var sum: Double = 0.0`
`var count: Int = 0`
`for (element in this) {`
`sum += element`
`checkCountOverflow(++count)`
`}`
`return if (count == 0) Double.NaN else sum / count`}
Returns an average value of elements in the collection.

`Iterable<Float>.average(): Double` {
`var sum: Double = 0.0`
`var count: Int = 0`
`for (element in this) {`
`sum += element`
`checkCountOverflow(++count)`
`}`
`return if (count == 0) Double.NaN else sum / count`}
Returns an average value of elements in the collection.

`Iterable<Double>.average(): Double` {
`var sum: Double = 0.0`
`var count: Int = 0`
`for (element in this) {`
`sum += element`
`checkCountOverflow(++count)`
`}`
`return if (count == 0) Double.NaN else sum / count`}
Returns the sum of all elements in the collection.

`Iterable<Byte>.sum(): Int` {
`var sum: Int = 0`
`for (element in this) {`
`sum += element`
`}`
`return sum`}
Returns the sum of all elements in the collection.

`Iterable<Short>.sum(): Int` {
`var sum: Int = 0`
`for (element in this) {`
`sum += element`
`}`
`return sum`}
Returns the sum of all elements in the collection.

`Iterable<Int>.sum(): Int` {
`var sum: Int = 0`
`for (element in this) {`
`sum += element`
`}`
`return sum`}
Returns the sum of all elements in the collection.

`Iterable<Long>.sum(): Long` {
`var sum: Long = 0L`
`for (element in this) {`
`sum += element`
`}`
`return sum`}
Returns the sum of all elements in the collection.

`Iterable<Float>.sum(): Float` {
`var sum: Float = 0.0f`
`for (element in this) {`
`sum += element`
`}`
`return sum`}
Returns the sum of all elements in the collection.

`Iterable<Double>.sum(): Double` {
`var sum: Double = 0.0`
`for (element in this) {`
`sum += element`
`}`
`return sum`}
Returns the sum of all elements in the collection.

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JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\nimport kotlin.comparisons.naturalOrder\nimport kotlin.random.Random\nimport kotlin.js.arrayBufferIsView\n\n/**\n * Returns the array if it's not `null`, or an empty array otherwise.\n * @sample samples.collections.Arrays.Usage.arrayOrEmpty\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()\n\n/**\n * Returns a *typed* array containing all of the elements of this collection.\n */\n * Allocates an array of runtime type `T` having its size equal to the size of this collection\n * and populates the array with the elements of this collection.\n * @sample samples.collections.Collections.Collections.collectionToTypedArray\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)\n\n@JsName("copyToArray")\n@PublishedApi\ninternal fun <T> copyToArray(collection: Collection<T>): Array<T> {\n return if (collection.asDynamic().toArray !== undefined)\n collection.asDynamic().toArray().unsafeCast<Array<T>>()\n else\n copyToArrayImpl(collection).unsafeCast<Array<T>>()\n}\n\n@JsName("copyToArrayImpl")\ninternal actual fun copyToArrayImpl(collection: Collection<*>): Array<Any?> {\n val array = emptyArray<Any?>()\n val iterator = collection.iterator()\n while (iterator.hasNext())\n array.asDynamic().push(iterator.next())\n return array\n}\n\n@JsName("copyToExistingArrayImpl")\ninternal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> {\n if (array.size < collection.size)\n return copyToArrayImpl(collection).unsafeCast<Array<T>>()\n val iterator = collection.iterator()\n var index = 0\n while (iterator.hasNext()) {\n array[index++] = iterator.next().unsafeCast<T>()\n }\n if (index < array.size) {\n array[index] = null.unsafeCast<T>()\n }\n return array\n}\n\n/**\n * Returns an immutable list containing only the specified object [element].\n */\n@kotlin.internal.InlineOnly\npublic fun <T> listOf(element: T): List<T> = arrayListOf(element)\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {\n return ArrayList<E>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit): List<E> {\n checkBuilderCapacity(capacity)\n return ArrayList<E>(capacity).apply(builderAction).build()\n}\n\n/**\n * Returns an immutable set containing only the specified object [element].\n */\n@kotlin.internal.InlineOnly\npublic fun <T> setOf(element: T): Set<T> = hashSetOf(element)\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <E> buildSetInternal(builderAction: MutableSet<E>.() -> Unit): Set<E> {\n return LinkedHashSet<E>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit): Set<E> {\n return LinkedHashSet<E>(capacity).apply(builderAction).build()\n}\n\n/**\n * Returns an immutable map, mapping only the specified key to the\n * specified value.\n */\n@kotlin.internal.InlineOnly\npublic fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = hashMapOf(pair)\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {\n return LinkedHashMap<K, V>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {\n return LinkedHashMap<K, V>(capacity).apply(builderAction).build()\n}\n\n/**\n * Fills the list with the provided [value].\n * Each element in the list gets replaced with the [value].\n */\n@kotlin.internal.InlineOnly\n@SinceKotlin("1.2")\npublic actual fun <T> MutableList<T>.fill(value: T): Unit {\n for (index in 0..lastIndex) {\n this[index] = value\n }\n}\n\n/**\n * Randomly shuffles elements in this list.\n * See: https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm\n */\n

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*\/n@SinceKotlin("1.2")\npublic actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)\n\n/**\n * Returns a new list with the elements of this list randomly shuffled.\n */\n@SinceKotlin("1.2")\npublic actual fun\n<T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }\n\n/**\n * Sorts elements in the list in-  
place according to their natural sort order.\n * The sort is _stable_. It means that equal elements preserve their  
order relative to each other after sorting.\n */\n * @sample samples.collections.Collections.Sorting.sortMutableList\n */\npublic actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit {\n    collectionsSort(this,  
naturalOrder())\n}\n\n/**\n * Sorts elements in the list in-place according to the order specified with [comparator].\n */\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\n * @sample samples.collections.Collections.Sorting.sortMutableListWith\n */\npublic actual fun <T>\nMutableList<T>.sortWith(comparator: Comparator<in T>): Unit {\n    collectionsSort(this,  
comparator)\n}\n\nprivate fun <T> collectionsSort(list: MutableList<T>, comparator: Comparator<in T>) {\n    if\n(list.size <= 1) return\n\n    val array = copyToArray(list)\n    sortArrayWith(array, comparator)\n\n    for (i in 0 until\narray.size) {\n        list[i] = array[i]\n    }\n}\n\ninternal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int):\nArray<T> {\n    return\narrayOfNulls<Any>(size).unsafeCast<Array<T>>()\n}\n\n@SinceKotlin("1.3")\n@PublishedApi\n@JsName("arrayCopy")\ninternal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int,\nstartIndex: Int, endIndex: Int) {\n    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)\n    val\nrangeSize = endIndex - startIndex\n    AbstractList.checkRangeIndexes(destinationOffset, destinationOffset +\nrangeSize, destination.size)\n\n    if (arrayBufferIsView(destination) && arrayBufferIsView(source)) {\n        val\nsubrange = source.asDynamic().subarray(startIndex,\nendIndex)\n        destination.asDynamic().set(subrange, destinationOffset)\n    } else {\n        if (source !==\ndestination || destinationOffset <= startIndex) {\n            for (index in 0 until rangeSize) {\n\ndestination[destinationOffset + index] = source[startIndex + index]\n            }\n        } else {\n            for (index in\nrangeSize - 1 downTo 0) {\n                destination[destinationOffset + index] = source[startIndex + index]\n            }\n        }\n    }\n}\n\n// no singleton map implementation in js, return map as\nis\n@Suppress("NOTHING_TO_INLINE")\ninternal actual inline fun <K, V> Map<K,\nV>.toSingletonMapOrSelf(): Map<K, V> = this\n\n@Suppress("NOTHING_TO_INLINE")\ninternal actual inline\nfun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> =\nthis.toMutableMap()\n\n@Suppress("NOTHING_TO_INLINE")\ninternal actual inline fun <T> Array<out\nT>.copyToArrayOfAny(isVarargs: Boolean): Array<out Any?> =\n    if (isVarargs)\n        // no need\nto copy vararg array in JS\n        this\n    else\n        this.copyOf()\n\n@PublishedApi\ninternal actual fun\ncheckIndexOverflow(index: Int): Int {\n    if (index < 0) {\n        throwIndexOverflow()\n    }\n    return\nindex\n}\n\n@PublishedApi\ninternal actual fun checkCountOverflow(count: Int): Int {\n    if (count < 0) {\n        throwCountOverflow()\n    }\n    return count\n}\n\n/**\n * JS map and set implementations do not make use of  
capacities or load factors.\n */\n@PublishedApi\ninternal actual fun mapCapacity(expectedSize: Int) =\nexpectedSize\n\n/**\n * Checks a collection builder function capacity argument.\n * In JS no validation is made in  
Map/Set constructor yet.\n */\n@SinceKotlin("1.3")\n@PublishedApi\ninternal fun\ncheckBuilderCapacity(capacity: Int) {\n    require(capacity >= 0) { "capacity must be non-negative." }\n}\n\ninternal actual fun brittleContainsOptimizationEnabled(): Boolean = false\n\n/**\n * Copyright 2010-2018  
JetBrains s.r.o. and Kotlin Programming  
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the  
license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n\npackage\nkotlin.collections\n\n/**\n * Returns the given iterator itself. This allows to use an instance of iterator in a `for`  
loop.\n */\n * @sample samples.collections.Iterators.iterator\n */\n@kotlin.internal.InlineOnly\npublic inline operator\nfun <T> Iterator<T>.iterator(): Iterator<T> = this\n\n/**\n * Returns an [Iterator] that wraps each element produced  
by the original iterator\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\n * @sample samples.collections.Iterators.withIndexIterator\n */\npublic fun <T> Iterator<T>.withIndex():

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Iterator<IndexedValue<T>> = IndexingIterator(this)\n\n/**\n * Performs the given [operation] on each element of
this [Iterator].\n * @sample samples.collections.Iterators.forEachIterator\n
*\npublic inline fun <T> Iterator<T>.forEach(operation: (T) -> Unit): Unit {\n    for (element in this)
operation(element)\n}\n\n/**\n * Iterator transforming original `iterator` into iterator of [IndexedValue], counting
index from zero.\n *\ninternal class IndexingIterator<out T>(private val iterator: Iterator<T>) :
Iterator<IndexedValue<T>> {\n    private var index = 0\n    final override fun hasNext(): Boolean =
iterator.hasNext()\n    final override fun next(): IndexedValue<T> = IndexedValue(checkIndexOverflow(index++),
iterator.next())\n}\n\n",/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("ComparisonsKt")\n\npackage
kotlin.comparisons\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport
kotlin.random.*\n\n/**\n * Returns the greater of two values.\n * \n * If values are equal, returns the first one.\n
*\n@SinceKotlin("1.1")\npublic expect fun <T : Comparable<T>> maxOf(a: T, b: T): T\n\n/**\n * Returns the
greater of two values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a:
Byte, b: Byte): Byte\n\n/**\n * Returns the greater of two values.\n
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Short, b: Short):
Short\n\n/**\n * Returns the greater of two values.\n
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Int, b: Int): Int\n\n/**
 * Returns the greater of two values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline
fun maxOf(a: Long, b: Long): Long\n\n/**\n * Returns the greater of two values.\n * \n * If either value is `NaN`,
returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic
expect inline fun maxOf(a: Float, b: Float): Float\n\n/**\n * Returns the greater of two values.\n * \n * If either
value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun
maxOf(a: Double, b: Double): Double\n\n/**\n * Returns the greater of three values.\n * \n * If there are multiple
equal maximal values, returns the first of them.\n *\n@SinceKotlin("1.1")\npublic expect fun <T :
Comparable<T>> maxOf(a: T, b: T, c: T): T\n\n/**\n * Returns the greater of three values.\n
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Byte, b: Byte, c: Byte):
Byte\n\n/**\n * Returns the greater of three values.\n
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Short, b: Short, c:
Short): Short\n\n/**\n * Returns the greater of three values.\n
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic
expect inline fun maxOf(a: Int, b: Int, c: Int): Int\n\n/**\n * Returns the greater of three values.\n * \n * If any
value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun
maxOf(a: Float, b: Float, c: Float): Float\n\n/**\n * Returns the greater of three values.\n * \n * If any value is
`NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a:
Double, b: Double, c: Double): Double\n\n/**\n * Returns the greater of three values according to the order specified
by the given [comparator].\n * \n * If there are multiple equal maximal values, returns the first of them.\n
*\n@SinceKotlin("1.1")\npublic fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {\n    return
maxOf(a, maxOf(b, c, comparator),
comparator)\n}\n\n/**\n * Returns the greater of two values according to the order specified by the given
[comparator].\n * \n * If values are equal, returns the first one.\n *\n@SinceKotlin("1.1")\npublic fun <T>
maxOf(a: T, b: T, comparator: Comparator<in T>): T {\n    return if (comparator.compare(a, b) >= 0) a else
b\n}\n\n/**\n * Returns the greater of the given values.\n * \n * If there are multiple equal maximal values, returns
the first of them.\n *\n@SinceKotlin("1.4")\npublic expect fun <T : Comparable<T>> maxOf(a: T, vararg other:

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T): T\n\n/**\n * Returns the greater of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Byte, vararg other: Byte): Byte\n\n/**\n * Returns the greater of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Short, vararg other: Short): Short\n\n/**\n * Returns the greater of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Int, vararg other: Int): Int\n\n/**\n * Returns the greater of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Long, vararg other: Long): Long\n\n/**\n * Returns the greater of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Float, vararg other: Float): Float\n\n/**\n * Returns the greater of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Double, vararg other: Double): Double\n\n/**\n * Returns the greater of the given values according to the order specified by the given [comparator].\n * \n * If there are multiple equal maximal values, returns the first of them.\n *\n@SinceKotlin("1.4")\npublic fun <T> maxOf(a: T, vararg other: T, comparator: Comparator<in T>): T {\n var max = a\n for (e in other) if (comparator.compare(max, e) < 0) max = e\n return max\n}\n\n/**\n * Returns the smaller of two values.\n * \n * If values are equal, returns the first one.\n *\n@SinceKotlin("1.1")\npublic expect fun <T : Comparable<T>> minOf(a: T, b: T): T\n\n/**\n * Returns the smaller of two values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Byte, b: Byte): Byte\n\n/**\n * Returns the smaller of two values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Short, b: Short): Short\n\n/**\n * Returns the smaller of two values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Int, b: Int): Int\n\n/**\n * Returns the smaller of two values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Long, b: Long): Long\n\n/**\n * Returns the smaller of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Float, b: Float): Float\n\n/**\n * Returns the smaller of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Double, b: Double): Double\n\n/**\n * Returns the smaller of three values.\n * \n * If there are multiple equal minimal values, returns the first of them.\n *\n@SinceKotlin("1.1")\npublic expect fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T\n\n/**\n * Returns the smaller of three values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Byte, b: Byte, c: Byte): Byte\n\n/**\n * Returns the smaller of three values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Short, b: Short, c: Short): Short\n\n/**\n * Returns the smaller of three values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Int, b: Int, c: Int): Int\n\n/**\n * Returns the smaller of three values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the smaller of three values.\n * \n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Float, b: Float, c: Float): Float\n\n/**\n * Returns the smaller of three values.\n * \n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Double, b: Double, c: Double): Double\n\n/**\n * Returns the smaller of three values according to the order specified by the given [comparator].\n * \n * If there are multiple equal minimal values, returns the first of them.\n *\n@SinceKotlin("1.1")\npublic fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {\n return minOf(a, minOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the smaller of two values according to the order specified by the given [comparator].\n * \n * If values are equal, returns the first one.\n *\n@SinceKotlin("1.1")\npublic fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {\n return if (comparator.compare(a, b) <= 0) a else b\n}\n\n/**\n * Returns the smaller of the given values.\n * \n * If there are multiple equal minimal values, returns the first of them.\n *\n@SinceKotlin("1.4")\npublic expect fun <T : Comparable<T>> minOf(a: T, vararg other: T): T\n\n/**\n * Returns the smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a: Byte, vararg other: Byte): Byte\n\n/**\n * Returns the

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smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a: Short, vararg other: Short):
Short\n\n/**\n * Returns the smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a:
Int, vararg other: Int): Int\n\n/**\n * Returns the smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic
expect fun minOf(a: Long, vararg other: Long): Long\n\n/**\n * Returns the smaller of the
given values.\n * \n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.4")\npublic expect fun
minOf(a: Float, vararg other: Float): Float\n\n/**\n * Returns the smaller of the given values.\n * \n * If any value is
`NaN`, returns `NaN`.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a: Double, vararg other: Double):
Double\n\n/**\n * Returns the smaller of the given values according to the order specified by the given
[comparator].\n * \n * If there are multiple equal minimal values, returns the first of them.\n
*\n@SinceKotlin("1.4")\npublic fun <T> minOf(a: T, vararg other: T, comparator: Comparator<in T>): T {\n
var min = a\n for (e in other) if (comparator.compare(min, e) > 0) min = e\n return min\n}\n\n"/*\n * Copyright
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by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("MapsKt")\n\npackage
kotlin.collections\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n/\n\nimport kotlin.random.*\nimport
kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns the first non-null value produced by
[transform] function being applied to entries of this map in iteration order,\n * or throws
[NoSuchElementException] if no non-null value was produced.\n * \n * @sample
samples.collections.Collections.Transformations.firstNotNullOf\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Any> Map<out K,
V>.firstNotNullOf(transform: (Map.Entry<K, V>) -> R?): R {\n return firstNotNullOfOrNull(transform) ?: throw
NoSuchElementException("No element of the map was transformed to a non-null value.")\n}\n\n/**\n * Returns
the first non-null value produced by [transform] function being applied to entries
of this map in iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample
samples.collections.Collections.Transformations.firstNotNullOf\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Any> Map<out K,
V>.firstNotNullOfOrNull(transform: (Map.Entry<K, V>) -> R?): R? {\n for (element in this) {\n val result =
transform(element)\n if (result != null) {\n return result\n }\n }\n return null\n}\n\n/**\n *
Returns a [List] containing all key-value pairs.\n *\npublic fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>>
{\n if (size == 0)\n return emptyList()\n val iterator = entries.iterator()\n if (!iterator.hasNext())\n
return emptyList()\n val first = iterator.next()\n if (!iterator.hasNext())\n return listOf(first.toPair())\n val
result = ArrayList<Pair<K, V>>(size)\n result.add(first.toPair())\n do {\n
result.add(iterator.next().toPair())\n } while (iterator.hasNext())\n return result\n}\n\n/**\n * Returns a single list of all elements yielded from results
of [transform] function being invoked on each entry of original map.\n * \n * @sample
samples.collections.Maps.Transformations.flatMap\n *\npublic inline fun <K, V, R> Map<out K,
V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each entry of original map.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequence")\npublic inline fun <K, V, R> Map<out K,
V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {\n return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Appends all
elements yielded from results of [transform] function being invoked on each entry of original map, to the given
[destination].\n *\npublic inline fun <K, V, R, C : MutableCollection<in R>> Map<out K,
V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {\n for (element in this) {\n
val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all

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elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequenceTo")\npublic inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Sequence<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n}
```

return destination

flatMapTo Returns a list containing the results of applying the given [transform] function to each entry in the original map.

```
*\npublic inline fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}
```

map Returns a list containing only the non-null results of applying the given [transform] function to each entry in the original map.

```
*\npublic inline fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {\n    return mapNotNullTo(ArrayList<R>(), transform)\n}
```

mapNotNull Applies the given [transform] function to each entry in the original map and appends only the non-null results to the given [destination].

```
*\npublic inline fun <K, V, R : Any, C : MutableCollection<in R>> Map<out K, V>.mapNotNullTo(destination:
```

```
C, transform: (Map.Entry<K, V>) -> R?): C {\n    forEach { element -> transform(element)?.let { destination.add(it) } }\n}
```

mapNotNullTo Applies the given [transform] function to each entry of the original map and appends the results to the given [destination].

```
*\npublic inline fun <K, V, R : Any, C : MutableCollection<in R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {\n    for (item in this) destination.add(transform(item))\n    return destination\n}
```

mapTo Returns `true` if all entries match the given [predicate].

```
*\npublic inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {\n    if (isEmpty()) return true\n    for (element in this) if (!predicate(element)) return false\n    return true\n}
```

all Returns `true` if map has at least one entry.

```
*\npublic fun <K, V> Map<out K, V>.any(): Boolean {\n    return !isEmpty()\n}
```

any Returns `true` if at least one entry matches the given [predicate].

```
*\npublic inline fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {\n    if (isEmpty()) return false\n    for (element in this) if (predicate(element)) return true\n    return false\n}
```

anyWithPredicate Returns the number of entries in this map.

```
*\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.count(): Int {\n    return size\n}
```

count Returns the number of entries matching the given [predicate].

```
*\npublic inline fun <K, V> Map<out K, V>.count(predicate: (Map.Entry<K, V>) -> Boolean): Int {\n    if (isEmpty()) return 0\n    var count = 0\n    for (element in this) if (predicate(element)) ++count\n    return count\n}
```

count Performs the given [action] on each entry.

```
*\n@kotlin.internal.HidesMembers\npublic inline fun <K, V> Map<out K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {\n    for (element in this) action(element)\n}
```

forEach Returns the first entry yielding the largest value of the given function.

forEachOrdered @throws NoSuchElementException if the map is empty.

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrNull")\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxBy(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V> {\n    return entries.maxBy(selector)\n}
```

maxBy Returns the first entry yielding the largest value of the given function or `null` if there are no entries.

```
*\n@sample samples.collections.Collections.Aggregates.maxByOrNull\n}
```

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxByOrNull(selector: (Map.Entry<K, V>
```

```

-> R): Map.Entry<K, V>? {\n    return entries.maxByOrNull(selector)\n}\n\n/**\n * Returns the largest value
among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException
if the map is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.maxOf(selector:
(Map.Entry<K, V>) -> Double): Double {\n    return entries.maxOf(selector)\n}\n\n/**\n * Returns the largest value
among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException
if the map is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Float): Float {\n    return
entries.maxOf(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n *
applied to each entry in the map.\n * \n * @throws NoSuchElementException if the map is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K,
V>.maxOf(selector: (Map.Entry<K, V>) -> R): R {\n    return entries.maxOf(selector)\n}\n\n/**\n * Returns the
largest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if there
are no entries.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {\n    return
entries.maxOfOrNull(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector]
function\n * applied to each entry in the map or `null` if there are no entries.\n * \n * If any of values produced by
[selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {\n    return
entries.maxOfOrNull(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector]
function\n * applied to each entry in the map or `null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {\n
return entries.maxOfOrNull(selector)\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each entry in the map.\n * \n *
@throws NoSuchElementException if the map is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K,
V>.maxOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R {\n    return
entries.maxOfWith(comparator, selector)\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each
entry in the map or `null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K,
V>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? {\n    return
entries.maxOfWithOrNull(comparator, selector)\n}\n\n/**\n * Returns the first entry having the largest value
according to the provided [comparator].\n * \n * @throws NoSuchElementException if the map is empty.\n

```

```

*^@SinceKotlin("1.7")^@kotlin.jvm.JvmName("maxWithOrThrow")^@kotlin.internal.InlineOnly^@Suppress("CONFLICTING_OVERLOADS")^@public inline fun <K, V> Map<out K, V>.maxWith(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V> {^n return entries.maxWith(comparator)^n}^n/^n/^n * Returns the first entry having the largest value according to the provided [comparator] or `null` if there are no entries.^n
*^@SinceKotlin("1.4")^@kotlin.internal.InlineOnly^@public inline fun <K, V> Map<out K, V>.maxWithOrNull(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {^n return entries.maxWithOrNull(comparator)^n}^n/^n/^n * Returns the first entry yielding the smallest value of the given function.^n * ^n * @throws NoSuchElementException if the map is empty.^n * ^n * @sample samples.collections.Collections.Aggregates.minBy^n
*^@SinceKotlin("1.7")^@kotlin.jvm.JvmName("minByOrThrow")^@kotlin.internal.InlineOnly^@Suppress("CONFLICTING_OVERLOADS")^@public inline fun <K, V, R : Comparable<R>> Map<out K, V>.minBy(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V> {^n return entries.minBy(selector)^n}^n/^n/^n * Returns the first entry yielding the smallest value of the given function or `null` if there are no entries.^n * ^n * @sample samples.collections.Collections.Aggregates.minByOrNull^n
*^@SinceKotlin("1.4")^@kotlin.internal.InlineOnly^@public inline fun <K, V, R : Comparable<R>> Map<out K, V>.minByOrNull(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {^n return entries.minByOrNull(selector)^n}^n/^n/^n * Returns the smallest value among all values produced by [selector] function^n * applied to each entry in the map.^n * ^n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.^n * ^n * @throws NoSuchElementException if the map is empty.^n
*^@SinceKotlin("1.4")^@OptIn(kotlin.experimental.ExperimentalTypeInference::class)^@OverloadResolutionByLambdaReturnType^@kotlin.internal.InlineOnly^@public inline fun <K, V> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> Double): Double {^n return entries.minOf(selector)^n}^n/^n/^n * Returns the smallest value among all values produced by [selector] function^n * applied to each entry in the map.^n * ^n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.^n * ^n * @throws NoSuchElementException if the map is empty.^n
*^@SinceKotlin("1.4")^@OptIn(kotlin.experimental.ExperimentalTypeInference::class)^@OverloadResolutionByLambdaReturnType^@kotlin.internal.InlineOnly^@public inline fun <K, V> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> Float): Float {^n return entries.minOf(selector)^n}^n/^n/^n * Returns the smallest value among all values produced by [selector] function^n * applied to each entry in the map.^n * ^n * @throws NoSuchElementException if the map is empty.^n
*^@SinceKotlin("1.4")^@OptIn(kotlin.experimental.ExperimentalTypeInference::class)^@OverloadResolutionByLambdaReturnType^@kotlin.internal.InlineOnly^@public inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> R): R {^n return entries.minOf(selector)^n}^n/^n/^n * Returns the smallest value among all values produced by [selector] function^n * applied to each entry in the map or `null` if there are no entries.^n * ^n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.^n
*^@SinceKotlin("1.4")^@OptIn(kotlin.experimental.ExperimentalTypeInference::class)^@OverloadResolutionByLambdaReturnType^@kotlin.internal.InlineOnly^@public inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {^n return entries.minOfOrNull(selector)^n}^n/^n/^n * Returns the smallest value among all values produced by [selector] function^n * applied to each entry in the map or `null` if there are no entries.^n * ^n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.^n
*^@SinceKotlin("1.4")^@OptIn(kotlin.experimental.ExperimentalTypeInference::class)^@OverloadResolutionByLambdaReturnType^@kotlin.internal.InlineOnly^@public inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {^n return entries.minOfOrNull(selector)^n}^n/^n/^n * Returns the smallest value among all values produced by [selector] function^n * applied to each

```

entry in the map or `null` if there are no entries.

```

*\/n@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnTypen@kotlin.internal.InlineOnlynpublic inline fun <K, V, R : Comparable<R>> Map<out K,
V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {n return entries.minOfOrNull(selector)n}n/n/**n *
Returns the smallest value according to the provided [comparator]n * among all values produced by [selector]
function applied to each entry in the map.n * n * @throws NoSuchElementException if the map is empty.n
*\/n@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnTypen@kotlin.internal.InlineOnlynpublic inline fun <K, V, R> Map<out K,
V>.minOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R {n return
entries.minOfWith(comparator, selector)n}n/n/**n * Returns the smallest value according to the provided
[comparator]n
* among all values produced by [selector] function applied to each entry in the map or `null` if there are no
entries.n
*\/n@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnTypen@kotlin.internal.InlineOnlynpublic inline fun <K, V, R> Map<out K,
V>.minOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? {n return
entries.minOfWithOrNull(comparator, selector)n}n/n/**n * Returns the first entry having the smallest value
according to the provided [comparator].n * n * @throws NoSuchElementException if the map is empty.n
*\/n@SinceKotlin("1.7")n@kotlin.jvm.JvmName("minWithOrThrow")n@kotlin.internal.InlineOnlyn@Suppre
ss("CONFLICTING_OVERLOADS")npublic inline fun <K, V> Map<out K, V>.minWith(comparator:
Comparator<in Map.Entry<K, V>>): Map.Entry<K, V> {n return entries.minWith(comparator)n}n/n/**n *
Returns the first entry having the smallest value according to
the provided [comparator] or `null` if there are no entries.n
*\/n@SinceKotlin("1.4")n@kotlin.internal.InlineOnlynpublic inline fun <K, V> Map<out K,
V>.minWithOrNull(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {n return
entries.minWithOrNull(comparator)n}n/n/**n * Returns `true` if the map has no entries.n * n * @sample
samples.collections.Collections.Aggregates.nonen *\/npublic fun <K, V> Map<out K, V>.none(): Boolean {n
return isEmpty()n}n/n/**n * Returns `true` if no entries match the given [predicate].n * n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *\/npublic inline fun <K, V> Map<out K,
V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {n if (isEmpty()) return true\n for (element in
this) if (predicate(element)) return false\n return true\n}n/n/**n * Performs the given [action] on each entry and
returns the map itself afterwards.n *\/n@SinceKotlin("1.1")npublic inline fun <K, V, M : Map<out
K, V>> M.onEach(action: (Map.Entry<K, V>) -> Unit): M {n return apply { for (element in this)
action(element) }n}n/n/**n * Performs the given [action] on each entry, providing sequential index with the
entry,n * and returns the map itself afterwards.n * @param [action] function that takes the index of an entry and
the entry itself\n * and performs the action on the entry.n *\/n@SinceKotlin("1.4")npublic inline fun <K, V, M :
Map<out K, V>> M.onEachIndexed(action: (index: Int, Map.Entry<K, V>) -> Unit): M {n return apply {
entries.forEachIndexed(action) }n}n/n/**n * Creates an [Iterable] instance that wraps the original map returning
its entries when being iterated.n *\/n@kotlin.internal.InlineOnlynpublic inline fun <K, V> Map<out K,
V>.asIterable(): Iterable<Map.Entry<K, V>> {n return entries\n}n/n/**n * Creates a [Sequence] instance that
wraps the original map returning its entries when being iterated.n *\/npublic fun <K, V> Map<out K,
V>.asSequence():
Sequence<Map.Entry<K, V>> {n return entries.asSequence()n}n/n", "/*n * Copyright 2010-2021 JetBrains
s.r.o. and Kotlin Programming Language contributors.n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.n *\/n\npackage kotlin.text\n/\n// NOTE: THIS FILE IS
AUTO-GENERATED by the GenerateUnicodeData.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n/\n\n// 10 mappings totally\ninternal fun
Char.titlecaseImpl(): String {n val uppercase = uppercase()n if (uppercase.length > 1) {n return if (this ==

```

```

\u0149) uppercase else uppercase[0] + uppercase.substring(1).toLowerCase()\n } \n return
titlecaseChar().toString()\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n *
Converts this character to lower case using Unicode mapping rules of the invariant locale.\n
*\n@Deprecated("Use lowercaseChar() instead.",
ReplaceWith("lowercaseChar()"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@kotlin.internal.InlineOnly\npublic actual inline fun Char.toLowerCase(): Char =
lowercaseChar()\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the invariant
locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many character
mapping use the [toLowerCase] function.\n * If this character has no mapping equivalent, the character itself is
returned.\n *\n * @sample samples.text.Chars.toLowerCase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c actual inline fun Char.toLowerCaseChar(): Char = lowercase()[0]\n\n/**\n * Converts this character to lower case
using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many
character mapping, thus the length of the returned string can be greater than one.\n * For example,
`\u0130.toLowerCase()` returns `"\u0069\u0307"`,\n * where `"\u0130` is the LATIN CAPITAL LETTER I WITH
DOT ABOVE character (`\u0130`).\n * If this character has no lower case mapping, the result of `toString()` of this
char is returned.\n *\n * @sample samples.text.Chars.toLowerCase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c actual inline fun Char.toLowerCase(): String = toString().asDynamic().toLowerCase().unsafeCast<String>()\n\n/**\n
* Converts this character to upper case using Unicode mapping rules of the invariant locale.\n
*\n@Deprecated("Use uppercaseChar() instead.",
ReplaceWith("uppercaseChar()"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@kotlin.internal.InlineOnly\npublic actual inline fun Char.toUpperCase(): Char =
uppercaseChar()\n\n/**\n * Converts this character to upper case using
Unicode mapping rules of the invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To
support one-to-many character mapping use the [toUpperCase] function.\n * If this character has no mapping
equivalent, the character itself is returned.\n *\n * @sample samples.text.Chars.toUpperCase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Char.toUpperCaseChar(): Char {\n    val uppercase = uppercase()\n    return if (uppercase.length > 1) this else
uppercase[0]\n}\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the invariant
locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned string can be
greater than one.\n * For example, `"\uFB00.toUpperCase()` returns `"\u0046\u0046"`,\n * where `"\uFB00` is the
LATIN SMALL LIGATURE FF character (`\ufb00`).\n * If this character has no upper case mapping, the result of
`toString()` of this char
is returned.\n *\n * @sample samples.text.Chars.toUpperCase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c actual inline fun Char.toUpperCase(): String = toString().asDynamic().toUpperCase().unsafeCast<String>()\n\n/**\n
* Converts this character to title case using Unicode mapping rules of the invariant locale.\n *\n * This function
performs one-to-one character mapping.\n * To support one-to-many character mapping use the [titlecase]
function.\n * If this character has no mapping equivalent, the result of calling [toUpperCaseChar] is returned.\n
*\n * @sample samples.text.Chars.titlecase\n
*\n@SinceKotlin("1.5")\npublic actual fun Char.titlecaseChar(): Char =
titlecaseCharImpl()\n\n/**\n * Returns `true` if this character is a Unicode high-surrogate code unit (also known as
leading-surrogate code unit).\n *\npublic actual fun Char.isHighSurrogate(): Boolean = this in
Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE\n\n/**\n
* Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).\n
*\npublic actual fun Char.isLowSurrogate(): Boolean = this in

```

Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE\n\n**\n * Returns the Unicode general category of this character.\n\n*/\n@SinceKotlin("1.5")\n\npublic actual val Char.category: CharCategory\n\n get() = CharCategory.valueOf(getCategoryValue())\n\n**\n * Returns `true` if this character (Unicode code point) is defined in Unicode.\n\n*/\n * A character is considered to be defined in Unicode if its [category] is not [CharCategory.UNASSIGNED].\n\n*/\n@SinceKotlin("1.5")\n\npublic actual fun Char.isDefined(): Boolean {\n\n if (this < "\u0080") {\n\n return true\n\n }\n\n return getCategoryValue() != CharCategory.UNASSIGNED.value\n\n}\n\n**\n * Returns `true` if this character is a letter.\n\n*/\n * A character is considered to be a letter if its [category] is [CharCategory.UPPERCASE_LETTER],\n\n*/\n [CharCategory.LOWERCASE_LETTER],\n\n*/\n [CharCategory.TITLECASE_LETTER], [CharCategory.MODIFIER_LETTER], or [CharCategory.OTHER_LETTER].\n\n*/\n * @sample samples.text.Chars.isLetter\n\n*/\n@SinceKotlin("1.5")\n\npublic actual fun Char.isLetter(): Boolean {\n\n if (this in 'a'..'z' || this in 'A'..'Z') {\n\n return true\n\n }\n\n if (this < "\u0080") {\n\n return false\n\n }\n\n return isLetterImpl()\n\n}\n\n**\n * Returns `true` if this character is a letter or digit.\n\n*/\n * @see isLetter\n\n*/\n * @see isDigit\n\n*/\n * @sample samples.text.Chars.isLetterOrDigit\n\n*/\n@SinceKotlin("1.5")\n\npublic actual fun Char.isLetterOrDigit(): Boolean {\n\n if (this in 'a'..'z' || this in 'A'..'Z' || this in '0'..'9') {\n\n return true\n\n }\n\n if (this < "\u0080") {\n\n return false\n\n }\n\n return isDigitImpl() || isLetterImpl()\n\n}\n\n**\n * Returns `true` if this character is a digit.\n\n*/\n * A character is considered to be a digit if its [category] is [CharCategory.DECIMAL_DIGIT_NUMBER].\n\n*/\n * @sample samples.text.Chars.isDigit\n\n*/\n@SinceKotlin("1.5")\n\npublic actual fun Char.isDigit(): Boolean {\n\n if (this in '0'..'9') {\n\n return true\n\n }\n\n if (this < "\u0080") {\n\n return false\n\n }\n\n return isDigitImpl()\n\n}\n\n**\n * Returns `true` if this character is upper case.\n\n*/\n * A character is considered to be an upper case character if its [category] is [CharCategory.UPPERCASE_LETTER],\n\n*/\n * or it has contributory property `Other_Uppercase` as defined by the Unicode Standard.\n\n*/\n * @sample samples.text.Chars.isUpperCase\n\n*/\n@SinceKotlin("1.5")\n\npublic actual fun Char.isUpperCase(): Boolean {\n\n if (this in 'A'..'Z') {\n\n return true\n\n }\n\n if (this < "\u0080") {\n\n return false\n\n }\n\n return isUpperCaseImpl()\n\n}\n\n**\n * Returns `true` if this character is lower case.\n\n*/\n * A character is considered to be a lower case character if its [category] is [CharCategory.LOWERCASE_LETTER],\n\n*/\n * or it has contributory property `Other_Lowercase` as defined by the Unicode Standard.\n\n*/\n * @sample samples.text.Chars.isLowerCase\n\n*/\n@SinceKotlin("1.5")\n\npublic actual fun Char.isLowerCase(): Boolean {\n\n if (this in 'a'..'z') {\n\n return true\n\n }\n\n if (this < "\u0080") {\n\n return false\n\n }\n\n return isLowerCaseImpl()\n\n}\n\n**\n * Returns `true` if this character is a title case letter.\n\n*/\n * A character is considered to be a title case letter if its [category] is [CharCategory.TITLECASE_LETTER].\n\n*/\n * @sample samples.text.Chars.isTitleCase\n\n*/\n@SinceKotlin("1.5")\n\npublic actual fun Char.isTitleCase(): Boolean {\n\n if (this < "\u0080") {\n\n return false\n\n }\n\n return getCategoryValue() == CharCategory.TITLECASE_LETTER.value\n\n}\n\n**\n * Returns `true` if this character is an ISO control character.\n\n*/\n * A character is considered to be an ISO control character if its [category] is [CharCategory.CONTROL],\n\n*/\n * meaning the Char is in the range `'\u0000'..' \u001F` or in the range `'\u007F'..' \u009F`. \n\n*/\n * @sample samples.text.Chars.isISOControl\n\n*/\n@SinceKotlin("1.5")\n\npublic actual fun Char.isISOControl(): Boolean {\n\n return this <= "\u001F" || this in "\u007F'..' \u009F"\n\n}\n\n**\n * Determines whether a character is whitespace according to the Unicode standard.\n\n*/\n * Returns `true` if the character is whitespace.\n\n*/\n * @sample samples.text.Chars.isWhitespace\n\n*/\n\npublic actual fun Char.isWhitespace(): Boolean = isWhitespaceImpl()\n\n"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n\n*/\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n*/\n\npackage kotlin.text\n\nimport kotlin.js.RegExp\n\n**\n * Converts the characters in the specified array to a string.\n\n*/\n@SinceKotlin("1.2")\n\n@Deprecated("Use CharArray.concatToString() instead", ReplaceWith("chars.concatToString()"))\n\n@DeprecatedSinceKotlin(warningSince

```

= `1.4`, errorSince = `1.5`)
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}
/**
 * Converts the characters from a portion of the specified array to a string.
 * @throws IndexOutOfBoundsException if either [offset] or [length] are less than zero or `offset + length` is out of [chars] array bounds.
 * /n@SinceKotlin(`1.2`)
 * /n@Deprecated("Use CharArray.concatToString(startIndex, endIndex) instead", ReplaceWith("chars.concatToString(offset, offset + length)")
 * /n@DeprecatedSinceKotlin(warningSince = `1.4`, errorSince = `1.5`)
public actual fun String(chars: CharArray, offset: Int, length: Int): String {
    if (offset < 0 || length < 0 || chars.size - offset < length)
        throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")
    var result = ""
    for (index in offset until offset + length) {
        result += chars[index]
    }
    return result
}
/**
 * Concatenates characters in this [CharArray] into a String.
 * /n@SinceKotlin(`1.4`)
 * /n@WasExperimental(ExperimentalStdlibApi::class)
public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}
/**
 * Concatenates characters in this [CharArray] or its subrange into a String.
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * /n@SinceKotlin(`1.4`)
 * /n@WasExperimental(ExperimentalStdlibApi::class)
 * /n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    var result = ""
    for (index in startIndex until endIndex) {
        result += this[index]
    }
    return result
}
/**
 * Returns a [CharArray] containing characters of this string.
 * /n@SinceKotlin(`1.4`)
 * /n@WasExperimental(ExperimentalStdlibApi::class)
public actual fun String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}
/**
 * Returns a [CharArray] containing characters of this string or its substring.
 * @param startIndex the beginning (inclusive) of the substring, 0 by default.
 * @param endIndex the end (exclusive) of the substring, length of this string by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * /n@SinceKotlin(`1.4`)
 * /n@WasExperimental(ExperimentalStdlibApi::class)
 * /n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}
/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 * Malformed byte sequences are replaced by the replacement char `uFFFD`.
 * /n@SinceKotlin(`1.4`)
 * /n@WasExperimental(ExperimentalStdlibApi::class)
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}
/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char `uFFFD`.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.
 * /n@SinceKotlin(`1.4`)
 * /n@WasExperimental(ExperimentalStdlibApi::class)
 * /n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.decodeToString(startIndex: Int = 0, endIndex: Int = this.size, throwOnInvalidSequence: Boolean = false): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return decodeUtf8(this, startIndex, endIndex,

```

```

throwOnInvalidSequence)\n}\n\n/**\n * Encodes this string to an array of bytes in
UTF-8 encoding.\n *\n * Any malformed char sequence is replaced by the replacement byte sequence.\n
*\n@\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
String.encodeToByteArray(): ByteArray {\n    return encodeUtf8(this, 0, length, false)\n}\n\n/**\n * Encodes this
string or its substring to an array of bytes in UTF-8 encoding.\n *\n * @param startIndex the beginning (inclusive)
of the substring to encode, 0 by default.\n * @param endIndex the end (exclusive) of the substring to encode, length
of this string by default.\n * @param throwOnInvalidSequence specifies whether to throw an exception on
malformed char sequence or replace.\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero
or [endIndex] is greater than the length of this string.\n * @throws IllegalArgumentException if [startIndex] is
greater than [endIndex].\n * @throws CharacterCodingException if this string contains malformed char sequence
and [throwOnInvalidSequence]
is true.\n
*\n@\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.encodeToByteArray(\n    startIndex: Int = 0,\n    endIndex: Int = this.length,\n    throwOnInvalidSequence: Boolean = false\n): ByteArray {\n
AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n    return encodeUtf8(this, startIndex, endIndex,
throwOnInvalidSequence)\n}\n\n/**\n * Returns a copy of this string converted to upper case using the rules of the
default locale.\n *\n@Deprecated("Use uppercase() instead.")\nReplaceWith("uppercase()")\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toUpperCase(): String =
asDynamic().toUpperCase()\n\n/**\n * Returns a copy of this string converted to upper case using Unicode mapping
rules of the invariant locale.\n *\n * This function supports one-to-many and many-to-one character mapping,\n
* thus the length of the returned string can be different from the length of the original string.\n *\n * @sample
samples.text.Strings.uppercase\n
*\n@\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
actual inline fun String.uppercase(): String = asDynamic().toUpperCase()\n\n/**\n * Returns a copy of this string
converted to lower case using the rules of the default locale.\n *\n@Deprecated("Use lowercase() instead.")\nReplaceWith("lowercase()")\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toLowerCase(): String =
asDynamic().toLowerCase()\n\n/**\n * Returns a copy of this string converted to lower case using Unicode
mapping rules of the invariant locale.\n *\n * This function supports one-to-many and many-to-one character
mapping,\n * thus the length of the returned string can be different from the length of the original string.\n *\n
* @sample samples.text.Strings.lowercase\n
*\n@\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()\n\n@kotlin.internal.InlineOnly\ninternal
actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str,
fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeLastIndexOf(str: String,
fromIndex: Int): Int = asDynamic().lastIndexOf(str,
fromIndex)\n\n@kotlin.internal.InlineOnly\n@kotlin.js.JsPolyfill("\n\n")\nif (typeof String.prototype.startsWith ===
"undefined") {\n    Object.defineProperty(String.prototype, "startsWith", {\n        value: function (searchString,
position) {\n            position = position || 0;\n            return this.lastIndexOf(searchString, position) === position;\n
        }\n    });\n}\n\n@kotlin.internal.InlineOnly\ninternal inline fun String.nativeStartsWith(s: String, position: Int): Boolean =
asDynamic().startsWith(s,
position)\n\n@kotlin.internal.InlineOnly\n@kotlin.js.JsPolyfill("\n\n")\nif (typeof String.prototype.endsWith ===
"undefined") {\n    Object.defineProperty(String.prototype, "endsWith", {\n        value: function (searchString,
position) {\n            var subjectString = this.toString();\n            if (position === undefined || position >
subjectString.length) {\n                position = subjectString.length;\n            }\n            position -=
searchString.length;\n            var lastIndex = subjectString.indexOf(searchString, position);\n            return lastIndex

```


digit that this Char represents in the specified [radix].
 * Throws an exception if the [radix] is not in the range `2..36` or if this Char is not a valid digit in the specified [radix].
 * A Char is considered to represent a digit in the specified [radix] if at least one of the following is true:
 * - [isDigit] is `true` for the Char and the Unicode decimal digit value of the character is less than the specified [radix]. In this case the decimal digit value is returned.
 * - The Char is one of the uppercase Latin letters 'A' through 'Z' and its [code] is less than `radix + 'A'.code - 10`. In this case, `this.code - 'A'.code + 10` is returned.
 * - The Char is one of the lowercase Latin letters 'a' through 'z' and

its [code] is less than `radix + 'a'.code - 10`. In this case, `this.code - 'a'.code + 10` is returned.
 * - The Char is one of the fullwidth Latin capital letters "\uFF21" through "\uFF3A" and its [code] is less than `radix + 0xFF21 - 10`. In this case, `this.code - 0xFF21 + 10` is returned.
 * - The Char is one of the fullwidth Latin small letters "\uFF41" through "\uFF5A" and its [code] is less than `radix + 0xFF41 - 10`. In this case, `this.code - 0xFF41 + 10` is returned.
 * @sample samples.text.Chars.digitToInt

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Char.digitToInt(radix: Int): Int {\n    return digitToIntOrNull(radix) ?: throw IllegalArgumentException("\Char $this is not a digit in the given radix=$radix")\n}\n\n/**\n * Returns the numeric value of the decimal digit that this Char represents, or `null` if this Char is not a valid decimal digit.\n * A Char is considered to represent a decimal digit if [isDigit] is true for the Char.\n * In this case, the Unicode decimal digit value of the character is returned.\n * @sample samples.text.Chars.digitToIntOrNull\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Char.digitToIntOrNull(): Int? {\n    return digitOf(this, 10).takeIf { it >= 0 }\n}\n\n/**\n * Returns the numeric value of the digit that this Char represents in the specified [radix], or `null` if this Char is not a valid digit in the specified [radix].\n * Throws an exception if the [radix] is not in the range `2..36`.\n * A Char is considered to represent a digit in the specified [radix] if at least one of the following is true:  

  * - [isDigit] is `true` for the Char and the Unicode decimal digit value of the character is less than the specified [radix]. In this case the decimal digit value is returned.  

  * - The Char is one of the uppercase Latin letters 'A' through 'Z' and its [code] is less than `radix + 'A'.code - 10`. In this case,

```

`this.code - 'A'.code + 10` is returned.
 * - The Char is one of the lowercase Latin letters 'a' through 'z' and its [code] is less than `radix + 'a'.code - 10`. In this case, `this.code - 'a'.code + 10` is returned.
 * - The Char is one of the fullwidth Latin capital letters "\uFF21" through "\uFF3A" and its [code] is less than `radix + 0xFF21 - 10`. In this case, `this.code - 0xFF21 + 10` is returned.
 * - The Char is one of the fullwidth Latin small letters "\uFF41" through "\uFF5A" and its [code] is less than `radix + 0xFF41 - 10`. In this case, `this.code - 0xFF41 + 10` is returned.
 * @sample samples.text.Chars.digitToIntOrNull

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Char.digitToIntOrNull(radix: Int): Int? {\n    checkRadix(radix)\n    return digitOf(this, radix).takeIf { it >= 0 }\n}\n\n/**\n * Returns the Char that represents this decimal digit.\n * Throws an exception if this value is not in the range `0..9`.\n
```

* If this value is in `0..9`, the decimal digit Char with code `0'.code + this` is returned.
 * @sample samples.text.Chars.digitToChar

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Int.digitToChar(): Char {\n    if (this in 0..9) {\n        return '0' + this\n    }\n    throw IllegalArgumentException("\Int $this is not a decimal digit")\n}\n\n/**\n * Returns the Char that represents this numeric digit value in the specified [radix].\n * Throws an exception if the [radix] is not in the range `2..36` or if this value is not in the range `0` until radix`.\n * If this value is less than `10`, the decimal digit Char with code `0'.code + this` is returned.  

  * Otherwise, the uppercase Latin letter with code `A'.code + this - 10` is returned.  

  * @sample samples.text.Chars.digitToChar\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Int.digitToChar(radix: Int): Char {\n    if (radix !in 2..36)\n        {\n            throw IllegalArgumentException("Invalid radix: $radix. Valid radix values are in range 2..36")\n        }\n    if (this < 0 || this >= radix) {\n        throw IllegalArgumentException("\Digit $this does not represent a valid digit in
```

```

radix $radix)\n } \n return if (this < 10) {\n '0' + this\n } else {\n 'A' + this - 10\n }\n}\n\n/**\n *
Converts this character to lower case using Unicode mapping rules of the invariant locale.\n *\n@Deprecated("Use
lowercaseChar() instead.", ReplaceWith("lowercaseChar()"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\npublic expect fun Char.toLowerCase(): Char\n\n/**\n * Converts this character to lower case using
Unicode mapping rules of the invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To
support one-to-many character mapping use the [toLowerCase] function.\n * If this character has no mapping
equivalent, the character itself is returned.\n *\n * @sample samples.text.Chars.toLowerCase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.toLowerCaseChar(): Char\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the
invariant locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned
string can be greater than one.\n * For example, "\u0130.toLowerCase()" returns "\u0069\u0307",\n * where
"\u0130" is the LATIN CAPITAL LETTER I WITH DOT ABOVE character ('\u0130').\n * If this character has
no lower case mapping, the result of `toString()` of this char is returned.\n *\n * @sample
samples.text.Chars.toLowerCase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.lowercase(): String\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the
invariant locale.\n *\n@Deprecated("Use uppercaseChar() instead.",
ReplaceWith("uppercaseChar()"))\n@DeprecatedSinceKotlin(warningSince
= "1.5")\npublic expect fun Char.toUpperCase(): Char\n\n/**\n * Converts this character to upper case using
Unicode mapping rules of the invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To
support one-to-many character mapping use the [toUpperCase] function.\n * If this character has no mapping
equivalent, the character itself is returned.\n *\n * @sample samples.text.Chars.uppercase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.uppercaseChar(): Char\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the
invariant locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned
string can be greater than one.\n * For example, "\uFB00.toUpperCase()" returns "\u0046\u0046",\n * where
"\uFB00" is the LATIN SMALL LIGATURE FF character ('\ufb00').\n * If this character has no upper case
mapping, the result of `toString()`
of this char is returned.\n *\n * @sample samples.text.Chars.uppercase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.uppercase(): String\n\n/**\n * Converts this character to title case using Unicode mapping rules of the
invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many
character mapping use the [titlecase] function.\n * If this character has no mapping equivalent, the result of calling
[uppercaseChar] is returned.\n *\n * @sample samples.text.Chars.titlecase\n *\n@SinceKotlin("1.5")\npublic
expect fun Char.titlecaseChar(): Char\n\n/**\n * Converts this character to title case using Unicode mapping rules of
the invariant locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned
string can be greater than one.\n * For example, "\uFB00.titlecase()" returns "\u0046\u0066",\n * where
"\uFB00" is the LATIN SMALL LIGATURE
FF character ('\ufb00').\n * If this character has no title case mapping, the result of [uppercase] is returned
instead.\n *\n * @sample samples.text.Chars.titlecase\n *\n@SinceKotlin("1.5")\npublic fun Char.titlecase():
String = titlecaseImpl()\n\n/**\n * Concatenates this Char and a String.\n *\n * @sample samples.text.Chars.plus\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun Char.plus(other: String): String = this.toString() +
other\n\n/**\n * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.\n
*\n * Two characters are considered equal ignoring case if `Char.uppercaseChar().lowercaseChar()` on each
character produces the same result.\n *\n * @param ignoreCase `true` to ignore character case when comparing
characters. By default `false`.\n * @sample samples.text.Chars.equals\n *\n@public fun Char.equals(other: Char,
ignoreCase: Boolean = false): Boolean {\n if (this == other) return true\n if (!ignoreCase)

```

```

return false\n\n val thisUpper = this.uppercaseChar()\n val otherUpper = other.uppercaseChar()\n\n return
thisUpper == otherUpper || thisUpper.lowercaseChar() == otherUpper.lowercaseChar()}\n\n/**\n * Returns `true`
if this character is a Unicode surrogate code unit.\n */\npublic fun Char.isSurrogate(): Boolean = this in
Char.MIN_SURROGATE..Char.MAX_SURROGATE\n\n/**\n * Returns the Unicode general category of this
character.\n */\n@SinceKotlin("1.5")\npublic expect val Char.category: CharCategory\n\n/**\n * Returns `true` if
this character (Unicode code point) is defined in Unicode.\n */\n * A character is considered to be defined in Unicode
if its [category] is not [CharCategory.UNASSIGNED].\n */\n@SinceKotlin("1.5")\npublic expect fun
Char.isDefined(): Boolean\n\n/**\n * Returns `true` if this character is a letter.\n */\n * A character is considered to
be a letter if its [category] is [CharCategory.UPPERCASE_LETTER],\n *
[CharCategory.LOWERCASE_LETTER], [CharCategory.TITLECASE_LETTER],
[CharCategory.MODIFIER_LETTER], or [CharCategory.OTHER_LETTER].\n */\n * @sample
samples.text.Chars.isLetter\n\n */\n@SinceKotlin("1.5")\npublic expect fun Char.isLetter(): Boolean\n\n/**\n *
Returns `true` if this character is a letter or digit.\n */\n * @see isLetter\n * @see isDigit\n */\n * @sample
samples.text.Chars.isLetterOrDigit\n\n */\n@SinceKotlin("1.5")\npublic expect fun Char.isLetterOrDigit():
Boolean\n\n/**\n * Returns `true` if this character is a digit.\n */\n * A character is considered to be a digit if its
[category] is [CharCategory.DECIMAL_DIGIT_NUMBER].\n */\n * @sample samples.text.Chars.isDigit\n\n */\n@SinceKotlin("1.5")\npublic expect fun Char.isDigit(): Boolean\n\n/**\n * Returns `true` if this character is
upper case.\n */\n * A character is considered to be an upper case character if its [category] is
[CharCategory.UPPERCASE_LETTER],\n * or it has contributory property `Other_Uppercase` as defined by the
Unicode Standard.\n */\n * @sample samples.text.Chars.isUpperCase\n\n */\n@SinceKotlin("1.5")\npublic expect fun Char.isUpperCase(): Boolean\n\n/**\n * Returns `true` if this
character is lower case.\n */\n * A character is considered to be a lower case character if its [category] is
[CharCategory.LOWERCASE_LETTER],\n * or it has contributory property `Other_Lowercase` as defined by the
Unicode Standard.\n */\n * @sample samples.text.Chars.isLowerCase\n\n */\n@SinceKotlin("1.5")\npublic expect
fun Char.isLowerCase(): Boolean\n\n/**\n * Returns `true` if this character is a title case letter.\n */\n * A character
is considered to be a title case letter if its [category] is [CharCategory.TITLECASE_LETTER].\n */\n * @sample
samples.text.Chars.isTitleCase\n\n */\n@SinceKotlin("1.5")\npublic expect fun Char.isTitleCase(): Boolean\n\n/**\n *
Returns `true` if this character is an ISO control character.\n */\n * A character is considered to be an ISO control
character if its [category] is [CharCategory.CONTROL],\n * meaning the Char is in
the range ``\u0000..\u001F` or in the range ``\u007F..\u009F`. \n */\n * @sample
samples.text.Chars.isISOControl\n\n */\n@SinceKotlin("1.5")\npublic expect fun Char.isISOControl():
Boolean\n\n/**\n * Determines whether a character is whitespace according to the Unicode standard.\n */\n * Returns
`true` if the character is whitespace.\n */\n * @sample samples.text.Chars.isWhitespace\n\n */\npublic expect fun
Char.isWhitespace(): Boolean\n\n"/>\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin\n\n/**\n * Creates a Char with the specified [code], or throws an
exception if the [code] is out of `Char.MIN_VALUE.code..Char.MAX_VALUE.code`. \n */\n * If the program that
calls this function is written in a way that only valid [code] is passed as the argument,\n * using the overload that
takes a [UShort] argument is preferable
(`Char(intValue.toUShort())`).\n * That overload doesn't check validity of the argument, and may improve program
performance when the function is called routinely inside a loop.\n */\n * @sample
samples.text.Chars.charFromCode\n\n */\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
inline fun Char(code: Int): Char {\n    if (code < Char.MIN_VALUE.code || code > Char.MAX_VALUE.code) {\n
        throw IllegalArgumentException("Invalid Char code: $code")\n    }\n    return code.toChar()\n}\n\n/**\n *
Creates a Char with the specified [code].\n */\n * @sample samples.text.Chars.charFromCode\n\n */\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("NO_ACTUAL_FOR
_EXPECT")\npublic expect fun Char(code: UShort): Char\n\n/**\n * Returns the code of this Char.\n */\n * Code of

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a Char is the value it was constructed with, and the UTF-16 code unit corresponding to this Char.\n *\n * @sample
samples.text.Chars.code\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n@Su
ppress("DEPRECATION")\npublic inline val Char.code: Int get() = this.toInt()\n", /*\n * Copyright 2010-2022
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SequencesKt")\n\npackage
kotlin.sequences\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n/\n\nimport kotlin.random.*\n\n/**\n * Returns
`true` if [element] is found in the sequence.\n *\n * The operation is _terminal_.\n *\npublic operator fun
<@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {\n    return indexOf(element)
>= 0\n}\n\n/**\n * Returns an element at the given [index] or
throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this sequence.\n *\n * The operation is
_terminal_.\n *\n * @sample samples.collections.Collections.Elements.elementAt\n *\npublic fun <T>
Sequence<T>.elementAt(index: Int): T {\n    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }\n}\n\n/**\n * Returns an
element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this
sequence.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n *\npublic fun <T>
Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n    if (index < 0)\n        return
defaultValue(index)\n    val iterator = iterator()\n    var count = 0\n    while (iterator.hasNext()) {\n        val element
= iterator.next()\n        if (index == count++)\n            return element\n    }\n    return
defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this sequence.\n *\n * The
operation is _terminal_.\n *\n * @sample samples.collections.Collections.Elements.elementAtOrNull\n *\npublic
fun <T> Sequence<T>.elementAtOrNull(index: Int): T? {\n    if (index < 0)\n        return null\n    val iterator =
iterator()\n    var count = 0\n    while (iterator.hasNext()) {\n        val element = iterator.next()\n        if (index ==
count++)\n            return element\n    }\n    return null\n}\n\n/**\n * Returns the first element matching the given
[predicate], or `null` if no such element was found.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Elements.find\n *\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Sequence<T>.find(predicate: (T) -> Boolean): T? {\n    return firstOrNull(predicate)\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such
element was found.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Elements.find\n *\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Sequence<T>.findLast(predicate: (T) -> Boolean): T? {\n    return lastOrNull(predicate)\n}\n\n/**\n * Returns the
first element.\n *\n * The operation is _terminal_.\n *\n * @throws NoSuchElementException if the sequence is
empty.\n *\npublic fun <T> Sequence<T>.first(): T {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n        throw NoSuchElementException("Sequence is empty.")\n    return iterator.next()\n}\n\n/**\n * Returns the first
element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n *\n * The operation is _terminal_.\n *\npublic inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {\n    for
(element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Sequence contains no
element matching
the predicate.")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to
elements of this sequence in iteration order,\n * or throws [NoSuchElementException] if no non-null value was
produced.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Transformations.firstNotNullOf\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any>
Sequence<T>.firstNotNullOf(transform: (T) -> R?): R {\n    return firstNotNullOfOrNull(transform) ?: throw

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NoSuchElementException("No element of the sequence was transformed to a non-null value.")\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to elements of this sequence in iteration order,\n * or `null` if no non-null value was produced.\n *\n * The operation is _terminal_.\n *\n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n *\n * @SinceKotlin("1.5")\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any> Sequence<T>.firstNotNullOfOrNull(transform: (T) -> R?): R? {\n    for (element in this) {\n        val result = transform(element)\n        if (result != null) {\n            return result\n        }\n    }\n    return null\n}\n\n/**\n * Returns the first element, or `null` if the sequence is empty.\n *\n * The operation is _terminal_.\n *\n * @public fun <T> Sequence<T>.firstOrNull(): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n        return null\n    return iterator.next()\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n *\n * The operation is _terminal_.\n *\n * @public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? {\n    for (element in this) if (predicate(element)) return element\n    return null\n}\n\n/**\n * Returns first index of [element], or -1 if the sequence does not contain element.\n *\n * The operation is _terminal_.\n *\n * @public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {\n    var index = 0\n    for (item in this) {\n        checkIndexOverflow(index)\n        if (element == item)\n            return index\n        index++\n    }\n    return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.\n *\n * The operation is _terminal_.\n *\n * @public inline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n    var index = 0\n    for (item in this) {\n        checkIndexOverflow(index)\n        if (predicate(item))\n            return index\n        index++\n    }\n    return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.\n *\n * The operation is _terminal_.\n *\n * @public inline fun <T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n    var lastIndex = -1\n    var index = 0\n    for (item in this) {\n        checkIndexOverflow(index)\n        if (predicate(item))\n            lastIndex = index\n        index++\n    }\n    return lastIndex\n}\n\n/**\n * Returns the last element.\n *\n * The operation is _terminal_.\n *\n * @throws NoSuchElementException if the sequence is empty.\n *\n * @sample samples.collections.Collections.Elements.last\n *\n * @public fun <T> Sequence<T>.last(): T {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n        throw NoSuchElementException("Sequence is empty.")\n    var last = iterator.next()\n    while (iterator.hasNext())\n        last = iterator.next()\n    return last\n}\n\n/**\n * Returns the last element matching the given [predicate].\n *\n * The operation is _terminal_.\n *\n * @throws NoSuchElementException if no such element is found.\n *\n * @sample samples.collections.Collections.Elements.last\n *\n * @public inline fun <T> Sequence<T>.last(predicate: (T) -> Boolean): T {\n    var last: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            last = element\n            found = true\n        }\n    }\n    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")\n    @Suppress("UNCHECKED_CAST")\n    return last as T\n}\n\n/**\n * Returns last index of [element], or -1 if the sequence does not contain element.\n *\n * The operation is _terminal_.\n *\n * @public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {\n    var lastIndex = -1\n    var index = 0\n    for (item in this) {\n        checkIndexOverflow(index)\n        if (element == item)\n            lastIndex = index\n        index++\n    }\n    return lastIndex\n}\n\n/**\n * Returns the last element, or `null` if the sequence is empty.\n *\n * The operation is _terminal_.\n *\n * @sample samples.collections.Collections.Elements.last\n *\n * @public fun <T> Sequence<T>.lastOrNull(): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n        return null\n    var last = iterator.next()\n    while (iterator.hasNext())\n        last = iterator.next()\n    return last\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n *\n * The operation is _terminal_.\n *\n * @sample samples.collections.Collections.Elements.last\n *\n * @public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n    var last: T? = null\n    for (element in this) {\n        if (predicate(element)) {\n            last = element\n        }\n    }\n    return last\n}\n\n/**\n * Returns the single element, or throws an exception if the

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sequence is empty or has more than one element.\n *\n * The operation is _terminal_.\n */\npublic fun <T>
Sequence<T>.single(): T {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n        throw
NoSuchElementException("Sequence is empty.")\n    val single = iterator.next()\n    if (iterator.hasNext())\n        throw IllegalArgumentException("Sequence has more than one element.")\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one
matching element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.single(predicate:
(T) -> Boolean): T {\n    var single: T? = null\n    var found = false\n    for (element in this) {\n        if
(predicate(element)) {\n            if (found) throw IllegalArgumentException("Sequence contains more than one
matching element.")\n            single = element\n            found = true\n        }\n    } if (!found) throw
NoSuchElementException("Sequence contains no element matching the predicate.")\n    @Suppress("UNCHECKED_CAST")\n    return single as T\n}\n\n/**\n * Returns single element, or `null` if the
sequence is empty or has more than one element.\n *\n * The operation is _terminal_.\n */\npublic fun <T>
Sequence<T>.singleOrNull():
T? {\n    val iterator = iterator()\n    if (!iterator.hasNext())\n        return null\n    val single = iterator.next()\n    if
(iterator.hasNext())\n        return null\n    return single\n}\n\n/**\n * Returns the single element matching the given
[predicate], or `null` if element was not found or more than one element was found.\n *\n * The operation is
_intermediate_.\n */\npublic inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {\n    var single:
T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return
null\n            single = element\n            found = true\n        }\n    } if (!found) return null\n    return
single\n}\n\n/**\n * Returns a sequence containing all elements except first [n] elements.\n *\n * The operation is
_intermediate_ and _stateless_.\n *\n * @throws IllegalArgumentException if [n] is negative.\n *\n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Sequence<T>.drop(n: Int): Sequence<T> {\n    require(n >= 0) { "Requested element count $n
is less than zero." }\n    return when {\n        n == 0 -> this\n        this is DropTakeSequence -> this.drop(n)\n    }
}\n\n/**\n * Returns a sequence containing all elements except first elements
that satisfy the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Sequence<T>.dropWhile(predicate: (T)
-> Boolean): Sequence<T> {\n    return DropWhileSequence(this, predicate)\n}\n\n/**\n * Returns a sequence
containing only elements matching the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample
samples.collections.Collections.Filtering.filter\n */\npublic fun <T> Sequence<T>.filter(predicate:
(T) -> Boolean): Sequence<T> {\n    return FilteringSequence(this, true, predicate)\n}\n\n/**\n * Returns a sequence
containing only elements matching the given [predicate].\n *\n * @param [predicate] function
that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the
element.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\npublic fun <T> Sequence<T>.filterIndexed(predicate:
(index: Int, T) -> Boolean): Sequence<T> {\n    // TODO: Rewrite with generalized MapFilterIndexingSequence\n    return TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index, it.value) }), {
it.value })\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *\n * @param
[predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate
evaluation on the element.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterIndexedTo(destination: C, predicate:
(index: Int, T) -> Boolean): C {\n    forEachIndexed { index, element ->\n        if (predicate(index, element))
destination.add(element)\n    }\n    return destination\n}\n\n/**\n * Returns a sequence containing all elements that
are instances of specified type parameter R.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample
samples.collections.Collections.Filtering.filterIsInstance\n */\npublic inline fun <reified R>
Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer R> {\n    @Suppress("UNCHECKED_CAST")\n    return filter { it is R } as Sequence<R>\n}\n\n/**\n * Appends all

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elements that are instances of specified type parameter R to the given [destination].

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    * The operation is _terminal_.
    * @sample samples.collections.Collections.Filtering.filterIsInstanceTo
    * \npublic inline fun <reified R, C : MutableCollection<in R>> Sequence<*>.filterIsInstanceTo(destination: C): C {
    \n    for (element in this) if (element is R) destination.add(element)\n    return destination\n}\n\n/**
    * Returns a sequence containing all elements not matching the given [predicate].
    * The operation is _intermediate_ and _stateless_.
    * @sample samples.collections.Collections.Filtering.filter
    * \npublic fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    \n    return FilteringSequence(this, false, predicate)\n}\n\n/**
    * Returns a sequence containing all elements that are not `null`.
    * The operation is _intermediate_ and _stateless_.
    * @sample samples.collections.Collections.Filtering.filterNotNull
    * \npublic fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {
    \n    @Suppress("UNCHECKED_CAST")\n    return filterNot { it == null } as Sequence<T>\n}\n\n/**
    * Appends all elements that are not `null` to the given [destination].
    * The operation is _terminal_.
    * @sample samples.collections.Collections.Filtering.filterNotNullTo
    * \npublic fun <C : MutableCollection<in T>, T : Any> Sequence<T?>.filterNotNullTo(destination: C): C {
    \n    for (element in this) if (element != null) destination.add(element)\n    return destination\n}\n\n/**
    * Appends all elements not matching the given [predicate] to the given [destination].
    * The operation is _terminal_.
    * @sample samples.collections.Collections.Filtering.filterTo
    * \npublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    \n    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n\n/**
    * Appends all elements matching the given [predicate] to the given [destination].
    * The operation is _terminal_.
    * @sample samples.collections.Collections.Filtering.filterTo
    * \npublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    \n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n\n/**
    * Returns a sequence containing first [n] elements.
    * The operation is _intermediate_ and _stateless_.
    * @throws IllegalArgumentException if [n] is negative.
    * @sample samples.collections.Collections.Transformations.take
    * \npublic fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    \n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return when {
    \n        n == 0 -> emptySequence()\n        this is DropTakeSequence -> this.take(n)\n        else -> TakeSequence(this, n)\n    }\n}\n\n/**
    * Returns a sequence containing first elements satisfying the given [predicate].
    * The operation is _intermediate_ and _stateless_.
    * @sample samples.collections.Collections.Transformations.take
    * \npublic fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    \n    return TakeWhileSequence(this, predicate)\n}\n\n/**
    * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
    * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
    * The operation is _intermediate_ and _stateful_.
    * \npublic fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    \n    return object : Sequence<T> {\n        override fun iterator(): Iterator<T> {
    \n            val sortedList = this@sorted.toMutableList()\n            sortedList.sort()\n            return sortedList.iterator()\n        }\n    }\n}\n\n/**
    * Returns a sequence that yields elements of this sequence sorted according to natural sort order of the value returned by specified [selector] function.
    * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
    * The operation is _intermediate_ and _stateful_.
    * @sample samples.collections.Collections.Sorting.sortedBy
    * \npublic inline fun <T, R : Comparable<R>> Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {
    \n    return sortedWith(compareBy(selector))\n}\n\n/**
    * Returns a sequence that yields elements of this sequence sorted descending according to natural sort order of the value returned by specified [selector] function.
    * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
    * The operation is _intermediate_ and _stateful_.
    * \npublic inline fun <T, R : Comparable<R>> Sequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> {
    \n    return sortedWith(compareByDescending(selector))\n}\n\n/**
    * Returns a sequence that yields elements of this sequence sorted descending according to their natural sort order.
    * The sort is _stable_. It means that equal elements
  
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preserve their order relative to each other after sorting.

* The operation is `_intermediate_` and `_stateful_`.

`public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {`
`return sortedWith(reverseOrder())}`
 Returns a sequence that yields elements of this sequence sorted according to the specified [comparator]. The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is `_intermediate_` and `_stateful_`.

`public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {`
`return object : Sequence<T> {`
`override fun iterator(): Iterator<T> {`
`val sortedList = this@sortedWith.toMutableList()`
`sortedList.sortWith(comparator)`
`return sortedList.iterator()`
`}`
`}`
 Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given sequence.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is `_terminal_`.

`@sample`
`samples.collections.Collections.Transformations.associate`
`public inline fun <T, K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {`
`return associateTo(LinkedHashMap<K, V>(), transform)}`
 Returns a [Map] containing the elements from the given sequence indexed by the key returned from [keySelector] function applied to each element.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is `_terminal_`.

`@sample`
`samples.collections.Collections.Transformations.associateBy`
`public inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {`
`return associateByTo(LinkedHashMap<K, T>(), keySelector)}`
 Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is `_terminal_`.

`@sample`
`samples.collections.Collections.Transformations.associateByWithValueTransform`
`public inline fun <T, K, V> Sequence<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {`
`return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)}`
 Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given sequence and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The operation is `_terminal_`.

`@sample`
`samples.collections.Collections.Transformations.associateByTo`
`public inline fun <T, K, M : MutableMap<in K, in T>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M {`
`for (element in this) {`
`destination.put(keySelector(element), element)`
`}`
`return destination}`
 Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given sequence.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The operation is `_terminal_`.

`@sample`
`samples.collections.Collections.Transformations.associateByToWithValueTransform`
`public inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {`
`for (element in this) {`
`destination.put(keySelector(element), valueTransform(element))`
`}`
`return destination}`
 Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given sequence.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The operation is `_terminal_`.

`@sample`
`samples.collections.Collections.Transformations.associateTo`
`public inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {`
`for (element in this) {`
`destination += transform(element)`
`}`
`return destination}`
 Returns a [Map] where keys are

elements from the given sequence and values are produced by the [valueSelector] function applied to each element.

* If any two elements are equal, the last one gets added to the map.
* The returned map preserves the entry iteration order of the original sequence.
* The operation is `_terminal_`.
* @sample

```
samples.collections.Collections.Transformations.associateWith\n * \n @SinceKotlin("1.3")\npublic inline fun <K, V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {\n    val result = LinkedHashMap<K, V>()\n    return associateWithTo(result, valueSelector)\n}\n\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given sequence, where key is the element itself and value is provided by the [valueSelector] function applied to that key.  
* If any two elements are equal, the last one overwrites the former value in the map.  
* The operation is _terminal_.  
* @sample
```

```
samples.collections.Collections.Transformations.associateWithTo\n * \n @SinceKotlin("1.3")\npublic inline fun <K, V, M : MutableMap<in K, in V>> Sequence<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n}\n\n * Appends all elements to the given [destination] collection.  
* The operation is _terminal_.  
* \npublic fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n * Returns a new [HashSet] of all elements.  
* The operation is _terminal_.  
* \npublic fun <T> Sequence<T>.toHashSet(): HashSet<T> {\n    return toCollection(HashSet<T>())\n}\n\n * Returns a [List] containing all elements.  
* The operation is _terminal_.  
* \npublic fun <T> Sequence<T>.toList(): List<T> {\n    return this.toMutableList().optimizeReadOnlyList()\n}\n\n * Returns a new [MutableList] filled with all elements of this sequence.  
* The operation
```

```
is _terminal_.  
* \npublic fun <T> Sequence<T>.toMutableList(): MutableList<T> {\n    return toCollection(ArrayList<T>())\n}\n\n * Returns a [Set] of all elements.  
* The returned set preserves the element iteration order of the original sequence.  
* The operation is _terminal_.  
* \npublic fun <T> Sequence<T>.toSet(): Set<T> {\n    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()\n}\n\n * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.  
* The operation is _intermediate_ and _stateless_.  
* \n * @sample
```

```
samples.collections.Collections.Transformations.flatMap\n\n * \n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolutionByLambdaReturnType\n @kotlin.jvm.JvmName("flatMapIterable")\npublic fun <T, R> Sequence<T>.flatMap(transform: (T) -> Iterable<R>): Sequence<R> {\n    return FlatteningSequence(this, transform, Iterable<R>::iterator)\n}\n\n * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.  
* The operation is _intermediate_ and _stateless_.  
* \n * @sample
```

```
samples.collections.Collections.Transformations.flatMap\n\n * \n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolutionByLambdaReturnType\n @kotlin.jvm.JvmName("flatMapIndexedIterable")\npublic fun <T, R> Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): Sequence<R> {\n    return flatMapIndexed(this, transform, Iterable<R>::iterator)\n}\n\n * Returns a single sequence of all elements yielded from results of [transform] function being invoked on each element and its index in the original sequence.  
* The operation is _intermediate_ and _stateless_.  
* \n * @sample
```

```
samples.collections.Collections.Transformations.flatMapIndexed\n\n * \n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolutionByLambdaReturnType\n @kotlin.jvm.JvmName("flatMapIndexedIterable")\npublic fun <T, R> Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): Sequence<R> {\n    return flatMapIndexed(this, transform, Iterable<R>::iterator)\n}\n\n * Returns a single sequence of all elements yielded from results of [transform] function being invoked on each element and its index in the original sequence.  
* The operation is _intermediate_ and _stateless_.  
* \n * @sample
```

```

samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequence")\npublic fun <T, R>
Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): Sequence<R> {\n return
flatMapIndexed(this, transform, Sequence<R>::iterator)\n}\n\n**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original sequence, to the given
[destination].\n * \n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npubli
c
inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index:
Int, T) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list =
transform(checkIndexOverflow(index++), element)\n destination.addAll(list)\n }\n return
destination\n}\n\n**\n * Appends all elements yielded from results of [transform] function being invoked on each
element\n * and its index in the original sequence, to the given [destination].\n * \n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")\n@kotlin.internal.InlineOnly\npu
blic inline fun <T, R, C : MutableCollection<in
R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {\n var
index = 0\n for (element in this) {\n val list = transform(checkIndexOverflow(index++), element)\n
destination.addAll(list)\n }\n return destination\n}\n\n**\n * Appends all elements yielded from results of
[transform] function being invoked on each element of original sequence, to the given [destination].\n * \n * The
operation is _terminal_.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIterableTo")\npublic inline fun <T, R, C :
MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n for
(element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return
destination\n}\n\n**\n * Appends all elements yielded from results of [transform] function
being invoked on each element of original sequence, to the given [destination].\n * \n * The operation is
_terminal_.\n\n*\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C,
transform: (T) -> Sequence<R>): C {\n for (element in this) {\n val list = transform(element)\n
destination.addAll(list)\n }\n return destination\n}\n\n**\n * Groups elements of the original sequence by the
key returned by the given [keySelector] function\n * applied to each element and returns a map where each group
key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order
of the keys produced from the original sequence.\n * \n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Transformations.groupBy\n *\npublic inline fun <T, K>
Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n return groupByTo(LinkedHashMap<K,
MutableList<T>>(), keySelector)\n}\n\n**\n
* Groups values returned by the [valueTransform] function applied to each element of the original sequence\n * by
the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group
key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of
the keys produced from the original sequence.\n * \n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n *\npublic inline fun <T, K, V>
Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {\n return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n**\n * Groups elements
of the original sequence by the key returned by the given [keySelector] function\n * applied to each element and
puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The

```

[destination] map.
 * The operation is `_terminal_`.
 * @sample
 samples.collections.Collections.Transformations.groupBy
 *
 public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
 for (element in this)
 {
 val key = keySelector(element)
 val list = destination.getOrPut(key) { ArrayList<T>() }
 list.add(element)
 }
 return destination
 }
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 *
 * @return The [destination] map.
 * The operation is `_terminal_`.
 * @sample
 samples.collections.Collections.Transformations.groupByKeysAndValues
 *
 public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
 for (element in this) {
 val key = keySelector(element)
 val list = destination.getOrPut(key) { ArrayList<V>() }
 list.add(valueTransform(element))
 }
 return destination
 }
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * The operation is `_intermediate_` and `_stateless_`.
 * @sample
 samples.collections.Grouping.groupingByEachCount
 *
 @SinceKotlin("1.1")
 public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
 return object : Grouping<T, K> {
 override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
 override fun keyOf(element: T): K = keySelector(element)
 }
 }
 * Returns a sequence containing the results of applying the given [transform] function
 * to each element in the original sequence.
 * The operation is `_intermediate_` and `_stateless_`.
 * @sample
 samples.collections.Collections.Transformations.map
 *
 public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
 return TransformingSequence(this, transform)
 }
 * Returns a sequence containing the results of applying the given [transform] function
 * to each element and its index in the original sequence.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * The operation is `_intermediate_` and `_stateless_`.
 *
 public fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
 return TransformingIndexedSequence(this, transform)
 }
 * Returns a sequence containing only the non-null results of applying the given [transform] function
 * to each element and its index in the original sequence.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * The operation is `_intermediate_` and `_stateless_`.
 *
 public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {
 return TransformingIndexedSequence(this, transform).filterNotNull()
 }
 * Applies the given [transform] function to each element and its index in the original sequence
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * The operation is `_terminal_`.
 *
 public inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
 for (index, element) in this.withIndex() {
 destination.add(transform(index, element)?.let { destination.add(it) })
 }
 return destination
 }
 * Applies the given [transform] function to each element and its index in the original sequence
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * The operation is `_terminal_`.
 *
 public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
 var index = 0
 for (item in this) {
 destination.add(transform(checkIndexOverflow(index++), item))
 }
 return destination
 }
 * Returns a sequence containing only the non-null results of applying the given [transform] function
 * to each element in the original sequence.
 * The operation is `_intermediate_` and `_stateless_`.

```

* @sample samples.collections.Collections.Transformations.mapNotNull\n
* ^\npublic fun <T, R : Any> Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> {\n  return
TransformingSequence(this, transform).filterNotNull()\n}\n\n/**\n * Applies the given [transform] function to each
element in the original sequence\n * and appends only the non-null results to the given [destination].\n * The
operation is _terminal_.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>>
Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {\n  forEach { element ->
transform(element)?.let { destination.add(it) } }\n  return destination\n}\n\n/**\n * Applies the given [transform]
function to each element of the original sequence\n * and appends the results to the given [destination].\n * The
operation is _terminal_.\n */\npublic inline fun <T, R, C : MutableCollection<in R>>
Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {\n  for (item in this)\n  destination.add(transform(item))\n  return destination\n}\n\n/**\n * Returns a sequence that wraps each element of the original sequence\n * into an [IndexedValue] containing the
index of that element and the element itself.\n * The operation is _intermediate_ and _stateless_.\n */\npublic
fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> {\n  return IndexingSequence(this)\n}\n\n/**\n * Returns a sequence containing only distinct elements from the given sequence.\n * Among equal elements of
the given sequence, only the first one will be present in the resulting sequence.\n * The elements in the resulting
sequence are in the same order as they were in the source sequence.\n * The operation is _intermediate_ and
_stateful_.\n */\n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic
fun <T> Sequence<T>.distinct(): Sequence<T> {\n  return this.distinctBy { it }\n}\n\n/**\n * Returns a sequence
containing only elements from the given sequence\n * having distinct keys returned by the given
[selector] function.\n * Among elements of the given sequence with equal keys, only the first one will be
present in the resulting sequence.\n * The elements in the resulting sequence are in the same order as they were in
the source sequence.\n * The operation is _intermediate_ and _stateful_.\n */\n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun <T, K>
Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> {\n  return DistinctSequence(this, selector)\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given sequence.\n * The returned set
preserves the element iteration order of the original sequence.\n * The operation is _terminal_.\n */\npublic fun
<T> Sequence<T>.toMutableSet(): MutableSet<T> {\n  val set = LinkedHashSet<T>()\n  for (item in this)
set.add(item)\n  return set\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * The
operation is _terminal_.\n */\n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun <T>
Sequence<T>.all(predicate: (T) -> Boolean): Boolean {\n  for (element in this) if (!predicate(element)) return
false\n  return true\n}\n\n/**\n * Returns `true` if sequence has at least one element.\n * The operation is
_terminal_.\n */\n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <T>
Sequence<T>.any(): Boolean {\n  return iterator().hasNext()\n}\n\n/**\n * Returns `true` if at least one element
matches the given [predicate].\n * The operation is _terminal_.\n */\n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <T>
Sequence<T>.any(predicate: (T) -> Boolean): Boolean {\n  for (element in this) if (predicate(element)) return
true\n  return false\n}\n\n/**\n * Returns the number of elements in this sequence.\n * The operation is
_terminal_.\n */\npublic fun <T> Sequence<T>.count(): Int {\n
  var count = 0\n  for (element in this) checkCountOverflow(++count)\n  return count\n}\n\n/**\n * Returns the
number of elements matching the given [predicate].\n * The operation is _terminal_.\n */\npublic inline fun <T>
Sequence<T>.count(predicate: (T) -> Boolean): Int {\n  var count = 0\n  for (element in this) if
(predicate(element)) checkCountOverflow(++count)\n  return count\n}\n\n/**\n * Accumulates value starting with
[initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns the specified [initial] value if the sequence is empty.\n */\n * @param [operation] function that takes current
accumulator value and an element, and calculates the next accumulator value.\n * The operation is _terminal_.\n */\npublic inline fun <T, R> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {\n  var accumulator =

```

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initial\n  for (element in this) accumulator = operation(accumulator, element)\n
  return accumulator\n\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from
left to right\n * to current accumulator value and each element with its index in the original sequence.\n * \n *
Returns the specified [initial] value if the sequence is empty.\n * \n * @param [operation] function that takes the
index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator
value.\n * \n * The operation is _terminal_.\n */\npublic inline fun <T, R> Sequence<T>.foldIndexed(initial: R,
operation: (index: Int, acc: R, T) -> R): R {\n  var index = 0\n  var accumulator = initial\n  for (element in this)
accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n  return accumulator\n}\n\n\n/**\n * Performs the given [action] on each element.\n * \n * The operation is _terminal_.\n */\npublic inline fun <T>
Sequence<T>.forEach(action: (T) -> Unit): Unit {\n  for (element in this) action(element)\n}\n\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action]
function that takes the index of an element and the element itself\n * and performs the action on the element.\n * \n *
The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) ->
Unit): Unit {\n  var index = 0\n  for (item in this) action(checkIndexOverflow(index++), item)\n}\n\n\n/**\n * Returns the largest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * The operation is
_terminal_.\n * \n * @throws NoSuchElementException if the sequence is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun Sequence<Double>.max(): Double {\n  val iterator = iterator()\n  if (!iterator.hasNext()) throw
NoSuchElementException()\n  var max = iterator.next()\n  while (iterator.hasNext()) {\n    val e =
iterator.next()\n    max = maxOf(max, e)\n  }\n  return max\n}\n\n\n/**\n * Returns the largest element.\n * \n * If any of elements is
`NaN` returns `NaN`.\n * \n * The operation is _terminal_.\n * \n * @throws NoSuchElementException if the
sequence is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun Sequence<Float>.max(): Float {\n  val iterator = iterator()\n  if (!iterator.hasNext()) throw
NoSuchElementException()\n  var max = iterator.next()\n  while (iterator.hasNext()) {\n    val e =
iterator.next()\n    max = maxOf(max, e)\n  }\n  return max\n}\n\n\n/**\n * Returns the largest element.\n * \n * The operation is _terminal_.\n * \n * @throws NoSuchElementException if the sequence is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun <T : Comparable<T>> Sequence<T>.max(): T {\n  val iterator = iterator()\n  if
(!iterator.hasNext()) throw
NoSuchElementException()\n  var max = iterator.next()\n  while (iterator.hasNext()) {\n    val e =
iterator.next()\n    if (max < e) max = e\n  }\n  return max\n}\n\n\n/**\n * Returns the first element yielding the
largest value of the given function.\n * \n * The operation is _terminal_.\n * \n * @throws NoSuchElementException
if the sequence is empty.\n * \n * @sample samples.collections.Collections.Aggregates.maxBy\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <T, R : Comparable<R>> Sequence<T>.maxBy(selector: (T) -> R): T {\n  val iterator
= iterator()\n  if (!iterator.hasNext()) throw NoSuchElementException()\n  var maxElem = iterator.next()\n  if
(!iterator.hasNext()) return maxElem\n  var maxValue = selector(maxElem)\n  do {\n    val e = iterator.next()\n    val v = selector(e)\n    if (maxValue < v) {\n      maxElem = e\n      maxValue = v\n    }\n  } while (iterator.hasNext())\n  return maxElem\n}\n\n\n/**\n * Returns the first element yielding the largest value
of the given function or `null` if there are no elements.\n * \n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <T, R :
Comparable<R>> Sequence<T>.maxByOrNull(selector: (T) -> R): T? {\n  val iterator = iterator()\n  if
(!iterator.hasNext()) return null\n  var maxElem = iterator.next()\n  if (!iterator.hasNext()) return maxElem\n  var
maxValue = selector(maxElem)\n  do {\n    val e = iterator.next()\n    val v = selector(e)\n    if (maxValue <
v) {\n      maxElem = e\n      maxValue = v\n    }\n  } while (iterator.hasNext())\n  return
maxElem\n}\n\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to

```

each element in the sequence.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * The operation is `_terminal_`.
 * @throws `NoSuchElementException` if the sequence is empty.

```

*^@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOf(selector: (T) ->
Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var
    maxVAlue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxVAlue = maxOf(maxVAlue, v)
    }
    return maxVAlue
}

```

* Returns the largest value among all values produced by [selector] function applied to each element in the sequence.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * The operation is `_terminal_`.
 * @throws `NoSuchElementException` if the sequence is empty.

```

*^@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOf(selector: (T) ->
Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var
    maxVAlue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxVAlue = maxOf(maxVAlue, v)
    }
    return maxVAlue
}

```

* Returns the largest value among all values produced by [selector] function applied to each element in the sequence.
 * The operation is `_terminal_`.
 * @throws `NoSuchElementException` if the sequence is empty.

```

*^@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>
Sequence<T>.maxOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxVAlue =
    selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxVAlue <
        v) {
            maxVAlue = v
        }
    }
    return maxVAlue
}

```

* Returns the largest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * The operation is `_terminal_`.

```

*^@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOfOrNull(selector:
(T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxVAlue =
    selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxVAlue = maxOf(maxVAlue, v)
    }
    return
    maxVAlue
}

```

* Returns the largest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * The operation is `_terminal_`.

```

*^@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOfOrNull(selector:
(T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxVAlue =
    selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxVAlue =
        maxOf(maxVAlue, v)
    }
    return
    maxVAlue
}

```

* Returns the largest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is `_terminal_`.

```

*^@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>
Sequence<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return
    null
    var maxVAlue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v =
        selector(iterator.next())
        if (maxVAlue < v) {
            maxVAlue = v
        }
    }
    return
    maxVAlue
}

```

* Returns the largest value according to the provided [comparator] among all values

```

produced by [selector] function applied to each element in the sequence.\n * \n * @throws
NoSuchElementException if the sequence is empty.\n * \n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <T, R> Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n    val
iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var max Value =
selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if
(comparator.compare(max Value, v) < 0) {\n            max Value = v\n        }\n    }\n    return max Value\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the sequence or `null` if there are no elements.\n * \n * The operation is
_terminal_.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>
Sequence<T>.maxOfOrNull(comparator:
Comparator<in R>, selector: (T) -> R): R? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n
var max Value = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n
if (comparator.compare(max Value, v) < 0) {\n            max Value = v\n        }\n    }\n    return max Value\n}\n\n/**\n *
Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n
*\n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\npublic fun Sequence<Double>.maxOrNull():
Double? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var max = iterator.next()\n    while
(iterator.hasNext()) {\n        val e = iterator.next()\n        max = maxOf(max, e)\n    }\n    return max\n}\n\n/**\n *
Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n
*\n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\npublic
fun Sequence<Float>.maxOrNull(): Float? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n
var max = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        max = maxOf(max, e)\n
}\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * The operation
is _terminal_.\n
*\n@SinceKotlin("1.4")\npublic fun <T : Comparable<T>> Sequence<T>.maxOrNull(): T? {\n    val
iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var max = iterator.next()\n    while
(iterator.hasNext()) {\n        val e = iterator.next()\n        if (max < e) max = e\n    }\n    return max\n}\n\n/**\n *
Returns the first element having the largest value according to the provided [comparator].\n * \n * The operation is
_terminal_.\n * \n * @throws NoSuchElementException if the sequence is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS")\npublic
fun <T> Sequence<T>.maxWith(comparator: Comparator<in T>): T {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) throw NoSuchElementException()\n    var max = iterator.next()\n    while (iterator.hasNext())
{\n        val e = iterator.next()\n        if (comparator.compare(max, e) < 0) max = e\n    }\n    return max\n}\n\n/**\n *
Returns the first element having the largest value according to the provided [comparator] or `null` if there are no
elements.\n * \n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\npublic fun <T>
Sequence<T>.maxWithOrNull(comparator: Comparator<in T>): T? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var max = iterator.next()\n    while (iterator.hasNext()) {\n        val e =
iterator.next()\n        if (comparator.compare(max, e) < 0) max = e\n    }\n    return max\n}\n\n/**\n * Returns the
smallest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n
*\n * The operation is _terminal_.\n * \n * @throws NoSuchElementException if the sequence is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOA
DS")\npublic fun Sequence<Double>.min(): Double {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw
NoSuchElementException()\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n        val e =
iterator.next()\n        min = minOf(min, e)\n    }\n    return min\n}\n\n/**\n * Returns the smallest element.\n * \n * If
any of elements is `NaN` returns `NaN`.\n * \n * The operation is _terminal_.\n * \n * @throws

```


NoSuchElementException if the sequence is empty.\n

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun Sequence<Float>.min(): Float {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw\n    NoSuchElementException()\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        min = minOf(min, e)\n    }\n    return min\n}\n\n/**\n * Returns the smallest\n * element.\n * *\n * The operation is _terminal_.\n * *\n * @throws NoSuchElementException if the sequence is\n * empty.\n */
```

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun <T : Comparable<T>> Sequence<T>.min(): T {\n    val iterator = iterator()\n    if\n    (!iterator.hasNext()) throw NoSuchElementException()\n    var min = iterator.next()\n    while (iterator.hasNext())\n    {\n        val e = iterator.next()\n        if (min > e) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element\n * yielding the smallest value of the given function.\n * *\n * The operation is _terminal_.\n * *\n * @throws\n * NoSuchElementException if the sequence is empty.\n * *\n * @sample\n * samples.collections.Collections.Aggregates.minBy\n */
```

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic\n    inline fun <T, R : Comparable<R>> Sequence<T>.minBy(selector: (T) -> R): T {\n        val iterator = iterator()\n        if\n        (!iterator.hasNext()) throw NoSuchElementException()\n        var minElem = iterator.next()\n        if (!iterator.hasNext())\n        return minElem\n        var minValue = selector(minElem)\n        do {\n            val e = iterator.next()\n            val v =\n            selector(e)\n            if (minValue > v) {\n                minElem = e\n                minValue = v\n            }\n        } while\n        (iterator.hasNext())\n        return minElem\n    }\n\n/**\n * Returns the first element yielding the smallest value of the\n * given function or `null` if there are no elements.\n * *\n * The operation is _terminal_.\n * *\n * @sample\n * samples.collections.Collections.Aggregates.minByOrNull\n */\n\n*\n@SinceKotlin("1.4")\npublic inline fun <T, R : Comparable<R>> Sequence<T>.minByOrNull(selector: (T) -> R): T? {\n    val iterator = iterator()\n    if\n    (!iterator.hasNext()) return null\n    var minElem = iterator.next()\n    if (!iterator.hasNext())\n    return minElem\n    var minValue = selector(minElem)\n    do {\n        val e = iterator.next()\n        val v =\n        selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    } while\n    (iterator.hasNext())\n    return minElem\n}\n\n/**\n * Returns the smallest value among all values produced by\n * [selector] function\n * applied to each element in the sequence.\n * *\n * If any of values produced by [selector]\n * function is `NaN`, the returned result is `NaN`.\n * *\n * The operation is _terminal_.\n * *\n * @throws\n * NoSuchElementException if the sequence is empty.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minOf(selector: (T) ->\n    Double): Double {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var\n    minValue = selector(iterator.next())\n    while (iterator.hasNext())\n    {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return\n    minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n * each element in the sequence.\n * *\n * If any of values produced by [selector] function is `NaN`, the returned result\n * is `NaN`.\n * *\n * The operation is _terminal_.\n * *\n * @throws\n * NoSuchElementException if the sequence is\n * empty.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minOf(selector: (T) ->\n    Float): Float {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var\n    minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return\n    minValue\n}\n\n/**\n * Returns the\n * smallest value among all values produced by [selector] function\n * applied to each element in the sequence.\n * *\n * The operation is _terminal_.\n * *\n * @throws\n * NoSuchElementException if the sequence is empty.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
```

```

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>
Sequence<T>.minOf(selector: (T) -> R): R {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw
NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v
= selector(iterator.next())\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the sequence or `null` if there are no elements.\n * \n * If any of values produced by [selector]
function is `NaN`,
the returned result is `NaN`.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minOfOrNull(selector:
(T) -> Double): Double? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minValue =
selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        minValue =
minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n * \n * If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n
val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n *
Returns the smallest value among all values produced by [selector] function\n * applied to each element in the
sequence or `null` if there are no elements.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>
Sequence<T>.minOfOrNull(selector: (T) -> R): R? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return
null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n
val v = selector(iterator.next())\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return
minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the sequence.\n * \n * @throws
NoSuchElementException if the sequence is empty.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>
Sequence<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) throw NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while
(iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (comparator.compare(minValue, v) > 0) {\n
minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the sequence or `null` if there are no elements.\n * \n * The operation is
_terminal_.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>
Sequence<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n    val iterator =
iterator()\n    if (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while
(iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (comparator.compare(minValue, v) > 0) {\n
minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest element or `null` if there are
no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\npublic

```

```

fun Sequence<Double>.minOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

Returns the smallest element or `null` if there are no elements.
If any of elements is `NaN` returns `NaN`.
The operation is _terminal_.
@SinceKotlin("1.4")
public fun Sequence<Float>.minOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

Returns the smallest element or `null` if there are no elements.
The operation is _terminal_.
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Sequence<T>.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

Returns the first element having the smallest value according to the provided [comparator].
The operation is _terminal_.
@throws NoSuchElementException if the sequence is empty.
@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minWithOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
The operation is _terminal_.
@SinceKotlin("1.4")
public fun <T> Sequence<T>.minWithOrNull(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

Returns `true` if the sequence has no elements.
The operation is _terminal_.
@sample samples.collections.Collections.Aggregates.none
@public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}

Returns `true` if no elements match the given [predicate].
The operation is _terminal_.
@sample samples.collections.Collections.Aggregates.noneWithPredicate
@public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
The operation is _intermediate_ and _stateless_.
@SinceKotlin("1.1")
@public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return map {
        action(it)
        it
    }
}

Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
@param [action] function that takes the index of an element and the element itself
and performs the action on the element.
The operation is _intermediate_ and _stateless_.
@SinceKotlin("1.4")
@public fun <T> Sequence<T>.onEachIndexed(action: (index: Int, T) -> Unit): Sequence<T> {
    return mapIndexed { index, element ->
        action(index, element)
        element
    }
}

Accumulates value starting with the first element and applying [operation] from left to right
to current accumulator value and each element.
Throws an exception if this sequence is empty.
If the sequence can be empty in an expected way,
please use [reduceOrNull] instead.
It returns `null` when its receiver is empty.
@param [operation] function that takes current accumulator value and an element,
and calculates the next accumulator value.
The operation is _terminal_.
@sample samples.collections.Collections.Aggregates.reduce
@public inline fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right
to current accumulator value and each

```

element with its index in the original sequence.
 Throws an exception if this sequence is empty. If the sequence can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. The operation is `_terminal_`.
 @sample samples.collections.Collections.Aggregates.reduce
 public inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
 val iterator = this.iterator()
 if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
 var index = 1
 var accumulator: S = iterator.next()
 while (iterator.hasNext()) {
 accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
 }
 return accumulator
 }
 Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original sequence.
 Returns `null` if the sequence is empty.
 @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. The operation is `_terminal_`.
 @sample samples.collections.Collections.Aggregates.reduceOrNull
 public inline fun <S, T : S> Sequence<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
 val iterator = this.iterator()
 if (!iterator.hasNext()) return null
 var index = 1
 var accumulator: S = iterator.next()
 while (iterator.hasNext()) {
 accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
 }
 return accumulator
 }
 Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 Returns `null` if the sequence is empty.
 @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. The operation is `_terminal_`.
 @sample samples.collections.Collections.Aggregates.reduceOrNull
 public inline fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
 val iterator = this.iterator()
 if (!iterator.hasNext()) return null
 var accumulator: S = iterator.next()
 while (iterator.hasNext()) {
 accumulator = operation(accumulator, iterator.next())
 }
 return accumulator
 }
 Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.
 @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. The operation is `_intermediate_` and `_stateless_`.
 @sample samples.collections.Collections.Aggregates.runningFold
 public fun <T, R> Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
 return sequence {
 yield(initial)
 var accumulator = initial
 for (element in this@runningFold) {
 accumulator = operation(accumulator, element)
 yield(accumulator)
 }
 }
 }
 Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with [initial] value.
 Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.
 @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. The operation is `_intermediate_` and `_stateless_`.
 @sample samples.collections.Collections.Aggregates.runningFoldIndexed
 public fun <T, R> Sequence<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
 return sequence {
 yield(initial)
 var index = 0
 var accumulator = initial
 for (element in this@runningFoldIndexed) {
 accumulator = operation(checkIndexOverflow(index++), accumulator,

```

element)\n        yield(accumulator)\n        }\n    }\n}\n\n/**\n * Returns a sequence containing successive
accumulation values generated by applying [operation] from left to right\n * to each element and current
accumulator value that starts with the first element of this sequence.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n
*\n * @param [operation] function that takes current accumulator value and the element, and calculates the next
accumulator value.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
fun <S, T : S> Sequence<T>.runningReduce(operation: (acc: S, T) -> S): Sequence<S> {\n    return sequence {\n
        val iterator = iterator()\n        if (iterator.hasNext()) {\n            var accumulator: S = iterator.next()\n
yield(accumulator)\n            while (iterator.hasNext()) {\n                accumulator = operation(accumulator,
iterator.next())\n                yield(accumulator)\n            }\n        }\n    }\n}\n\n/**\n * Returns a sequence containing
successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in
the original sequence and current accumulator value that starts with the first element of this sequence.\n * \n * Note
that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous
value in resulting sequence.\n * \n * @param [operation] function that takes the index of an element, current
accumulator value\n * and the
element itself, and calculates the next accumulator value.\n *\n * The operation is _intermediate_ and _stateless_.\n
*\n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
<S, T : S> Sequence<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {\n    return
sequence {\n        val iterator = iterator()\n        if (iterator.hasNext()) {\n            var accumulator: S =
iterator.next()\n            yield(accumulator)\n            var index = 1\n            while (iterator.hasNext()) {\n
accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n            yield(accumulator)\n
        }\n    }\n}\n\n/**\n * Returns a sequence containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with [initial] value.\n * \n * Note that `acc` value passed to [operation]
function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * The
[initial] value should also be immutable (or should not be mutated)\n * as it may be passed to [operation] function
later because of sequence's lazy nature.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n *\n * The operation is _intermediate_ and
_stateless_.\n *\n * @sample samples.collections.Collections.Aggregates.scan\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T, R>
Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {\n    return runningFold(initial,
operation)\n}\n\n/**\n * Returns a sequence containing successive accumulation values generated by applying
[operation] from left to right\n * to each element, its index in the original sequence and current accumulator value
that starts with [initial] value.\n * \n
*\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
previous value in resulting sequence.\n * The [initial] value should also be immutable (or should not be mutated)\n
*\n * as it may be passed to [operation] function later because of sequence's lazy nature.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the
next accumulator value.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample
samples.collections.Collections.Aggregates.scan\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T, R>
Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {\n    return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the sequence.\n * \n * The operation is _terminal_.\n
*/\n@Deprecated("Use sumOf instead.")\nReplaceWith("this.sumOf(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun <T>

```

```

Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the sequence.
 */
@Deprecated("Use sumOf
instead.", ReplaceWith("this.sumOf(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.5")
public inline
fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
/**
 * Returns the sum of all values produced
 * by [selector] function applied to each element in the sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public
inline fun <T> Sequence<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
/**
 * Returns the sum of all values
 * produced by [selector] function applied to each element in the sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun <T>
Sequence<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the sequence.
 */
is _terminal_
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun
<T> Sequence<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
/**
 * Returns the sum of all values produced by
 * [selector] function applied to each element in the sequence.
 */
@SinceKotlin("1.5")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@WasExperimental(ExperimentalUnsignedType
s::class)
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return
sum
}
/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 */
The
operation is _terminal_
@SinceKotlin("1.5")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@WasExperimental(ExperimentalUnsignedTy
pes::class)
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong):
ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
/**
 * Returns an original collection containing all the non-`null` elements, throwing an
 * [IllegalArgumentException] if there are any `null` elements.
 */
The operation is _intermediate_ and
_stateless_
public fun <T : Any> Sequence<T>.requireNonNulls(): Sequence<T> {
    return map { it ?:
throw IllegalArgumentException("null element found in $this.") }
}
/**
 * Splits this sequence
 * into a sequence of lists each not exceeding the given [size].
 */
The last list in the resulting sequence may have
fewer elements than the given [size].
@param size the number of elements to take in each list, must be
positive and can be greater than the number of elements in this sequence.
The operation is _intermediate_
and _stateful_
@sample samples.collections.Collections.Transformations.chunked
@SinceKotlin("1.2")
public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return
windowed(size, size, partialWindows = true)
}
/**
 * Splits this sequence into several lists each not exceeding
 * the given [size]
 * and applies the given [transform] function to an each.
 */
@return sequence of results of the
[transform] applied to an each list.
Note that the list passed to the [transform] function is ephemeral and is
valid only inside that function.
You should not store it or allow it to escape in some way, unless

```

you made a snapshot of it. The last list may have fewer elements than the given [size]. @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence. The operation is `_intermediate_` and `_stateful_`. @sample

```
text.Strings.chunkedTransform
public fun <T, R>
Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size,
partialWindows = true, transform = transform)
}
Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element]. The operation is _intermediate_ and _stateless_. public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) {
                removed = true; false } else true }.iterator()
        }
    }
}
Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array. Note that the source sequence and the array being subtracted are iterated only when an iterator is requested from the resulting sequence. Changing any of them between successive calls to iterator may affect the result. Before Kotlin 1.6, the [elements] array may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have a correct and stable implementation of hashCode() that didn't change between successive invocations. On JVM, you can enable this behavior back with the system property kotlin.collections.convert_arg_to_set_in_removeAll set to true. The operation is _intermediate_ and _stateful_. public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            return this@minus.filterNot { it in other }
        }
    }
}
Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection. Note that the source sequence and the collection being subtracted are iterated only when an iterator is requested from the resulting sequence. Changing any of them between successive calls to iterator may affect the result. Before Kotlin 1.6, the [elements] collection may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have a correct and stable implementation of hashCode() that didn't change between successive invocations. On JVM, you can enable this behavior back with the system property kotlin.collections.convert_arg_to_set_in_removeAll set to true. The operation is _intermediate_ and _stateful_. public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence. Note that the source sequence and the sequence being subtracted are iterated only when an iterator is requested from the resulting sequence. Changing any of them between successive calls to iterator may affect the result. The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence. Before Kotlin 1.6, the [elements] sequence may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have a correct and stable implementation of hashCode() that didn't change between successive invocations. On JVM, you can enable this behavior back with the system property kotlin.collections.convert_arg_to_set_in_removeAll set to true. public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element]. The operation is _intermediate_ and _stateless_. @kotlin.internal.InlineOnly public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}
Splits the
```

original sequence into pair of lists, where first list contains elements for which [predicate] yielded true, while second list contains elements for which [predicate] yielded false. The operation is terminal.

`Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>>`

```

    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)

```

Returns a sequence containing all elements of the original sequence and then the given [element].

The operation is intermediate and stateless.

`Sequence<T>.plus(element: T): Sequence<T>`

```

    return sequenceOf(this, sequenceOf(element)).flatten()

```

Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array. Note that the source sequence and the array being added are iterated only when an iterator is requested from the resulting sequence. Changing any of them between successive calls to iterator may affect the result.

The operation is intermediate and stateless.

`Sequence<T>.plus(elements: Array<out T>): Sequence<T>`

```

    return this.plus(elements.asList())

```

Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection. Note that the source sequence and the collection being added are iterated only when an iterator is requested from the resulting sequence. Changing any of them between successive calls to iterator may affect the result.

The operation is intermediate and stateless.

`Sequence<T>.plus(elements: Iterable<T>): Sequence<T>`

```

    return sequenceOf(this, elements.asSequence()).flatten()

```

Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence. Note that the source sequence and the sequence being added are iterated only when an iterator is requested from the resulting sequence. Changing any of them between successive calls to iterator may affect the result.

The operation is intermediate and stateless.

`Sequence<T>.plusElement(element: T): Sequence<T>`

```

    return plus(element)

```

Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list. Several last lists may have fewer elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.

`takeWindows(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<List<T>>`

```

    return windowedSequence(size, step, partialWindows, reuseBuffer = false)

```

Returns a sequence of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this sequence with the given [step]. Note that the list passed to the [transform] function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made a snapshot of it. Several last lists may have fewer elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.

`averageWindows(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R>`

```

    return windowedSequence(size, step, partialWindows, reuseBuffer =

```



```

true).map(transform)\n}\n\n/**\n * Returns a sequence of values built from the elements of `this` sequence and the
 [other] sequence with the same index.\n * The resulting sequence ends as soon as the shortest input sequence ends.\n
*\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample
samples.collections.Sequences.Transformations.zip\n */\npublic infix fun <T, R> Sequence<T>.zip(other:
Sequence<R>): Sequence<Pair<T, R>> {\n    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n *
Returns a sequence of values built from the elements of `this` sequence
and the [other] sequence with the same index\n * using the provided [transform] function applied to each pair of
elements.\n * The resulting sequence ends as soon as the shortest input sequence ends.\n *\n * The operation is
_intermediate_ and _stateless_.\n * \n * @sample
samples.collections.Sequences.Transformations.zipWithTransform\n */\npublic fun <T, R, V>
Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {\n    return
MergingSequence(this, other, transform)\n}\n\n/**\n * Returns a sequence of pairs of each two adjacent elements in
this sequence.\n * \n * The returned sequence is empty if this sequence contains less than two elements.\n *\n * The
operation is _intermediate_ and _stateless_.\n * \n * @sample
samples.collections.Collections.Transformations.zipWithNext\n */\n@SinceKotlin("1.2")\npublic fun <T>
Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {\n    return zipWithNext { a, b -> a to b }\n}\n\n/**\n *
Returns a sequence containing the results
of applying the given [transform] function\n * to an each pair of two adjacent elements in this sequence.\n *\n * The
returned sequence is empty if this sequence contains less than two elements.\n *\n * The operation is
_intermediate_ and _stateless_.\n * \n * @sample
samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n */\n@SinceKotlin("1.2")\npublic
fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {\n    return sequence result@
{\n        val iterator = iterator()\n        if (!iterator.hasNext()) return @result\n        var current = iterator.next()\n
while (iterator.hasNext()) {\n            val next = iterator.next()\n            yield(transform(current, next))\n
current = next\n        }\n    }\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and
using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-
negative value
of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string
(which defaults to "...").\n *\n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Transformations.joinTo\n */\npublic fun <T, A : Appendable>
Sequence<T>.joinTo(buffer: A, separator: CharSequence = "\", \"", prefix: CharSequence = "\"\", postfix:
CharSequence = "\"", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A
{\n    buffer.append(prefix)\n    var count = 0\n    for (element in this) {\n        if (++count > 1)
buffer.append(separator)\n        if (limit < 0 || count <= limit) {\n            buffer.appendElement(element, transform)\n
        } else break\n    }\n    if (limit >= 0 && count > limit) buffer.append(truncated)\n    buffer.append(postfix)\n
return buffer\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given
[prefix] and [postfix]
if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case
only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n
*\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n
*/\npublic fun <T> Sequence<T>.joinToString(separator: CharSequence = "\", \"", prefix: CharSequence = "\"",
postfix: CharSequence = "\"", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? =
null): String {\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated,
transform).toString()\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original sequence returning its
elements when being iterated.\n */\npublic fun <T> Sequence<T>.asIterable(): Iterable<T> {\n    return Iterable {
this.iterator() }\n}\n\n/**\n * Returns this sequence as a [Sequence].\n */\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Sequence<T>.asSequence(): Sequence<T> {\n    return this\n}\n\n/**\n * Returns an average value
of elements in the sequence.\n *\n * The operation is _terminal_.\n

```

```

*^@kotlin.jvm.JvmName("averageOfByte")\npublic fun Sequence<Byte>.average(): Double {\n  var sum:
Double = 0.0\n  var count: Int = 0\n  for (element in this) {\n    sum += element\n
checkCountOverflow(++count)\n  }\n  return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns
an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("averageOfShort")\npublic fun Sequence<Short>.average(): Double {\n  var sum:
Double = 0.0\n  var count: Int = 0\n  for (element in this) {\n    sum += element\n
checkCountOverflow(++count)\n  }\n  return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns
an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("averageOfInt")\npublic fun Sequence<Int>.average(): Double {\n  var sum: Double
= 0.0\n  var count: Int = 0\n  for (element in this) {\n    sum += element\n    checkCountOverflow(++count)\n
  }\n  return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the
sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("averageOfLong")\npublic fun
Sequence<Long>.average(): Double {\n  var sum: Double = 0.0\n  var count: Int = 0\n  for (element in this) {\n
sum += element\n    checkCountOverflow(++count)\n  }\n  return if (count == 0) Double.NaN else sum /
count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("averageOfFloat")\npublic fun Sequence<Float>.average(): Double {\n  var sum:
Double = 0.0\n  var count: Int = 0\n  for (element in this) {\n    sum += element\n
checkCountOverflow(++count)\n  }\n  return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n *
Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("averageOfDouble")\npublic fun Sequence<Double>.average(): Double {\n  var sum:
Double = 0.0\n  var count: Int = 0\n  for (element in this) {\n    sum += element\n
checkCountOverflow(++count)\n  }\n  return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns
the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("sumOfByte")\npublic fun Sequence<Byte>.sum(): Int {\n  var sum: Int = 0\n  for
(element in this) {\n    sum += element\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all elements in the
sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("sumOfShort")\npublic fun
Sequence<Short>.sum(): Int {\n  var sum: Int = 0\n  for (element
in this) {\n    sum += element\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all elements in the
sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("sumOfInt")\npublic fun
Sequence<Int>.sum(): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum += element\n  }\n  return
sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("sumOfLong")\npublic fun Sequence<Long>.sum(): Long {\n  var sum: Long = 0L\n
for (element in this) {\n    sum += element\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all elements in
the sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("sumOfFloat")\npublic fun
Sequence<Float>.sum(): Float {\n  var sum: Float = 0.0f\n  for (element in this) {\n    sum += element\n  }\n
return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n
*^@kotlin.jvm.JvmName("sumOfDouble")\npublic fun Sequence<Double>.sum(): Double {\n  var sum:
Double = 0.0\n  for (element in this) {\n    sum += element\n  }\n  return sum\n}\n\n/**\n * Copyright 2010-
2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*^@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SetsKt")\n\npackage
kotlin.collections\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.random.*\nimport
kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns a set containing all elements of the original
set except the given [element].\n *\n * The returned set preserves the element iteration order of the original set.\n
*\n *^@npublic operator fun <T> Set<T>.minus(element:
T): Set<T> {\n  val result = LinkedHashSet<T>(mapCapacity(size))\n  var removed = false\n  return
this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }\n}\n\n/**\n * Returns a

```

set containing all elements of the original set except the elements contained in the given [elements] array.
The returned set preserves the element iteration order of the original set.
Before Kotlin 1.6, the [elements] array may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have a correct and stable implementation of hashCode() that didn't change between successive invocations.
On JVM, you can enable this behavior back with the system property

```
`kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.  
public operator fun <T>  
Set<T>.minus(elements: Array<out T>): Set<T> {  
    val result = LinkedHashSet<T>(this)  
    result.removeAll(elements)  
    return result  
}
```

* Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.
The returned set preserves the element iteration order of the original set.
Before Kotlin 1.6, the [elements] collection may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have a correct and stable implementation of hashCode() that didn't change between successive invocations.
On JVM, you can enable this behavior back with the system property

```
`kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.  
public operator fun <T>  
Set<T>.minus(elements: Iterable<T>): Set<T> {  
    val other = elements.convertToSetForSetOperationWith(this)  
    if (other.isEmpty())  
        return this.toSet()  
    if (other is Set)  
        return this.filterNotTo(LinkedHashSet<T>()) { it in other }  
    val result = LinkedHashSet<T>(this)  
    result.removeAll(other)  
    return result  
}
```

* Returns a set containing all elements of the original set except the elements contained in the given [elements] sequence.
The returned set preserves the element iteration order of the original set.
Before Kotlin 1.6, the [elements] sequence may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have a correct and stable implementation of hashCode() that didn't change between successive invocations.
On JVM, you can enable this behavior back with the system property

```
`kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.  
public operator fun <T>  
Set<T>.minus(elements: Sequence<T>): Set<T> {  
    val result = LinkedHashSet<T>(this)  
    result.removeAll(elements)  
    return result  
}
```

* Returns a set containing all elements of the original set except the given [element].
The returned set preserves the element iteration order of the original set.
@kotlin.internal.InlineOnly
public

```
inline fun <T> Set<T>.minusElement(element: T): Set<T> {  
    return minus(element)  
}
```

* Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
The returned set preserves the element iteration order of the original set.
public operator fun <T>

```
Set<T>.plus(element: T): Set<T> {  
    val result = LinkedHashSet<T>(mapCapacity(size + 1))  
    result.addAll(this)  
    result.add(element)  
    return result  
}
```

* Returns a set containing all elements of the original set and the given [elements] array, which aren't already in this set.
The returned set preserves the element iteration order of the original set.
public operator fun <T> Set<T>.plus(elements: Array<out T>):

```
Set<T> {  
    val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))  
    result.addAll(this)  
    result.addAll(elements)  
    return result  
}
```

* Returns a set containing all elements of the original set and the given [elements] collection, which aren't already in this set.
The returned set preserves the element iteration order of the original set.
public operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {

```
    val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))  
    result.addAll(this)  
    result.addAll(elements)  
    return result  
}
```

* Returns a set containing all elements of the original set and the given [elements] sequence, which aren't already in this set.
The returned set preserves the element iteration order of the original set.
public operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T> {

```
    val result = LinkedHashSet<T>(mapCapacity(this.size * 2))  
    result.addAll(this)  
    result.addAll(elements)  
    return result  
}
```

* Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
The returned set preserves the element iteration order of the original set.
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> {

```
    return
```

plus(element)\n}\n\n", "/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

```
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("StringsKt")\n\npackage kotlin.text\n\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.random.*\n\n/**\n * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun CharSequence.elementAt(index:
```

```
Int): Char\n\n/**\n * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n * \n * @sample
```

```
samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.\n * \n * @sample
```

```
samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.elementAtOrNull(index: Int): Char? {\n    return this.getOrNull(index)\n}\n\n/**\n * Returns the first character matching the given [predicate], or `null` if no such character was found.\n * \n * @sample
```

```
samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.find(predicate: (Char) -> Boolean): Char? {\n    return firstOrNull(predicate)\n}\n\n/**\n * Returns the last character matching the given [predicate], or `null` if no such character was found.\n * \n * @sample
```

```
samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {\n    return lastOrNull(predicate)\n}\n\n/**\n * Returns the first character.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\npublic fun CharSequence.first(): Char {\n    if (isEmpty())\n        throw NoSuchElementException("Char sequence is empty.")\n    return this[0]\n}\n\n/**\n * Returns the first character matching the given [predicate].\n * \n * @throws [NoSuchElementException] if no such character is found.\n */\npublic inline fun CharSequence.first(predicate: (Char) -> Boolean): Char {\n    for (element in this) if (predicate(element)) return
```

```
element\n    throw NoSuchElementException("Char sequence contains no character matching the predicate.")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to characters of this char sequence in iteration order,\n * or throws [NoSuchElementException] if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n
```

```
*\n\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <R : Any> CharSequence.firstNotNullOf(transform: (Char) -> R?): R {\n    return firstNotNullOfOrNull(transform)?: throw NoSuchElementException("No element of the char sequence was transformed to a non-null value.")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to characters of this char sequence in iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample
```

```
samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <R : Any> CharSequence.firstNotNullOfOrNull(transform: (Char) -> R?): R? {\n    for (element in this) {\n        val result = transform(element)\n        if (result != null) {\n            return result\n        }\n    }\n    return null\n}\n\n/**\n * Returns the first character, or `null` if the char sequence is empty.\n */\npublic fun
```

```
CharSequence.firstOrNull(): Char? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first character matching the given [predicate], or `null` if character was not found.\n */\npublic inline fun CharSequence.firstOrNull(predicate: (Char) -> Boolean): Char? {\n    for (element in this) if (predicate(element))\n        return element\n    return null\n}\n\n/**\n * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n
```

```
*\n\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.getOrNull(index:
```

```

Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else
    defaultValue(index)
}

/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of
 * this char sequence.
 */
@sample samples.collections.Collections.Elements.getOrNull
public fun
CharSequence.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else
    null
}

/**
 * Returns index of the first character matching the given [predicate], or -1 if the char sequence does
 * not contain such character.
 */
public inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last character matching the given [predicate], or -1 if the char sequence does
 * not contain such character.
 */
public inline fun CharSequence.indexOfLast(predicate:
(Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return
            index
        }
    }
    return -1
}

/**
 * Returns the last character.
 */
@throws
NoSuchElementException if the char sequence is empty.
@sample samples.text.Strings.last
public fun
CharSequence.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is
        empty.")
    return this[lastIndex]
}

/**
 * Returns the last character matching the given [predicate].
 */
@throws NoSuchElementException if no such character is found.
@sample samples.text.Strings.last
public inline fun CharSequence.last(predicate: (Char) -> Boolean): Char {
    for (index in
    this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}

/**
 * Returns the last character, or `null` if the char sequence is empty.
 */
@sample samples.text.Strings.last
public fun
CharSequence.lastOrNull(): Char? {
    return if (isEmpty()) null else this[length - 1]
}

/**
 * Returns the last character matching the given [predicate], or `null` if no such character was found.
 */
@sample
samples.text.Strings.last
public inline fun CharSequence.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random character from this char sequence.
 */
@throws
NoSuchElementException if this char sequence is empty.
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharSequence.random(): Char {
    return random(Random)
}

/**
 * Returns a random character from this char sequence using the specified
 * source of randomness.
 */
@throws NoSuchElementException if this char sequence is empty.
@SinceKotlin("1.3")
public fun
CharSequence.random(random: Random): Char {
    if (isEmpty())
        throw NoSuchElementException("Char
        sequence is empty.")
    return get(random.nextInt(length))
}

/**
 * Returns a random character from this
 * char sequence, or `null` if this char sequence is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public
inline fun CharSequence.randomOrNull(): Char? {
    return randomOrNull(Random)
}

/**
 * Returns a
 * random character from this char sequence using the specified source of randomness, or `null` if this char sequence is
 * empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun
CharSequence.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return
    get(random.nextInt(length))
}

/**
 * Returns the single character,
 * or throws an exception if the char sequence is empty or has more than one character.
 */
public fun
CharSequence.single(): Char {
    return when (length) {
        0 -> throw NoSuchElementException("Char
        sequence is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Char sequence has more
        than one element.")
    }
}

/**
 * Returns the single character matching the given [predicate], or throws
 * exception if there is no or more than one matching character.
 */
public inline fun CharSequence.single(predicate:
(Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if
        (predicate(element)) {
            if (found) throw IllegalArgumentException("Char sequence contains more than one
            matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw
    NoSuchElementException("Char sequence contains no character matching the predicate.")
}

```

```

@Suppress("UNCHECKED_CAST")\n return single as Char\n}\n\n/**\n * Returns single character, or `null`
if the char sequence is empty or has more than one character.\n */\npublic fun CharSequence.singleOrNull(): Char?
{\n return if (length == 1) this[0] else null\n}\n\n/**\n * Returns the single character matching the given
[predicate], or `null` if character was not found or more than one character was found.\n */\npublic inline fun
CharSequence.singleOrNull(predicate: (Char) -> Boolean): Char? {\n var single: Char? = null\n var found =
false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single =
element\n found = true\n } } \n if (!found) return null\n return single\n}\n\n/**\n * Returns a
subsequence of this char sequence with the first [n] characters removed.\n */\n * @throws
IllegalArgumentOutOfRangeException if [n] is negative.\n */\n * @sample samples.text.Strings.drop\n
*/\npublic fun CharSequence.drop(n: Int): CharSequence {\n require(n >= 0) { \"Requested character count $n is
less than zero.\" }\n return subSequence(n.coerceAtMost(length), length)\n}\n\n/**\n * Returns a string with the
first [n] characters removed.\n */\n * @throws IllegalArgumentOutOfRangeException if [n] is negative.\n */\n * @sample
samples.text.Strings.drop\n */\npublic fun String.drop(n: Int): String {\n require(n >= 0) { \"Requested character
count $n is less than zero.\" }\n return substring(n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of
this char sequence with the last [n] characters removed.\n */\n * @throws IllegalArgumentOutOfRangeException if [n] is
negative.\n */\n * @sample samples.text.Strings.drop\n */\npublic fun CharSequence.dropLast(n: Int):
CharSequence {\n require(n >= 0) { \"Requested character count $n is less than zero.\" }\n return take((length -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a string with the last [n] characters removed.\n */\n * @throws
IllegalArgumentOutOfRangeException if [n] is negative.\n */\n * @sample samples.text.Strings.drop\n */\npublic
fun String.dropLast(n: Int): String {\n require(n >= 0) { \"Requested character count $n is less than zero.\" }\n
return take((length - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a subsequence of this char sequence containing all
characters except last characters that satisfy the given [predicate].\n */\n * @sample samples.text.Strings.drop\n
*/\npublic inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {\n for (index in
lastIndex downTo 0)\n if (!predicate(this[index]))\n return subSequence(0, index + 1)\n return
\"\"\n}\n\n/**\n * Returns a string containing all characters except last characters that satisfy the given [predicate].\n
*/\n * @sample samples.text.Strings.drop\n */\npublic inline fun String.dropLastWhile(predicate: (Char) ->
Boolean): String {\n for (index in lastIndex downTo 0)\n if (!predicate(this[index]))\n
return substring(0, index + 1)\n return \"\"\n}\n\n/**\n * Returns a subsequence of this char sequence
containing all characters except first characters that satisfy the given [predicate].\n */\n * @sample
samples.text.Strings.drop\n */\npublic inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean):
CharSequence {\n for (index in this.indices)\n if (!predicate(this[index]))\n return subSequence(index,
length)\n return \"\"\n}\n\n/**\n * Returns a string containing all characters except first characters that satisfy the
given [predicate].\n */\n * @sample samples.text.Strings.drop\n */\npublic inline fun String.dropWhile(predicate:
(Char) -> Boolean): String {\n for (index in this.indices)\n if (!predicate(this[index]))\n return
substring(index)\n return \"\"\n}\n\n/**\n * Returns a char sequence containing only those characters from the
original char sequence that match the given [predicate].\n */\n * @sample samples.text.Strings.filter\n */\npublic inline fun CharSequence.filter(predicate: (Char) ->
Boolean): CharSequence {\n return filterTo(StringBuilder(), predicate)\n}\n\n/**\n * Returns a string containing
only those characters from the original string that match the given [predicate].\n */\n * @sample
samples.text.Strings.filter\n */\npublic inline fun String.filter(predicate: (Char) -> Boolean): String {\n return
filterTo(StringBuilder(), predicate).toString()\n}\n\n/**\n * Returns a char sequence containing only those
characters from the original char sequence that match the given [predicate].\n */\n * @param [predicate] function that
takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the
character.\n */\n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun
CharSequence.filterIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence {\n return
filterIndexedTo(StringBuilder(),
predicate)\n}\n\n/**\n * Returns a string containing only those characters from the original string that match the
given [predicate].\n */\n * @param [predicate] function that takes the index of a character and the character itself\n * and

```

```

returns the result of predicate evaluation on the character.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n * ^\npublic inline fun String.filterIndexed(predicate: (index:
Int, Char) -> Boolean): String {\n    return filterIndexedTo(StringBuilder(), predicate).toString()\n}\n\n/**\n *
Appends all characters matching the given [predicate] to the given [destination].\n * @param [predicate] function
that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the
character.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n * ^\npublic inline fun <C :
Appendable> CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean):
C {\n    forEachIndexed { index, element ->\n        if (predicate(index, element)) destination.append(element)\n
}\n    return destination\n}\n\n/**\n * Returns a char sequence containing only those characters from the original
char sequence that do not match the given [predicate].\n * \n * @sample samples.text.Strings.filterNot\n * ^\npublic
inline fun CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence {\n    return
filterNotTo(StringBuilder(), predicate)\n}\n\n/**\n * Returns a string containing only those characters from the
original string that do not match the given [predicate].\n * \n * @sample samples.text.Strings.filterNot\n * ^\npublic
inline fun String.filterNot(predicate: (Char) -> Boolean): String {\n    return filterNotTo(StringBuilder(),
predicate).toString()\n}\n\n/**\n * Appends all characters not matching the given [predicate] to the given
[destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n * ^\npublic inline fun
<C : Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n    for (element in
this) if (!predicate(element)) destination.append(element)\n    return destination\n}\n\n/**\n * Appends all characters
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n * ^\npublic inline fun <C : Appendable>
CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n    for (index in 0 until length) {\n        val
element = get(index)\n        if (predicate(element)) destination.append(element)\n    }\n    return
destination\n}\n\n/**\n * Returns a char sequence containing characters of the original char sequence at the
specified range of [indices].\n * ^\npublic fun CharSequence.slice(indices: IntRange): CharSequence {\n    if
(indices.isEmpty()) return ""\n    return subSequence(indices)\n}\n\n/**\n * Returns a string containing characters
of the original string at the specified
range of [indices].\n * ^\npublic fun String.slice(indices: IntRange): String {\n    if (indices.isEmpty()) return ""\n
return substring(indices)\n}\n\n/**\n * Returns a char sequence containing characters of the original char sequence
at specified [indices].\n * ^\npublic fun CharSequence.slice(indices: Iterable<Int>): CharSequence {\n    val size =
indices.collectionSizeOrDefault(10)\n    if (size == 0) return ""\n    val result = StringBuilder(size)\n    for (i in
indices) {\n        result.append(get(i))\n    }\n    return result\n}\n\n/**\n * Returns a string containing characters of
the original string at specified [indices].\n * ^\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices:
Iterable<Int>): String {\n    return (this as CharSequence).slice(indices).toString()\n}\n\n/**\n * Returns a
subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char
sequence if this char sequence is shorter.\n * \n *
@throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.take\n * ^\npublic fun
CharSequence.take(n: Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n
return subSequence(0, n.coerceAtMost(length))\n}\n\n/**\n * Returns a string containing the first [n]
characters from this string, or the entire string if this string is shorter.\n * \n * @throws IllegalArgumentException if
[n] is negative.\n * \n * @sample samples.text.Strings.take\n * ^\npublic fun String.take(n: Int): String {\n    require(n
>= 0) { "Requested character count $n is less than zero." }\n    return substring(0,
n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of this char sequence containing the last [n]
characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.take\n * ^\npublic fun
CharSequence.takeLast(n:
Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    val length =
length\n    return subSequence(length - n.coerceAtMost(length), length)\n}\n\n/**\n * Returns a string containing
the last [n] characters from this string, or the entire string if this string is shorter.\n * \n * @throws

```

```

IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.take\n */\npublic fun
String.takeLast(n: Int): String {\n    require(n >= 0) {"Requested character count $n is less than zero."}\n    val
length = length\n    return substring(length - n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of this
char sequence containing last characters that satisfy the given [predicate].\n * \n * @sample
samples.text.Strings.take\n */\npublic inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean):
CharSequence {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n
            return subSequence(index + 1, length)\n        }\n    }\n    return subSequence(0, length)\n}\n\n/**\n * Returns
a string containing last characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.take\n
*/\npublic inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {\n    for (index in lastIndex
downTo 0) {\n        if (!predicate(this[index])) {\n            return substring(index + 1)\n        }\n    }\n    return
this\n}\n\n/**\n * Returns a subsequence of this char sequence containing the first characters that satisfy the given
[predicate].\n * \n * @sample samples.text.Strings.take\n */\npublic inline fun CharSequence.takeWhile(predicate:
(Char) -> Boolean): CharSequence {\n    for (index in 0 until length)\n        if (!predicate(get(index))) {\n
            return subSequence(0, index)\n        }\n    return subSequence(0, length)\n}\n\n/**\n * Returns a string containing
the first characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.take\n */\npublic inline fun String.takeWhile(predicate: (Char) -> Boolean):
String {\n    for (index in 0 until length)\n        if (!predicate(get(index))) {\n            return substring(0, index)\n
        }\n    return this\n}\n\n/**\n * Returns a char sequence with characters in reversed order.\n */\npublic fun
CharSequence.reversed(): CharSequence {\n    return StringBuilder(this).reverse()\n}\n\n/**\n * Returns a string
with characters in reversed order.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.reversed(): String {\n
return (this as CharSequence).reversed().toString()\n}\n\n/**\n * Returns a [Map] containing key-value pairs
provided by [transform] function\n * applied to characters of the given char sequence.\n * \n * If any of two pairs
would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original char sequence.\n * \n * @sample samples.text.Strings.associate\n
*/\npublic inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {\n    val
capacity = mapCapacity(length).coerceAtLeast(16)\n    return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing the characters from the given char sequence indexed by the
key\n * returned from [keySelector] function applied to each character.\n * \n * If any two characters would have the
same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry
iteration order of the original char sequence.\n * \n * @sample samples.text.Strings.associateBy\n
*/\npublic inline fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n    val capacity =
mapCapacity(length).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Char>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by
[keySelector]
functions applied to characters of the given char sequence.\n * \n * If any two characters would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original char sequence.\n * \n * @sample samples.text.Strings.associateByWithValueTransform\n
*/\npublic inline fun <K, V> CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V):
Map<K, V> {\n    val capacity = mapCapacity(length).coerceAtLeast(16)\n    return
associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Populates and
returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function
applied to each character of the given char sequence\n * and value is the character itself.\n * \n * If any two
characters would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.text.Strings.associateByTo\n
*/\npublic inline fun <K, M : MutableMap<in K, in Char>> CharSequence.associateByTo(destination: M,
keySelector: (Char) -> K): M {\n    for (element in this) {\n        destination.put(keySelector(element), element)\n
    }\n    return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n *
where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function

```


applied to characters of the given char sequence.

`CharSequence.associateByToWithValueTransform`

```

public inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

```

* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each character of the given char sequence. If any two pairs would have the same key the last one gets added to the map.

`CharSequence.associateTo`

```

public inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

```

* Returns a [Map] where keys are characters from the given char sequence and values are produced by the [valueSelector] function applied to each character. If any two characters are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original char sequence.

`CharSequence.associateWith`

```

@SinceKotlin("1.3")
public inline fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap<Char, V>(mapCapacity(length.coerceAtMost(128)).coerceAtLeast(16))
    return result.associateWithTo(this, valueSelector)
}

```

* Populates and returns the [destination] mutable map with key-value pairs for each character of the given char sequence, where key is the character itself and value is provided by the [valueSelector] function applied to that key. If any two characters are equal, the last one overwrites the former value in the map.

`CharSequence.associateWithTo`

```

@SinceKotlin("1.3")
public inline fun <V, M : MutableMap<in Char, in V>> CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

```

* Appends all characters to the given [destination] collection.

`CharSequence.toCollection`

```

public fun <C : MutableCollection<in Char>> CharSequence.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

```

* Returns a new [HashSet] of all characters.

`CharSequence.toHashSet`

```

public fun CharSequence.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(length.coerceAtMost(128))))
}

```

* Returns a [List] containing all characters.

`CharSequence.toList`

```

public fun CharSequence.toList(): List<Char> {
    return when (length) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

```

* Returns a new [MutableList] filled with all characters of this char sequence.

`CharSequence.toMutableList`

```

public fun CharSequence.toMutableList(): MutableList<Char> {
    return toCollection(ArrayList<Char>(length))
}

```

* Returns a [Set] of all characters. The returned set preserves the element iteration order of the original char sequence.

`CharSequence.toSet`

```

public fun CharSequence.toSet(): Set<Char> {
    return when (length) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Char>(mapCapacity(length.coerceAtMost(128))))
    }
}

```

* Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.

`CharSequence.flatMap`

```

public inline fun <R> CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

```

* Returns a single list of all elements yielded from results of [transform] function being invoked on each character and its index in the original char sequence.

`CharSequence.flatMapIndexed`

```

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

```

* Appends all elements yielded from results of [transform] function being invoked on each character and its index in the original char sequence, to the given

[destination].\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each character of original char sequence, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Groups characters of the original char sequence by the key returned by the given [keySelector] function\n * applied to each character and returns a map where each group key is associated with a list of corresponding characters.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each character of the original char sequence\n * by the key returned by the given [keySelector] function applied to the character\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> CharSequence.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {\n    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups characters of the original char sequence by the key returned by the given [keySelector] function\n * applied to each character and puts to the [destination] map each group key associated with a list of corresponding characters.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Char>() }\n        list.add(element)\n    }\n    return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each character of the original char sequence\n * by the key returned by the given [keySelector] function applied to the character\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}\n\n/**\n * Creates a [Grouping] source from a char sequence to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each character.\n * \n * @sample samples.collections.Grouping.groupingByEachCount\n */\n@SinceKotlin("1.1")\npublic inline fun <K> CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {\n    return object : Grouping<Char, K> {\n        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()\n        override fun keyOf(element: Char): K = keySelector(element)\n    }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each character in the original char sequence.\n * \n * @sample samples.text.Strings.map\n */\npublic inline fun <R> CharSequence.map(transform: (Char) -> R): List<R> {\n    return mapTo(ArrayList<R>(length), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each character and its index in the original char
```

sequence.`\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R>`

`CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n return`

`mapIndexedTo(ArrayList<R>(length), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each character and its index in the original char sequence.\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R : Any>`

`CharSequence.mapIndexedNotNull(transform: (index: Int, Char)`

`-> R?): List<R> {\n return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each character and its index in the original char sequence\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?): C {\n forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each character and its index in the original char sequence\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R, C : MutableCollection<in R>>`

`CharSequence.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each character in the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.mapNotNull\n */\npublic inline fun <R : Any> CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {\n return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each character in the original char sequence\n * and appends only the non-null results to the given [destination].\n */\npublic inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapNotNullTo(destination: C, transform: (Char) -> R?): C {\n forEach { element -> transform(element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each character of the original char sequence\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.mapTo(destination: C, transform: (Char) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each character of the original char sequence\n * into an [IndexedValue] containing the index of that character and the character itself.\n */\npublic fun`

`CharSequence.withIndex(): Iterable<IndexedValue<Char>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns `true` if all characters match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if char sequence has at least one character.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun`

`CharSequence.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if at least one character matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns the length of this char sequence.\n * \n * @kotlin.internal.InlineOnly\n */\npublic inline fun CharSequence.count(): Int {\n return length\n}\n\n/**\n * Returns the number of characters matching the given [predicate].\n */\npublic inline fun`

`CharSequence.count(predicate: (Char) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return`

count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each character.\n * \n * Returns the specified [initial] value if the char sequence is empty.\n * \n * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.\n */\npublic inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each character with its index in the original char sequence.\n * \n * Returns the specified [initial] value if the char sequence is empty.\n * \n * @param [operation] function that takes the index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator value.\n */\npublic inline fun <R> CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each character and current accumulator value.\n * \n * Returns the specified [initial] value if the char sequence is empty.\n * \n * @param [operation] function that takes a character and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each character with its index in the original char sequence and current accumulator value.\n * \n * Returns the specified [initial] value if the char sequence is empty.\n * \n * @param [operation] function that takes the index of a character, the character itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> CharSequence.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Performs the given [action] on each character.\n */\npublic inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each character, providing sequential index with the character.\n * \n * @param [action] function that takes the index of a character and the character itself\n * and performs the action on the character.\n */\npublic inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Returns the largest character.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun CharSequence.max(): Char {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the first character yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n * \n * @sample samples.collections.Collections.Aggregates.maxBy\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char {\n if (isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first character yielding the largest value of the given function or `null` if there are no characters.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> CharSequence.maxByOrNull(selector: (Char) -> R): Char? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n}

}
return maxElem
Returns the largest value among all values produced by [selector] function applied to each character in the char sequence.
If any of values produced by [selector] function is NaN, the returned result is NaN.
@throws NoSuchElementException if the char sequence is empty.
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOf(selector: (Char) -> Double): Double {
if (isEmpty()) throw NoSuchElementException()
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
maxValue = maxOf(maxValue, v)
}
return maxValue
}
Returns the largest value among all values produced by [selector] function applied to each character in the char sequence.
If any of values produced by [selector] function is NaN, the returned result is NaN.
@throws NoSuchElementException if the char sequence is empty.
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOf(selector: (Char) -> Float): Float {
if (isEmpty()) throw NoSuchElementException()
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
maxValue = maxOf(maxValue, v)
}
return maxValue
}
Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
If any of values produced by [selector] function is NaN, the returned result is NaN.
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.maxOf(selector: (Char) -> R): R {
if (isEmpty()) throw NoSuchElementException()
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
if (maxValue < v) {
maxValue = v
}
}
return maxValue
}
Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
If any of values produced by [selector] function is NaN, the returned result is NaN.
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOfOrNull(selector: (Char) -> Double): Double? {
if (isEmpty()) return null
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
maxValue = maxOf(maxValue, v)
}
return maxValue
}
Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
If any of values produced by [selector] function is NaN, the returned result is NaN.
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOfOrNull(selector: (Char) -> Float): Float? {
if (isEmpty()) return null
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
maxValue = maxOf(maxValue, v)
}
return maxValue
}
Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? {
if (isEmpty()) return null
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
if (maxValue < v) {
maxValue = v
}
}
return maxValue
}
Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence.
@throws NoSuchElementException if the char sequence is empty.
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public

```

inline fun <R> CharSequence.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(max, v) < 0) max = v
    }
    return max
}
// Returns the largest value according to the provided [comparator] among all
// values produced by [selector] function applied to each character in the char sequence or `null` if there are no
// characters.

*\/@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R>
CharSequence.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty())
    return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(max, v) < 0) max = v
    }
    return max
}
// Returns the largest character or `null` if there are no characters.

*\/@SinceKotlin("1.4")\npublic fun CharSequence.maxOrNull(): Char? {
    if (isEmpty()) return null
    var
    max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return
    max
}
// Returns the first character having the largest value according to the provided [comparator].
// @throws NoSuchElementException if the char sequence is empty.

*\/@SinceKotlin("1.7")@kotlin.jvm.JvmName("maxWithOrThrow")@Suppress("CONFLICTING_OVER
LOADS")\npublic fun CharSequence.maxWith(comparator: Comparator<in Char>): Char {
    if (isEmpty())
    throw NoSuchElementException()
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if
        (comparator.compare(max, e) < 0)
        max = e
    }
    return max
}
// Returns the first character having the largest value according to the
// provided [comparator] or `null` if there are no characters.

*\/@SinceKotlin("1.4")\npublic fun
CharSequence.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var
    max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
// Returns the smallest character.
// @throws NoSuchElementException if the
// char sequence is empty.

*\/@SinceKotlin("1.7")@kotlin.jvm.JvmName("minOrThrow")@Suppress("CONFLICTING_OVERLOA
DS")\npublic fun CharSequence.min(): Char {
    if (isEmpty()) throw NoSuchElementException()
    var min =
    this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
// Returns the first character yielding the smallest value of the given function.
// @throws NoSuchElementException if the char sequence is empty.
// @sample
// samples.collections.Collections.Aggregates.minBy

*\/@SinceKotlin("1.7")@kotlin.jvm.JvmName("minByOrThrow")@Suppress("CONFLICTING_OVERLO
ADS")\npublic inline fun <R : Comparable<R>> CharSequence.minBy(selector: (Char) -> R): Char {
    if
    (isEmpty()) throw NoSuchElementException()
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if
    (lastIndex == 0) return minElem
    var min = selector(minElem)
    for (i in 1..lastIndex) {
        val e =
        this[i]
        val v = selector(e)
        if (min > v) {
            min = v
            minElem = e
        }
    }
    return minElem
}
// Returns the first character yielding the smallest value of the given function or
// `null` if there are no characters.
// @sample
// samples.collections.Collections.Aggregates.minByOrNull

*\/@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>>
CharSequence.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem =
    this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var min =
    selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (min > v) {
            min = v
            minElem = e
        }
    }
    return minElem
}
// Returns the smallest
// value among all values produced by [selector] function
// applied to each character in the char sequence.
// If
// any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
// @throws
// NoSuchElementException if the char sequence is empty.

*\/@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution

```

```

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOf(selector: (Char) ->
Double): Double {\n    if (isEmpty()) throw
NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =
selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest
value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * If
any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the char sequence is empty.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOf(selector: (Char) ->
Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in
1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return
minValue\n}\n\n/**\n * Returns the smallest
value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n *
@throws NoSuchElementException if the char sequence is empty.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharSequence.minOf(selector: (Char) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var
minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n
            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values
produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no
characters.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun CharSequence.minOfOrNull(selector: (Char) -> Double): Double? {\n    if (isEmpty()) return null\n    var
minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue =
minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * \n *
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOfOrNull(selector:
(Char) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex)
{\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n *
Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char
sequence or `null` if there are no characters.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharSequence.minOfOrNull(selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var minValue =
selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n
            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each character in the char sequence.\n
* \n * @throws NoSuchElementException if the
char sequence is empty.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharSequence.minOfWith(comparator:
Comparator<in R>, selector: (Char) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var
minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n *
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]

```

function applied to each character in the char sequence or `null` if there are no characters.

```

*\/n@SinceKotlin("1.4")\/n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\/n@OverloadResolution
ByLambdaReturnType\/n@kotlin.internal.InlineOnly\/npublic inline fun <R>
CharSequence.minOfWithOrNull(comparator: Comparator<in
R>, selector: (Char) -> R): R? {\/n  if (isEmpty()) return null\/n  var minValue = selector(this[0])\/n  for (i in
1..lastIndex) {\/n    val v = selector(this[i])\/n    if (comparator.compare(minValue, v) > 0) {\/n      minValue =
v\/n    }\/n  }\/n  return minValue\/n}\/n\/n**\/n * Returns the smallest character or `null` if there are no
characters.\/n
*\/n@SinceKotlin("1.4")\/npublic fun CharSequence.minOrNull(): Char? {\/n  if (isEmpty()) return
null\/n  var min = this[0]\/n  for (i in 1..lastIndex) {\/n    val e = this[i]\/n    if (min > e) min = e\/n  }\/n  return
min\/n}\/n\/n**\/n * Returns the first character having the smallest value according to the provided [comparator].\/n *
\/n * @throws NoSuchElementException if the char sequence is empty.\/n
*\/n@SinceKotlin("1.7")\/n@kotlin.jvm.JvmName("minWithOrThrow")\/n@Suppress("CONFLICTING_OVER
LOADS")\/npublic fun CharSequence.minWith(comparator: Comparator<in Char>): Char {\/n  if (isEmpty()) throw
NoSuchElementException()\/n  var min = this[0]\/n  for (i in 1..lastIndex) {\/n    val e = this[i]\/n    if
(comparator.compare(min, e) > 0) min = e\/n  }\/n  return min\/n}\/n\/n**\/n * Returns the first character having the
smallest value according to the provided [comparator] or `null` if there are no characters.\/n
*\/n@SinceKotlin("1.4")\/npublic fun CharSequence.minWithOrNull(comparator: Comparator<in Char>): Char?
{\/n  if (isEmpty()) return null\/n  var min = this[0]\/n  for (i in 1..lastIndex) {\/n    val e = this[i]\/n    if
(comparator.compare(min, e) > 0) min = e\/n  }\/n  return min\/n}\/n\/n**\/n * Returns `true` if the char sequence has
no characters.\/n *\/n * @sample samples.collections.Collections.Aggregates.none\/n
*\/npublic fun
CharSequence.none(): Boolean {\/n  return isEmpty()\/n}\/n\/n**\/n * Returns `true` if no characters match the given
[predicate].\/n *\/n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\/n
*\/npublic inline
fun CharSequence.none(predicate: (Char) -> Boolean): Boolean {\/n  for (element in this) if (predicate(element))
return false\/n  return true\/n}\/n\/n**\/n * Performs the given [action] on each character and returns the char sequence
itself afterwards.\/n
*\/n@SinceKotlin("1.1")\/npublic inline fun <S : CharSequence> S.onEach(action: (Char) ->
Unit): S {\/n  return apply { for (element in this) action(element) }\/n}\/n\/n**\/n * Performs the given [action] on
each character, providing sequential index with the character,\/n * and returns the char sequence itself afterwards.\/n *
@param [action] function that takes the index of a character and the character itself\/n * and performs the action on
the character.\/n
*\/n@SinceKotlin("1.4")\/npublic inline fun <S : CharSequence> S.onEachIndexed(action: (index:
Int, Char) -> Unit): S {\/n  return apply { forEachIndexed(action) }\/n}\/n\/n**\/n * Accumulates value starting with
the first character and applying [operation] from left to right\/n * to
current accumulator value and each character.\/n *\/n * Throws an exception if this char sequence is empty. If the
char sequence can be empty in an expected way,\/n * please use [reduceOrNull] instead. It returns `null` when its
receiver is empty.\/n *\/n * @param [operation] function that takes current accumulator value and a character,\/n *
and calculates the next accumulator value.\/n *\/n * @sample samples.collections.Collections.Aggregates.reduce\/n
*\/npublic inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {\/n  if (isEmpty())\/n
throw UnsupportedOperationException("Empty char sequence can't be reduced.")\/n  var accumulator = this[0]\/n
for (index in 1..lastIndex) {\/n    accumulator = operation(accumulator, this[index])\/n  }\/n  return
accumulator\/n}\/n\/n**\/n * Accumulates value starting with the first character and applying [operation] from left to
right\/n * to current accumulator value and each character with its index in the original
char sequence.\/n *\/n * Throws an exception if this char sequence is empty. If the char sequence can be empty in an
expected way,\/n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\/n *\/n *
@param [operation] function that takes the index of a character, current accumulator value and the character itself,\/n
* and calculates the next accumulator value.\/n *\/n * @sample samples.collections.Collections.Aggregates.reduce\/n
*\/npublic inline fun CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {\/n  if
(isEmpty())\/n  throw UnsupportedOperationException("Empty char sequence can't be reduced.")\/n  var
accumulator = this[0]\/n  for (index in 1..lastIndex) {\/n    accumulator = operation(index, accumulator,
this[index])\/n  }\/n  return accumulator\/n}\/n\/n**\/n * Accumulates value starting with the first character and

```



```

applying [operation] from left to right\n * to current accumulator value and each character
with its index in the original char sequence.\n * \n * Returns `null` if the char sequence is empty.\n * \n * @param
[operation] function that takes the index of a character, current accumulator value and the character itself,\n * and
calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun CharSequence.reduceIndexedOrNull(operation: (index: Int, acc: Char,
Char) -> Char): Char? {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first character and applying [operation] from left to
right\n * to current accumulator value and each character.\n * \n * Returns `null` if the char sequence is empty.\n *
\n * @param [operation] function that takes current accumulator value and a character,\n
* and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {\n if (isEmpty())\n return null\n
var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n
}\n return accumulator\n}\n\n/**\n * Accumulates value starting with the last character and applying [operation]
from right to left\n * to each character and current accumulator value.\n * \n * Throws an exception if this char
sequence is empty. If the char sequence can be empty in an expected way,\n * please use [reduceRightOrNull]
instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes a character and
current accumulator value,\n * and calculates the next accumulator value.\n * \n
* @sample samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun
CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {\n var index = lastIndex\n if (index < 0)
throw UnsupportedOperationException("Empty char sequence can't be reduced.")\n var accumulator = get(index-
-)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the last character and applying [operation] from right to
left\n * to each character with its index in the original char sequence and current accumulator value.\n * \n * Throws
an exception if this char sequence is empty. If the char sequence can be empty in an expected way,\n * please use
[reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation]
function that takes the index of a character, the character itself and current accumulator value,\n * and calculates
the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n *\npublic
inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {\n var index
= lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")\n
var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index),
accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the last
character and applying [operation] from right to left\n * to each character with its index in the original char sequence
and current accumulator value.\n * \n * Returns `null` if the char sequence is empty.\n * \n * @param [operation]
function that takes the index of a character, the character itself and current accumulator value,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun CharSequence.reduceRightIndexedOrNull(operation: (index: Int,
Char, acc: Char) -> Char): Char? {\n var index = lastIndex\n if (index < 0) return null\n var accumulator =
get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n
}\n return accumulator\n}\n\n/**\n * Accumulates value starting with the last character and applying [operation]
from right to left\n * to each character and current accumulator value.\n * \n * Returns `null` if the char sequence is
empty.\n * \n * @param [operation] function that takes a character and current accumulator value,\n * and calculates
the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
CharSequence.reduceRightOrNull(operation: (Char, acc: Char) ->

```

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Char): Char? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while
(index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n *
Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to
each character and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n *
@param [operation] function that takes current accumulator value and a character, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n
*/\n\n@SinceKotlin("1.4")\npublic inline fun <R> CharSequence.runningFold(initial: R, operation: (acc: R, Char) ->
R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(length
+ 1).apply { add(initial) }\n    var accumulator = initial\n    for (element in this) {\n        accumulator =
operation(accumulator, element)\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each character,
its index in the original char sequence and current accumulator value that starts with [initial] value.\n * \n * Note
that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous
value in resulting list.\n * \n * @param [operation] function that takes the index of a character, current accumulator
value\n * and the character itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*/\n\n@SinceKotlin("1.4")\npublic inline fun <R>
CharSequence.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R>
{\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(length + 1).apply { add(initial) }\n    var
accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n
        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each character and current accumulator value that
starts with the first character of this char sequence.\n * \n * Note that `acc` value passed to [operation] function
should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes\n * current accumulator value and a character, and calculates the next accumulator value.\n * \n *
@param [operation] function that takes current accumulator value and a character, and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*/\n\n@SinceKotlin("1.4")\npublic inline fun
CharSequence.runningReduce(operation: (acc: Char, Char)
-> Char): List<Char> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result =
ArrayList<Char>(length).apply { add(accumulator) }\n    for (index in 1 until length) {\n        accumulator =
operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each character,
its index in the original char sequence and current accumulator value that starts with the first character of this char
sequence.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of a character,
current accumulator value\n * and the character itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*/\n\n@SinceKotlin("1.4")\npublic inline fun CharSequence.runningReduceIndexed(operation: (index: Int, acc:
Char, Char) -> Char): List<Char> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result
= ArrayList<Char>(length).apply { add(accumulator) }\n    for (index in 1 until length) {\n        accumulator =
operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n *
Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to
each character and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n *
@param [operation] function that takes current accumulator value and a character, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*/\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R>
CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {\n    return runningFold(initial,
operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]

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from left to right\n * to each character, its index in the original char sequence and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n

```

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R>
CharSequence.scanIndexed(initial: R,
    operation: (index: Int, acc: R, Char) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */\n@Deprecated("Use sumOf instead."),
ReplaceWith("this.sumOf(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
CharSequence.sumBy(selector: (Char) -> Int): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum +=
selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each character in the char sequence.\n */\n@Deprecated("Use sumOf instead."),
ReplaceWith("this.sumOf(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
CharSequence.sumByDouble(selector: (Char) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in
this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns
the sum of all values produced by [selector] function applied to each character in the char sequence.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in
this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each character in the char sequence.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum
+= selector(element)\n    }\n    return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the
char sequence.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this) {\n
sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each character in the char sequence.\n
*/\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> UInt): UInt {\n
var sum: UInt = 0.toUInt()\n    for (element
in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced
by [selector] function applied to each character in the char sequence.\n
*/\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> ULong):
ULong {\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n
return sum\n}\n\n/**\n * Splits this char sequence into a list of strings each not exceeding the given [size].\n * \n *
The last string in the resulting list may have fewer characters than the given [size].\n * \n * @param size the number
of elements to take in each string, must be positive and can be greater than the number of elements in this char
sequence.\n * \n * @sample

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step, partialWindows) { it.toString() } \n} \n\n/** \n * Returns a list of results of applying the given [transform] function to \n * an each char sequence representing a view over the window of the given [size] \n * sliding along this char sequence with the given [step]. \n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function. \n * You should not store it or allow it to escape in some way, unless you made a snapshot of it. \n * Several last char sequences may have fewer characters than the given [size]. \n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. \n * \n * @param size the number of elements to take in each window \n * @param step the number of elements to move the window forward by on an each step, by default 1 \n * @param partialWindows controls whether or not to keep partial windows in the end if any, \n * by default `false` which means partial windows won't be preserved \n * \n * @sample samples.collections.Sequences.Transformations.averageWindows \n *\n@SinceKotlin("1.2")\npublic fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {\n checkWindowSizeStep(size, step)\n val thisSize = this.length\n val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1\n val result = ArrayList<R>(resultCapacity)\n var index = 0\n while (index in 0 until thisSize) {\n val end = index + size\n val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end\n result.add(transform(subSequence(index, coercedEnd)))\n index += step\n }\n return result \n} \n\n/** \n * Returns a sequence of snapshots of the window of the given [size] \n * sliding along this char sequence with the given [step], where each \n * snapshot is a string. \n * \n * Several last strings may have fewer characters than the given [size]. \n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. \n * \n * @param size the number of elements to take in each window \n * @param step the number of elements to move the window forward by on an each step, by default 1 \n * @param partialWindows controls whether or not to keep partial windows in the end if any, \n * by default `false` which means partial windows won't be preserved \n * \n * @sample samples.collections.Sequences.Transformations.takeWindows \n *\n@SinceKotlin("1.2")\npublic fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {\n return windowedSequence(size, step, partialWindows) { it.toString() } \n} \n\n/** \n * Returns a sequence of results of applying the given [transform] function to \n * an each char sequence representing a view over the window of the given [size] \n * sliding along this char sequence with the given [step]. \n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function. \n * You should not store it or allow it to escape in some way, unless you made a snapshot of it. \n * \n * Several last char sequences may have fewer characters than the given [size]. \n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. \n * \n * @param size the number of elements to take in each window \n * @param step the number of elements to move the window forward by on an each step, by default 1 \n * @param partialWindows controls whether or not to keep partial windows in the end if any, \n * by default `false` which means partial windows won't be preserved \n * \n * @sample samples.collections.Sequences.Transformations.averageWindows \n *\n@SinceKotlin("1.2")\npublic fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {\n checkWindowSizeStep(size, step)\n val windows = (if (partialWindows) indices else 0 until length - size + 1) step step\n return windows.asSequence().map { index ->\n val end = index + size\n val coercedEnd = if (end < 0 || end > length) length else end\n transform(subSequence(index, coercedEnd)) \n} \n} \n\n/** \n * Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index \n * The returned list has length of the shortest char sequence. \n * \n * @sample samples.text.Strings.zip \n *\npublic infix fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {\n return zip(other) { c1, c2 -> c1 to c2 } \n} \n\n/** \n * Returns a list of values built from the characters of `this` and the [other] char sequences with the same index \n * using the provided [transform] function applied to each pair of characters. \n * \n * The returned list has length of the shortest char sequence. \n * \n * @sample samples.text.Strings.zipWithTransform \n *\npublic inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {\n val length = minOf(this.length, other.length)\n val list =

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ArrayList<V>(length)\n  for (i in 0 until length) {\n      list.add(transform(this[i], other[i]))\n  }\n  return
list}\n\n/**\n * Returns a list of pairs of each two adjacent characters in this char sequence.\n * \n * The returned
list is empty if this char sequence contains less than two characters.\n * \n * @sample
samples.collections.Collections.Transformations.zipWithNext\n * \n * @SinceKotlin("1.2")\npublic fun
CharSequence.zipWithNext(): List<Pair<Char, Char>> {\n  return zipWithNext { a, b -> a to b }\n}\n\n/**\n *
Returns a list containing the results of applying the given [transform] function\n * to an each pair of two adjacent
characters in this char sequence.\n * \n * The returned list is empty if this char sequence contains less than two
characters.\n
\n * \n * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n
\n * \n * @SinceKotlin("1.2")\npublic inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R):
List<R> {\n  val size = length - 1\n  if (size < 1) return emptyList()\n  val result = ArrayList<R>(size)\n  for
(index in 0 until size) {\n      result.add(transform(this[index], this[index + 1]))\n  }\n  return result\n}\n\n/**\n *
Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.\n
\n * \n * @SinceKotlin("1.2")\npublic fun CharSequence.asIterable(): Iterable<Char> {\n  if (this is String && isEmpty())
return emptyList()\n  return Iterable { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the
original char sequence
returning its characters when being iterated.\n * \n * @SinceKotlin("1.2")\npublic fun CharSequence.asSequence():
Sequence<Char> {\n  if
(this is String && isEmpty()) return emptySequence()\n  return Sequence {
this.iterator() }\n}\n\n"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
\n * \n * @file:kotlin.jvm.JvmMultifileClass\n * @file:kotlin.jvm.JvmName("StringsKt")\n\npackage
kotlin.text\nimport kotlin.contracts.contract\nimport kotlin.jvm.JvmName\n\n/**\n * Returns a copy of this string
converted to upper case using the rules of the default locale.\n * \n * @Deprecated("Use uppercase() instead.",
ReplaceWith("uppercase()"))\n * @SinceKotlin("1.5")\n * @WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
String.toUpperCase(): String\n\n/**\n * Returns a copy of this string converted to upper case using Unicode
mapping rules of the invariant locale.\n * \n * This function supports one-to-many and many-to-one character
mapping,\n * thus the length of the returned string can be different from the length of the original string.\n * \n *
\n * @sample samples.text.Strings.uppercase\n
\n * \n * @SinceKotlin("1.5")\n * @WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
String.uppercase(): String\n\n/**\n * Returns a copy of this string converted to lower case using the rules of the
default locale.\n * \n * @Deprecated("Use lowercase() instead.",
ReplaceWith("lowercase()"))\n * @SinceKotlin("1.5")\n * @WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
String.toLowerCase(): String\n\n/**\n * Returns a copy of this string converted to lower case using Unicode
mapping rules of the invariant locale.\n * \n * This function supports one-to-many and many-to-one character
mapping,\n * thus the length of the returned string can be different from the length of the original string.\n * \n *
\n * @sample samples.text.Strings.lowercase\n
\n * \n * @SinceKotlin("1.5")\n * @WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
String.lowercase(): String\n\n/**\n * Returns a copy of this string having its first letter titlecased using the rules
of the default locale,\n
\n * or the original string if it's empty or already starts with a title case letter.\n * \n * The title case of a
character is usually the same as its upper case with several exceptions.\n * \n * The particular list of characters
with the special title case form depends on the underlying platform.\n * \n * @sample samples.text.Strings.capitalize\n
\n * \n * @Deprecated("Use replaceFirstChar instead.", ReplaceWith("replaceFirstChar { if (it.isLowerCase())
it.titlecase() else it.toString() }"))\n * @SinceKotlin("1.5")\n * @WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
String.capitalize(): String\n\n/**\n * Returns a copy of this string having its first letter lowercased using the
rules of the default locale,\n
\n * or the original string if it's empty or already starts with a lower case letter.\n * \n * @sample
samples.text.Strings.decapiatalize\n * \n * @Deprecated("Use replaceFirstChar instead.",
ReplaceWith("replaceFirstChar { it.lowercase() }"))\n * @SinceKotlin("1.5")\n * @WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
String.lowercase(): String\n\n/**\n * Returns a copy of this string having its first letter titlecased using the
rules of the default locale,\n
\n * or the original string if it's empty or already starts with a title case letter.\n * \n * The title case of a
character is usually the same as its upper case with several exceptions.\n * \n * The particular list of characters
with the special title case form depends on the underlying platform.\n * \n * @sample samples.text.Strings.capitalize\n
\n * \n * @Deprecated("Use replaceFirstChar instead.", ReplaceWith("replaceFirstChar { if (it.isLowerCase())
it.titlecase() else it.toString() }"))\n * @SinceKotlin("1.5")\n * @WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
String.capitalize(): String\n\n/**\n * Returns a copy of this string having its first letter lowercased using the
rules of the default locale,\n
\n * or the original string if it's empty or already starts with a lower case letter.\n * \n * @sample
samples.text.Strings.decapiatalize\n * \n * @Deprecated("Use replaceFirstChar instead.",
ReplaceWith("replaceFirstChar { it.lowercase() }"))\n * @SinceKotlin("1.5")\n * @WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
String.lowercase(): String\n

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expect fun String.decapitalize(): String\n\n/**\n * Returns a sub sequence of this char sequence having leading and
trailing characters matching the [predicate] removed.\n */\npublic inline fun CharSequence.trim(predicate: (Char) ->
Boolean): CharSequence {\n    var startIndex = 0\n    var endIndex = length - 1\n    var startFound = false\n\n    while (startIndex <= endIndex) {\n        val index = if (!startFound) startIndex else endIndex\n        val match =
predicate(this[index])\n\n        if (!startFound) {\n            if (!match)\n                startFound = true\n            else\n                startIndex += 1\n        } else {\n            if (!match)\n                break\n            else\n                endIndex -= 1\n        }\n    }\n\n    return subSequence(startIndex, endIndex + 1)\n}\n\n/**\n * Returns a string having leading and
trailing characters matching the [predicate] removed.\n */\npublic inline fun String.trim(predicate: (Char) ->
Boolean): String =\n    (this as CharSequence).trim(predicate).toString()\n\n/**\n * Returns a sub sequence of this char sequence having
leading characters matching the [predicate] removed.\n */\npublic inline fun CharSequence.trimStart(predicate:
(Char) -> Boolean): CharSequence {\n    for (index in this.indices)\n        if (!predicate(this[index]))\n            return
subSequence(index, length)\n    return ""\n}\n\n/**\n * Returns a string having leading characters matching the
[predicate] removed.\n */\npublic inline fun String.trimStart(predicate: (Char) -> Boolean): String =\n    (this as
CharSequence).trimStart(predicate).toString()\n\n/**\n * Returns a sub sequence of this char sequence having
trailing characters matching the [predicate] removed.\n */\npublic inline fun CharSequence.trimEnd(predicate:
(Char) -> Boolean): CharSequence {\n    for (index in this.indices.reversed())\n        if (!predicate(this[index]))\n            return
subSequence(0, index + 1)\n    return ""\n}\n\n/**\n * Returns
a string having trailing characters matching the [predicate] removed.\n */\npublic inline fun
String.trimEnd(predicate: (Char) -> Boolean): String =\n    (this as
CharSequence).trimEnd(predicate).toString()\n\n/**\n * Returns a sub sequence of this char sequence having
leading and trailing characters from the [chars] array removed.\n */\npublic fun CharSequence.trim(vararg chars:
Char): CharSequence = trim { it in chars }\n\n/**\n * Returns a string having leading and trailing characters from
the [chars] array removed.\n */\npublic fun String.trim(vararg chars: Char): String = trim { it in chars }\n\n/**\n *
Returns a sub sequence of this char sequence having leading characters from the [chars] array removed.\n */\npublic
fun CharSequence.trimStart(vararg chars: Char): CharSequence = trimStart { it in chars }\n\n/**\n * Returns a string
having leading characters from the [chars] array removed.\n */\npublic fun String.trimStart(vararg chars: Char):
String = trimStart { it in chars }\n\n/**\n * Returns a sub sequence of this char sequence having trailing characters from the [chars] array
removed.\n */\npublic fun CharSequence.trimEnd(vararg chars: Char): CharSequence = trimEnd { it in chars }\n\n/**\n *
Returns a string having trailing characters from the [chars] array removed.\n */\npublic fun
String.trimEnd(vararg chars: Char): String = trimEnd { it in chars }\n\n/**\n * Returns a sub sequence of this char
sequence having leading and trailing whitespace removed.\n */\npublic fun CharSequence.trim(): CharSequence =
trim(Char::isWhitespace)\n\n/**\n * Returns a string having leading and trailing whitespace removed.\n */\n\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun String.trim(): String = (this as
CharSequence).trim().toString()\n\n/**\n * Returns a sub sequence of this char sequence having leading whitespace
removed.\n */\npublic fun CharSequence.trimStart(): CharSequence = trimStart(Char::isWhitespace)\n\n/**\n *
Returns a string having leading whitespace removed.\n */\n\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun String.trimStart(): String = (this as
CharSequence).trimStart().toString()\n\n/**\n * Returns a sub sequence of this char sequence having trailing
whitespace removed.\n */\npublic fun CharSequence.trimEnd(): CharSequence =
trimEnd(Char::isWhitespace)\n\n/**\n * Returns a string having trailing whitespace removed.\n */\n\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun String.trimEnd(): String = (this as
CharSequence).trimEnd().toString()\n\n/**\n * Returns a char sequence with content of this char sequence padded at
the beginning\n * to the specified [length] with the specified character or space.\n */\n * @param length the desired
string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified.
Space is used by default.\n * @return Returns a char sequence of length at least [length] consisting of `this` char
sequence prepended with [padChar] as many times\n * as are necessary

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to reach that length.\n * @sample samples.text.Strings.padStart\n */\npublic fun CharSequence.padStart(length: Int,
padChar: Char = ' '): CharSequence {\n    if (length < 0)\n        throw IllegalArgumentException("\nDesired length
$length is less than zero.")\n    if (length <= this.length)\n        return this.subSequence(0, this.length)\n    val sb =
StringBuilder(length)\n    for (i in 1..(length - this.length))\n        sb.append(padChar)\n    sb.append(this)\n    return
sb\n}\n\n/**\n * Pads the string to the specified [length] at the beginning with the specified character or space.\n *
*\n * @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less
than the [length] specified. Space is used by default.\n * @return Returns a string of length at least [length]
consisting of `this` string prepended with [padChar] as many times\n * as are necessary to reach that length.\n *
*\n * @sample samples.text.Strings.padStart\n */\npublic fun
String.padStart(length: Int, padChar: Char = ' '): String =\n    (this as CharSequence).padStart(length,
padChar).toString()\n\n/**\n * Returns a char sequence with content of this char sequence padded at the end\n *
to the specified [length] with the specified character or space.\n * *\n * @param length the desired string length.\n *
*\n * @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by
default.\n * @return Returns a char sequence of length at least [length] consisting of `this` char sequence appended
with [padChar] as many times\n * as are necessary to reach that length.\n * @sample samples.text.Strings.padEnd\n */\npublic fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {\n    if (length < 0)\n        throw IllegalArgumentException("\nDesired length $length is less than zero.")\n    if (length <= this.length)\n        return this.subSequence(0, this.length)\n    val sb = StringBuilder(length)\n        sb.append(this)\n    for (i in 1..(length - this.length))\n        sb.append(padChar)\n    return sb\n}\n\n/**\n * Pads
the string to the specified [length] at the end with the specified character or space.\n * *\n * @param length the
desired string length.\n * @param padChar the character to pad string with, if it has length less than the [length]
specified. Space is used by default.\n * @return Returns a string of length at least [length] consisting of `this` string
appended with [padChar] as many times\n * as are necessary to reach that length.\n * @sample
samples.text.Strings.padEnd\n */\npublic fun String.padEnd(length: Int, padChar: Char = ' '): String =\n    (this as
CharSequence).padEnd(length, padChar).toString()\n\n/**\n * Returns `true` if this nullable char sequence is either
`null` or empty.\n * *\n * @sample samples.text.Strings.stringIsNullOrEmpty\n */\n\n/**\n * @kotlin.internal.InlineOnly\n */\npublic inline fun CharSequence?.isNullOrEmpty(): Boolean {\n    contract {\n        returns(false)
implies (this@isNullOrEmpty != null)\n    }\n    return this == null || this.length == 0\n}\n\n/**\n * Returns `true`
if this char sequence is empty (contains no characters).\n * *\n * @sample samples.text.Strings.stringIsEmpty\n */\n\n/**\n * @kotlin.internal.InlineOnly\n */\npublic inline fun CharSequence.isEmpty(): Boolean = length == 0\n\n/**\n * Returns `true` if this char sequence is not empty.\n * *\n * @sample samples.text.Strings.stringIsNotEmpty\n */\n\n/**\n * @kotlin.internal.InlineOnly\n */\npublic inline fun CharSequence.isNotEmpty(): Boolean = length > 0\n\n//
implemented differently in JVM and JS\npublic fun String.isBlank(): Boolean = length() == 0 || all {
it.isWhitespace() }\n\n/**\n * Returns `true` if this char sequence is not empty and contains some characters
except of whitespace characters.\n * *\n * @sample samples.text.Strings.stringIsNotBlank\n */\n\n/**\n * @kotlin.internal.InlineOnly\n */\npublic inline fun CharSequence.isNotBlank(): Boolean = !isBlank()\n\n/**\n * Returns `true` if this nullable
char sequence is either `null` or empty or consists solely of whitespace characters.\n * *\n * @sample
samples.text.Strings.stringIsNullOrBlank\n */\n\n/**\n * @kotlin.internal.InlineOnly\n */\npublic inline fun
CharSequence?.isNullOrBlank(): Boolean {\n    contract {\n        returns(false) implies (this@isNullOrBlank !=
null)\n    }\n    return this == null || this.isBlank()\n}\n\n/**\n * Iterator for characters of the given char sequence.\n */\n\n/**\n * @public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {\n    private var index = 0\n    public override fun nextChar(): Char = get(index++)\n    public override fun hasNext(): Boolean = index <
length\n}\n\n/**\n * Returns the string if it is not `null`, or the empty string otherwise.\n */\n\n/**\n * @kotlin.internal.InlineOnly\n */\npublic inline fun String?.orEmpty(): String = this ?: ""\n\n/**\n * Returns this
char sequence if it's not empty\n * or the result of calling [defaultValue] function if the char sequence is empty.\n *
*\n * @sample

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samples.text.Strings.stringIfEmpty\n *^\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <C,
R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =\n  if (isEmpty()) defaultValue() else
this\n\n/**\n * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters,\n * or the result of calling [defaultValue] function otherwise.\n * \n * @sample samples.text.Strings.stringIfBlank\n *^\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <C, R> C.ifBlank(defaultValue: () -> R):
R where C : CharSequence, C : R =\n  if (isBlank()) defaultValue() else this\n\n/**\n * Returns the range of valid
character indices for this char sequence.\n *^\npublic val CharSequence.indices: IntRange\n  get() = 0..length -
1\n\n/**\n * Returns the index of the last character in the char sequence or -1 if it is empty.\n *^\npublic val
CharSequence.lastIndex: Int\n  get() = this.length - 1\n\n/**\n * Returns `true`
if this CharSequence has Unicode surrogate pair at the specified [index].\n *^\npublic fun
CharSequence.hasSurrogatePairAt(index: Int): Boolean {\n  return index in 0..length - 2\n      &&
this[index].isHighSurrogate()\n      && this[index + 1].isLowSurrogate()\n}\n\n/**\n * Returns a substring
specified by the given [range] of indices.\n *^\npublic fun String.substring(range: IntRange): String =
substring(range.start, range.endInclusive + 1)\n\n/**\n * Returns a subsequence of this char sequence specified by
the given [range] of indices.\n *^\npublic fun CharSequence.subSequence(range: IntRange): CharSequence =
subSequence(range.start, range.endInclusive + 1)\n\n/**\n * Returns a subsequence of this char sequence.\n * \n *
This extension is chosen only for invocation with old-named parameters.\n * Replace parameter names with the
same as those of [CharSequence.subSequence].\n *^\n@kotlin.internal.InlineOnly\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
warning\n@Deprecated("Use
parameters named startIndex and endIndex.", ReplaceWith("subSequence(startIndex = start, endIndex =
end)"))\npublic inline fun String.subSequence(start: Int, end: Int): CharSequence = subSequence(start,
end)\n\n/**\n * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and
ending right before the [endIndex].\n * \n * @param startIndex the start index (inclusive).\n * @param endIndex the
end index (exclusive). If not specified, the length of the char sequence is used.\n *^\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length):
String = subSequence(startIndex, endIndex).toString()\n\n/**\n * Returns a substring of chars at indices from the
specified [range] of this char sequence.\n *^\npublic fun CharSequence.substring(range: IntRange): String =
subSequence(range.start, range.endInclusive + 1).toString()\n\n/**\n * Returns a substring before the first
occurrence of
[delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the
original string.\n *^\npublic fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this):
String {\n  val index = indexOf(delimiter)\n  return if (index == -1) missingDelimiterValue else substring(0,
index)\n}\n\n/**\n * Returns a substring before the first occurrence of [delimiter].\n * If the string does not contain
the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n *^\npublic fun
String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {\n  val index =
indexOf(delimiter)\n  return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns
a substring after the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.\n *^\npublic fun String.substringAfter(delimiter:
Char, missingDelimiterValue: String = this): String {\n  val index = indexOf(delimiter)\n  return if (index == -1)
missingDelimiterValue else substring(index + 1, length)\n}\n\n/**\n * Returns a substring after the first occurrence
of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the
original string.\n *^\npublic fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this):
String {\n  val index = indexOf(delimiter)\n  return if (index == -1) missingDelimiterValue else substring(index +
delimiter.length, length)\n}\n\n/**\n * Returns a substring before the last occurrence of [delimiter].\n * If the string
does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n *^\npublic
fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {\n  val index =
lastIndexOf(delimiter)\n  return if (index

```

```

=== -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns a substring before the last occurrence
of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the
original string.\n */\npublic fun String.substringBeforeLast(delimiter: String, missingDelimiterValue: String = this):
String {\n    val index = lastIndexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else substring(0,
index)\n}\n\n/**\n * Returns a substring after the last occurrence of [delimiter].\n * If the string does not contain the
delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun
String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {\n    val index =
lastIndexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else substring(index + 1,
length)\n}\n\n/**\n * Returns a substring after the last occurrence of [delimiter].\n * If the string
does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic
fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {\n    val index =
lastIndexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length,
length)\n}\n\n/**\n * Returns a char sequence with content of this char sequence where its part at the given range\n
* is replaced with the [replacement] char sequence.\n * @param startIndex the index of the first character to be
replaced.\n * @param endIndex the index of the first character after the replacement to keep in the string.\n
*/\npublic fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence):
CharSequence {\n    if (endIndex < startIndex)\n        throw IndexOutOfBoundsException("\nEnd index ($endIndex)
is less than start index ($startIndex).")\n    val sb = StringBuilder()\n    sb.appendRange(this,
0, startIndex)\n    sb.append(replacement)\n    sb.appendRange(this, endIndex, length)\n    return sb\n}\n\n/**\n *
Replaces the part of the string at the given range with the [replacement] char sequence.\n * @param startIndex the
index of the first character to be replaced.\n * @param endIndex the index of the first character after the replacement
to keep in the string.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceRange(startIndex: Int,
endIndex: Int, replacement: CharSequence): String =\n    (this as CharSequence).replaceRange(startIndex, endIndex,
replacement).toString()\n\n/**\n * Returns a char sequence with content of this char sequence where its part at the
given [range]\n * is replaced with the [replacement] char sequence.\n * @param range the range to be replaced.\n
* The end index of the [range] is included in the part to be replaced.\n */\npublic fun CharSequence.replaceRange(range: IntRange, replacement:
CharSequence): CharSequence =\n    replaceRange(range.start, range.endInclusive + 1, replacement)\n\n/**\n * Replace the part of string at the given [range] with the [replacement] string.\n * The end index of the [range]
is included in the part to be replaced.\n */\n@kotlin.internal.InlineOnly\npublic inline fun
String.replaceRange(range: IntRange, replacement: CharSequence): String =\n    (this as
CharSequence).replaceRange(range, replacement).toString()\n\n/**\n * Returns a char sequence with content of this
char sequence where its part at the given range is removed.\n * @param startIndex the index of the first
character to be removed.\n * @param endIndex the index of the first character after the removed part to keep in the
string.\n * [endIndex] is not included in the removed part.\n */\npublic fun
CharSequence.removeRange(startIndex: Int, endIndex: Int): CharSequence {\n    if (endIndex < startIndex)\n        throw IndexOutOfBoundsException("\nEnd index ($endIndex) is less than start index ($startIndex).")\n    if
(endIndex == startIndex)\n        return
this.subSequence(0, length)\n    val sb = StringBuilder(length - (endIndex - startIndex))\n    sb.appendRange(this,
0, startIndex)\n    sb.appendRange(this, endIndex, length)\n    return sb\n}\n\n/**\n * Removes the part of a string at
a given range.\n * @param startIndex the index of the first character to be removed.\n * @param endIndex the index
of the first character after the removed part to keep in the string.\n * [endIndex] is not included in the removed
part.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.removeRange(startIndex: Int, endIndex: Int): String
=\n    (this as CharSequence).removeRange(startIndex, endIndex).toString()\n\n/**\n * Returns a char sequence with
content of this char sequence where its part at the given [range] is removed.\n * The end index of the [range] is
included in the removed part.\n */\npublic fun CharSequence.removeRange(range: IntRange): CharSequence =
removeRange(range.start, range.endInclusive + 1)\n\n/**\n * Removes
the part of a string at the given [range].\n * The end index of the [range] is included in the removed part.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun String.removeRange(range: IntRange): String =\n    (this as

```

```

CharSequence).removeRange(range).toString()\n\n/**\n * If this char sequence starts with the given [prefix], returns
a new char sequence\n * with the prefix removed. Otherwise, returns a new char sequence with the same
characters.\n */\npublic fun CharSequence.removePrefix(prefix: CharSequence): CharSequence {\n    if
(startsWith(prefix)) {\n        return subSequence(prefix.length, length)\n    }\n    return subSequence(0,
length)\n}\n\n/**\n * If this string starts with the given [prefix], returns a copy of this string\n * with the prefix
removed. Otherwise, returns this string.\n */\npublic fun String.removePrefix(prefix: CharSequence): String {\n    if
(startsWith(prefix)) {\n        return substring(prefix.length)\n    }\n    return this\n}\n\n/**\n * If this
char sequence ends with the given [suffix], returns a new char sequence\n * with the suffix removed. Otherwise,
returns a new char sequence with the same characters.\n */\npublic fun CharSequence.removeSuffix(suffix:
CharSequence): CharSequence {\n    if (endsWith(suffix)) {\n        return subSequence(0, length - suffix.length)\n
}\n    return subSequence(0, length)\n}\n\n/**\n * If this string ends with the given [suffix], returns a copy of this
string\n * with the suffix removed. Otherwise, returns this string.\n */\npublic fun String.removeSuffix(suffix:
CharSequence): String {\n    if (endsWith(suffix)) {\n        return substring(0, length - suffix.length)\n    }\n
return this\n}\n\n/**\n * When this char sequence starts with the given [prefix] and ends with the given [suffix],\n *
returns a new char sequence having both the given [prefix] and [suffix] removed.\n * Otherwise returns a new char
sequence with the same characters.\n */\npublic fun CharSequence.removeSurrounding(prefix:
CharSequence, suffix: CharSequence): CharSequence {\n    if ((length >= prefix.length + suffix.length) &&
startsWith(prefix) && endsWith(suffix)) {\n        return subSequence(prefix.length, length - suffix.length)\n    }\n
return subSequence(0, length)\n}\n\n/**\n * Removes from a string both the given [prefix] and [suffix] if and only
if\n * it starts with the [prefix] and ends with the [suffix].\n * Otherwise returns this string unchanged.\n */\npublic
fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {\n    if ((length >=
prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {\n        return substring(prefix.length,
length - suffix.length)\n    }\n    return this\n}\n\n/**\n * When this char sequence starts with and ends with the
given [delimiter],\n * returns a new char sequence having this [delimiter] removed both from the start and end.\n *
Otherwise returns a new char sequence with the same characters.\n */\npublic
fun CharSequence.removeSurrounding(delimiter: CharSequence): CharSequence = removeSurrounding(delimiter,
delimiter)\n\n/**\n * Removes the given [delimiter] string from both the start and the end of this string\n * if and
only if it starts with and ends with the [delimiter].\n * Otherwise returns this string unchanged.\n */\npublic fun
String.removeSurrounding(delimiter: CharSequence): String = removeSurrounding(delimiter, delimiter)\n\n/**\n *
Replace part of string before the first occurrence of given delimiter with the [replacement] string.\n * If the string
does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic
fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n
    val index = indexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else replaceRange(0, index,
replacement)\n}\n\n/**\n * Replace part of string before the first occurrence of given
delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceBefore(delimiter:
String, replacement: String, missingDelimiterValue: String = this): String {\n    val index = indexOf(delimiter)\n
return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n/**\n * Replace part
of string after the first occurrence of given delimiter with the [replacement] string.\n * If the string does not
contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun
String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n    val
index = indexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length,
replacement)\n}\n\n/**\n * Replace part of string after the first occurrence of given delimiter with
the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which
defaults to the original string.\n */\npublic fun String.replaceAfter(delimiter: String, replacement: String,
missingDelimiterValue: String = this): String {\n    val index = indexOf(delimiter)\n    return if (index == -1)
missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)\n}\n\n/**\n * Replace part
of string after the last occurrence of given delimiter with the [replacement] string.\n * If the string does not
contain

```

the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```

public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

```

Replace part of string after the last occurrence of given delimiter with the [replacement] string.

If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```

public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

```

Replace part of string before the last occurrence of given delimiter with the [replacement] string.

If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```

public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

```

Replace part of string before the last occurrence of given delimiter with the [replacement] string.

If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```

public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

```

public fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific

public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific

Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with the given [replacement].

The [replacement] can consist of any combination of literal text and \$-substitutions. To treat the replacement string literally escape it with the [kotlin.text.Regex.Companion.escapeReplacement] method.

```

@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)

```

Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with the result of the given function [transform] that takes [MatchResult] and returns a string to be used as a replacement for that match.

```

@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)

```

Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.

@param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for details.

```

@kotlin.internal.InlineOnly
public inline fun CharSequence.replaceFirst(regex:
    Regex, replacement: String): String = regex.replaceFirst(this, replacement)

```

Returns a copy of this string having its first character replaced with the result of the specified [transform], or the original string if it's empty.

@param transform function that takes the first character and returns the result of the transform applied to the character.

```

@sample samples.text.Strings.replaceFirstChar

```

```

@SinceKotlin("1.5")
@WasExperimental(ExperimentalStdlibApi::class)
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@JvmName("replaceFirstCharWithChar")
@kotlin.internal.InlineOnly
public inline fun String.replaceFirstChar(transform: (Char) -> Char): String {
    return if (isEmpty()) transform(this[0]) + substring(1) else this
}

```

Returns a copy of this string having its first character replaced with the result of the specified [transform], or the original string if it's empty.

@param transform function that takes the first character and returns the result of the transform applied to the character.

```

@sample samples.text.Strings.replaceFirstChar

```

```

@SinceKotlin("1.5")
@WasExperimental(ExperimentalStdlibApi::class)
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@JvmName("replaceFirstCharWithCharSequence")
@kotlin.internal.InlineOnly
public inline fun String.replaceFirstChar(transform: (Char) -> CharSequence): String {
    return if (isEmpty()) transform(this[0]).toString() + substring(1) else this
}

```

Returns `true` if this char sequence matches the given regular expression.

```

*/\n@kotlin.internal.InlineOnly\npublic inline infix fun CharSequence.matches(regex: Regex): Boolean =
regex.matches(this)\n\n/**\n * Implementation of [regionMatches] for CharSequences.\n * Invoked when it's
already known that arguments are not Strings, so that no additional
type checks are performed.\n */\ninternal fun CharSequence.regionMatchesImpl(thisOffset: Int, other:
CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {\n    if ((otherOffset < 0) || (thisOffset <
0) || (thisOffset > this.length - length) || (otherOffset > other.length - length)) {\n        return false\n    }\n\n    for
(index in 0 until length) {\n        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))\n            return false\n    }\n    return true\n}\n\n/**\n * Returns `true` if this char sequence starts with the specified
character.\n */\npublic fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =\nthis.length > 0 && this[0].equals(char, ignoreCase)\n\n/**\n * Returns `true` if this char sequence ends with the
specified character.\n */\npublic fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =\nthis.length > 0 && this[lastIndex].equals(char, ignoreCase)\n\n/**\n * Returns `true` if this char sequence starts with the specified prefix.\n */\npublic fun
CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase &&
this is String && prefix is String)\n        return this.startsWith(prefix)\n    else\n        return regionMatchesImpl(0,
prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if a substring of this char sequence starting at the
specified offset [startIndex] starts with the specified prefix.\n */\npublic fun CharSequence.startsWith(prefix:
CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase && this is String &&
prefix is String)\n        return this.startsWith(prefix, startIndex)\n    else\n        return regionMatchesImpl(startIndex,
prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if this char sequence ends with the specified
suffix.\n */\npublic fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean
= false): Boolean {\n    if (!ignoreCase && this is String && suffix is String)\n        return this.endsWith(suffix)\n
else\n        return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)\n}\n\n\n// common
prefix and suffix\n\n/**\n * Returns the longest string `prefix` such that this char sequence and [other] char sequence
both start with this prefix,\n * taking care not to split surrogate pairs.\n * If this and [other] have no common prefix,
returns the empty string.\n */\n * @param ignoreCase `true` to ignore character case when matching a character. By
default `false`.\n * @sample samples.text.Strings.commonPrefixWith\n */\npublic fun
CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {\n    val
shortestLength = minOf(this.length, other.length)\n\n    var i = 0\n    while (i < shortestLength &&
this[i].equals(other[i], ignoreCase = ignoreCase)) {\n        i++\n    }\n    if (this.hasSurrogatePairAt(i - 1) ||
other.hasSurrogatePairAt(i
- 1)) {\n        i--\n    }\n    return subSequence(0, i).toString()\n}\n\n/**\n * Returns the longest string `suffix` such
that this char sequence and [other] char sequence both end with this suffix,\n * taking care not to split surrogate
pairs.\n * If this and [other] have no common suffix, returns the empty string.\n */\n * @param ignoreCase `true` to
ignore character case when matching a character. By default `false`.\n * @sample
samples.text.Strings.commonSuffixWith\n */\npublic fun CharSequence.commonSuffixWith(other: CharSequence,
ignoreCase: Boolean = false): String {\n    val thisLength = this.length\n    val otherLength = other.length\n    val
shortestLength = minOf(thisLength, otherLength)\n\n    var i = 0\n    while (i < shortestLength && this[thisLength -
i - 1].equals(other[otherLength - i - 1], ignoreCase = ignoreCase)) {\n        i++\n    }\n    if
(this.hasSurrogatePairAt(thisLength - i - 1) || other.hasSurrogatePairAt(otherLength - i - 1)) {\n        i--\n    }\n    return subSequence(thisLength - i, thisLength).toString()\n}\n\n\n// indexOfAny()\n\n/**\n * Finds
the index of the first occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified
[startIndex] and optionally ignoring the case.\n */\n * @param ignoreCase `true` to ignore character case when
matching a character. By default `false`.\n * @return An index of the first occurrence of matched character from
[chars] or -1 if none of [chars] are found.\n */\n\npublic fun CharSequence.indexOfAny(chars: CharArray,
startIndex: Int = 0, ignoreCase: Boolean = false): Int {\n    if (!ignoreCase && chars.size == 1 && this is String) {\n
        val char = chars.single()\n        return nativeIndexOf(char, startIndex)\n    }\n\n    for (index in
startIndex.coerceAtLeast(0)..lastIndex) {\n        val charAtIndex = get(index)\n        if (chars.any {

```

```

it.equals(charAtIndex, ignoreCase) })\n        return index\n    }\n    return -1\n}\n\n/**\n * Finds the index of the last occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.\n */\n\npublic fun\nCharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {\n    if (!ignoreCase && chars.size == 1 && this is String) {\n        val char = chars.single()\n        return\n        nativeLastIndexOf(char, startIndex)\n    }\n    for (index in startIndex.coerceAtMost(lastIndex) downTo 0) {\n        val charAtIndex = get(index)\n        if (chars.any { it.equals(charAtIndex, ignoreCase) })\n            return\n            index\n    }\n    return -1\n}\n\nprivate fun CharSequence.indexOf(other: CharSequence, startIndex: Int,\n    endIndex: Int, ignoreCase: Boolean, last: Boolean = false): Int {\n    val indices = if (!last)\n        startIndex.coerceAtLeast(0)..endIndex.coerceAtMost(length)\n    else\n        startIndex.coerceAtMost(lastIndex)\n        downTo endIndex.coerceAtLeast(0)\n    if (this is String && other is String) { // smart cast\n        for (index in\n            indices) {\n                if (other.regionMatches(0, this, index, other.length, ignoreCase))\n                    return index\n            }\n    } else {\n        for (index in indices) {\n            if (other.regionMatchesImpl(0, this, index, other.length,\n                ignoreCase))\n                return index\n        }\n    }\n    return -1\n}\n\nprivate fun CharSequence.findAnyOf(strings:\n    Collection<String>, startIndex: Int, ignoreCase: Boolean, last: Boolean): Pair<Int, String>? {\n    if (!ignoreCase\n        && strings.size == 1) {\n        val string = strings.single()\n        val index = if (!last) indexOf(string, startIndex) else lastIndexOf(string, startIndex)\n        return if (index < 0)\n            null else index to string\n    }\n    val indices = if (!last) startIndex.coerceAtLeast(0)..length else\n        startIndex.coerceAtMost(lastIndex) downTo 0\n    if (this is String) {\n        for (index in indices) {\n            val\n                matchingString = strings.firstOrNull { it.regionMatches(0, this, index, it.length, ignoreCase) }\n            if\n                (matchingString != null)\n                return index to matchingString\n        }\n    } else {\n        for (index in indices)\n            {\n                val matchingString = strings.firstOrNull { it.regionMatchesImpl(0, this, index, it.length, ignoreCase) }\n                if (matchingString != null)\n                    return index to matchingString\n            }\n    }\n    return\n        null\n}\n\n/**\n * Finds the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and\n * optionally ignoring the case.\n * @param ignoreCase `true` to ignore character case when matching a string. By\n * default `false`.\n * @return A pair of an index of the first occurrence of matched string from [strings] and the string\n * matched\n * or `null` if none of [strings] are found.\n * @param To avoid ambiguous results when strings in [strings]\n * have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each\n * position the first element in [strings]\n * that matches this string at that position.\n */\n\npublic fun\nCharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Pair<Int,\n    String>? =\n    findAnyOf(strings, startIndex, ignoreCase, last = false)\n\n/**\n * Finds the last occurrence of any of\n * the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the\n * case.\n * @param startIndex The index of character to start searching at.\n * The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character\n * case when matching a string. By default `false`.\n * @return A pair of an index of the last occurrence of matched\n * string from [strings] and the string matched or `null` if none of [strings] are found.\n * @param To avoid ambiguous\n * results when strings in [strings] have characters in common, this method proceeds from\n * the end toward the\n * beginning of this string, and finds at each position the first element in [strings]\n * that matches this string at that\n * position.\n */\n\npublic fun CharSequence.findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndex,\n    ignoreCase: Boolean = false): Pair<Int, String>? =\n    findAnyOf(strings, startIndex, ignoreCase, last =\n        true)\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * @param\n * ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the\n * first occurrence of matched string from [strings] or -1 if none of [strings] are found.\n * @param To avoid ambiguous

```

results when strings in [strings] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [strings] that matches this string at that position.

```

public fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    findAnyOf(strings, startIndex, ignoreCase, last = false)?.first ?: -1
}

```

* Finds the index of the last occurrence of any of the specified [strings] in this char sequence, starting from the specified [startIndex] and optionally ignoring the case.

- * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
- * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
- * @return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.

To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end toward the beginning of this string, and finds at each position the first element in [strings] that matches this string at that position.

```

public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1
}

```

* Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex].

- * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
- * @return An index of the first occurrence of [char] or -1 if none is found.

```

public fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeIndexOf(char, startIndex)
}

```

* Returns the index within this char sequence of the first occurrence of the specified [string], starting from the specified [startIndex].

- * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
- * @return An index of the first occurrence of [string] or -1 if none is found.

```

public fun CharSequence.indexOf(string: String, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOf(string, startIndex, length, ignoreCase)
    else
        nativeIndexOf(string, startIndex)
}

```

* Returns the index within this char sequence of the last occurrence of the specified character, starting from the specified [startIndex].

- * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
- * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
- * @return An index of the last occurrence of [char] or -1 if none is found.

```

public fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeLastIndexOf(char, startIndex)
}

```

* Returns the index within this char sequence of the last occurrence of the specified [string], starting from the specified [startIndex].

- * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
- * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
- * @return An index of the last occurrence of [string] or -1 if none is found.

```

public fun CharSequence.lastIndexOf(string: String, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOf(string, startIndex, 0, ignoreCase, last = true)
    else
        nativeLastIndexOf(string, startIndex)
}

```

* Returns `true` if this char sequence contains the specified [other] sequence of characters as a substring.

- * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.

```

@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (other is String)
        indexOf(other, ignoreCase = ignoreCase) >= 0
    else
        indexOf(other, 0, length, ignoreCase) >= 0
}

```

* Returns `true` if this char sequence contains the specified character [char].

- * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.

```

@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean {
    indexOf(char, ignoreCase = ignoreCase) >= 0
}

```

```

`true` if this char sequence contains at least one match of the specified regular expression [regex].
*/@kotlin.internal.InlineOnly\npublic inline operator fun CharSequence.contains(regex: Regex): Boolean =
regex.containsMatchIn(this)\n\n// rangesDelimitedBy\n\nprivate class DelimitedRangesSequence(\n private
val input: CharSequence,\n private val startIndex: Int,\n private val limit: Int,\n private val getNextMatch:
CharSequence.(currentIndex: Int) -> Pair<Int, Int>?) : Sequence<IntRange> {\n\n override fun iterator():
Iterator<IntRange> = object : Iterator<IntRange>
{\n     var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n     var currentStartIndex: Int =
startIndex.coerceIn(0, input.length)\n     var nextSearchIndex: Int = currentStartIndex\n     var nextItem:
IntRange? = null\n     var counter: Int = 0\n\n     private fun calcNext() {\n         if (nextSearchIndex < 0) {\n
nextState = 0\n         nextItem = null\n         } else {\n             if (limit > 0 && ++counter >= limit ||
nextSearchIndex > input.length) {\n                 nextItem = currentStartIndex..input.lastIndex\n
nextSearchIndex = -1\n             } else {\n                 val match = input.getNextMatch(nextSearchIndex)\n
if (match == null) {\n                     nextItem = currentStartIndex..input.lastIndex\n
nextSearchIndex = -1\n                 } else {\n                     val (index, length) = match\n
nextItem = currentStartIndex until index\n                     currentStartIndex = index + length\n
nextSearchIndex = currentStartIndex + if (length == 0) 1 else 0\n                 }\n             }\n
nextState =
1\n         }\n     }\n\n     override fun next(): IntRange {\n         if (nextState == -1)\n             calcNext()\n
if (nextState == 0)\n             throw NoSuchElementException()\n         val result = nextItem as IntRange\n
// Clean next to avoid keeping reference on yielded instance\n         nextItem = null\n         nextState = -1\n
return result\n     }\n\n     override fun hasNext(): Boolean {\n         if (nextState == -1)\n
calcNext()\n         return nextState == 1\n     }\n }\n\n\n * Returns a sequence of index ranges of
substrings in this char sequence around occurrences of the specified [delimiters].\n * @param
delimiters One or more characters to be used as delimiters.\n * @param startIndex The index to start searching
delimiters from.\n * No range having its start value less than [startIndex] is returned.\n * [startIndex] is coerced to
be non-negative and not greater than length of this string.\n * @param ignoreCase `true` to ignore character case
when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return. Zero
by default means no limit is set.\n */\nprivate fun CharSequence.rangesDelimitedBy(delimiters: CharArray,
startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {\n
requireNonNegativeLimit(limit)\n\n return DelimitedRangesSequence(this, startIndex, limit, { currentIndex ->\n
indexOfAny(delimiters, currentIndex, ignoreCase = ignoreCase).let { if (it < 0) null else it to 1 }\n
})\n}\n\n * Returns a sequence of index ranges of substrings in this char sequence around occurrences of
the specified [delimiters].\n * @param delimiters One or more strings to be used as delimiters.\n * @param
startIndex The index to start searching delimiters from.\n * No range having its start value less than [startIndex] is
returned.\n * [startIndex] is coerced to be non-negative and not greater than length of this string.\n * @param
ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The
maximum number of substrings to return. Zero by default means no limit is set.\n * @param To avoid ambiguous results
when strings in [delimiters] have characters in common, this method proceeds from\n * the beginning to the end of
this string, and finds at each position the first element in [delimiters]\n * that matches this string at that position.\n
*/\nprivate fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase:
Boolean = false, limit: Int = 0): Sequence<IntRange> {\n requireNonNegativeLimit(limit)\n
val delimitersList = delimiters.asList()\n\n return DelimitedRangesSequence(this, startIndex, limit, {
currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to
it.second.length } })\n\n\n internal fun requireNonNegativeLimit(limit: Int) =\n require(limit >= 0) { \"Limit
must be non-negative, but was $limit\" }\n\n\n // split\n\n * Splits this char sequence to a sequence of strings
around occurrences of the specified [delimiters].\n * @param delimiters One or more strings to be used as
delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n
* @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n * @param To avoid
ambiguous results when strings in [delimiters] have characters in common, this method proceeds from\n * the

```


beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

```

public fun CharSequence.splitToSequence(vararg
delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

```

Splits this char sequence to a list of strings around occurrences of the specified [delimiters].

- @param delimiters One or more strings to be used as delimiters.
- @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
- @param limit The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and matches at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.

```

public fun
CharSequence.split(vararg
delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }
    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map {
        substring(it)
    }
}

```

Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].

- @param delimiters One or more characters to be used as delimiters.
- @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
- @param limit The maximum number of substrings to return.

```

public fun CharSequence.splitToSequence(vararg delimiters: Char,
ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
rangesDelimitedBy(delimiters, ignoreCase =
ignoreCase, limit = limit).map { substring(it) }

```

Splits this char sequence to a list of strings around occurrences of the specified [delimiters].

- @param delimiters One or more characters to be used as delimiters.
- @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
- @param limit The maximum number of substrings to return.

```

public fun
CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        return split(delimiters[0].toString(), ignoreCase, limit)
    }
    return
rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

```

Splits this char sequence to a list of strings around occurrences of the specified [delimiter].

- This is specialized version of split which receives single non-empty delimiter and offers better performance.
- @param delimiter String used as delimiter.
- @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
- @param limit The maximum number of substrings to return.

```

private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    requireNonNegativeLimit(limit)
    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())
    }
    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        // Do not search for next occurrence if we're reaching limit
        if (isLimited && result.size == limit - 1) break
        nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    } while (nextIndex != -1)
    result.add(substring(currentOffset, length))
    return result
}

```

Splits this char sequence to a list of strings around matches of the given regular expression.

- @param limit Non-negative value specifying the maximum number of substrings to return.
- Zero by default means no limit is set.

```

@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
regex.split(this, limit)

```

Splits this char sequence to a sequence of strings around matches of the given regular expression.

- @param limit Non-negative value specifying the maximum number of substrings to return.
- Zero by default means no limit is set.

```

@sample samples.text.Strings.splitToSequence

```

```

@SinceKotlin("1.6")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun CharSequence.splitToSequence(regex: Regex, limit: Int = 0): Sequence<String> =
regex.splitToSequence(this, limit)

```

Splits this char sequence to a sequence of lines delimited by any of the following character sequences:

```

CRLF, LF or CR.\n *\n * The lines returned do not include terminating line separators.\n *\npublic fun
CharSequence.lineSequence(): Sequence<String> = splitToSequence("\\r\\n", "\\n", "\\r")\n\n/**\n * Splits this
char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.\n *\n * The
lines returned do not include terminating line separators.\n *\npublic fun CharSequence.lines(): List<String> =
lineSequence().toList()\n\n/**\n * Returns `true` if the contents of this char sequence are equal to the contents of the
specified [other],\n * i.e. both char sequences contain the same number of the same characters in the same order.\n
*\n * @sample samples.text.Strings.contentEquals\n *\n@SinceKotlin("1.5")\npublic expect infix fun
CharSequence?.contentEquals(other: CharSequence?): Boolean\n\n/**\n * Returns `true` if the contents of this char
sequence are equal to the contents of the specified [other], optionally ignoring case difference.\n
*\n * @param ignoreCase `true` to ignore character case when comparing contents.\n *\n * @sample
samples.text.Strings.contentEquals\n *\n@SinceKotlin("1.5")\npublic expect fun
CharSequence?.contentEquals(other: CharSequence?, ignoreCase: Boolean): Boolean\n\ninternal fun
CharSequence?.contentEqualsIgnoreCaseImpl(other: CharSequence?): Boolean {\n    if (this is String && other is
String) {\n        return this.equals(other, ignoreCase = true)\n    }\n\n    if (this === other) return true\n    if (this ==
null || other == null || this.length != other.length) return false\n\n    for (i in 0 until length) {\n        if
(!this[i].equals(other[i], ignoreCase = true)) {\n            return false\n        }\n    }\n\n    return true\n}\n\ninternal fun
CharSequence?.contentEqualsImpl(other: CharSequence?): Boolean {\n    if (this is String && other is String) {\n
return this == other\n    }\n\n    if (this === other) return true\n    if (this == null || other == null || this.length
!= other.length) return false\n\n    for (i in 0 until length) {\n        if (this[i] != other[i]) {\n            return false\n
        }\n    }\n\n    return true\n}\n\n\n/**\n * Returns `true` if the content of this string is equal to the word "true", `false`
if it is equal to "false",\n * and throws an exception otherwise.\n *\n * There is also a lenient version of the
function available on nullable String, [String?.toBoolean].\n *\n * Note that this function is case-sensitive.\n *\n *
@sample samples.text.Strings.toBooleanStrict\n *\n@SinceKotlin("1.5")\npublic fun String.toBooleanStrict():
Boolean = when (this) {\n    "true" -> true\n    "false" -> false\n    else -> throw IllegalArgumentException("The
string doesn't represent a boolean value: $this")\n}\n\n\n/**\n * Returns `true` if the content of this string is equal to
the word "true", `false` if it is equal to "false",\n * and `null` otherwise.\n *\n * There is also a lenient version of
the function available
on nullable String, [String?.toBoolean].\n *\n * Note that this function is case-sensitive.\n *\n * @sample
samples.text.Strings.toBooleanStrictOrNull\n *\n@SinceKotlin("1.5")\npublic fun
String.toBooleanStrictOrNull(): Boolean? = when (this) {\n    "true" -> true\n    "false" -> false\n    else ->
null\n},"/>\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\n//
Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport
kotlin.jvm.*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@JvmInline\npublic value class
UByteArray\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: ByteArray) :
Collection<UByte> {\n\n    /** Creates a new array of the specified [size], with all elements initialized to zero. *\n
public constructor(size: Int) : this(ByteArray(size))\n\n    /**\n     * Returns the array
element at the given [index]. This method can be called using the index operator.\n     *\n     * If the [index] is out of
bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n     * where the behavior is
unspecified.\n     *\n     public operator fun get(index: Int): UByte = storage[index].toUByte()\n\n     /**\n     * Sets
the element at the given [index] to the given [value]. This method can be called using the index operator.\n     *\n     *
If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n     *
where the behavior is unspecified.\n     *\n     public operator fun set(index: Int, value: UByte) {\n
storage[index] = value.toByte()\n    }\n\n    /** Returns the number of elements in the array. *\n     public override
val size: Int get() = storage.size\n\n    /** Creates an iterator over the elements of the array. *\n     public override
operator fun iterator(): kotlin.collections.Iterator<UByte>
= Iterator(storage)\n\n    private class Iterator(private val array: ByteArray) : kotlin.collections.Iterator<UByte> {\n
private var index = 0\n        override fun hasNext() = index < array.size\n        override fun next() = if (index <

```

```

array.size) array[index++].toUByte() else throw NoSuchElementException(index.toString())\n }\n\n override
fun contains(element: UByte): Boolean {\n // TODO: Eliminate this check after KT-30016 gets fixed.\n //
Currently JS BE does not generate special bridge method for this method.\n
@Suppress("USELESS_CAST")\n if ((element as Any?) !is UByte) return false\n\n return
storage.contains(element.toByte())\n }\n\n override fun containsAll(elements: Collection<UByte>): Boolean {\n
return (elements as Collection<*>).all { it is UByte && storage.contains(it.toByte()) }\n }\n\n override fun
isEmpty(): Boolean = this.storage.size == 0\n}\n\n/**\n * Creates a new array of the specified [size],
where each element is calculated by calling the specified\n * [init] function.\n * \n * The function [init] is called for
each array element sequentially starting from the first one.\n * It should return the value for an array element given
its index.\n * \n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline
fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {\n return UByteArray(ByteArray(size) { index ->
init(index).toByte()
})\n}\n\n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun
ubyteArrayOf(vararg elements: UByte): UByteArray = elements\n", "/*\n * Copyright 2010-2022 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n * \n * \n // Auto-generated file. DO NOT EDIT!\n\n package
kotlin\n\n import kotlin.jvm.*\n\n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @JvmInline\n public
value class UIntArray\n @PublishedApi\n internal constructor(@PublishedApi internal val storage: IntArray) :
Collection<UInt> {\n\n //** Creates a new array of the specified [size], with all elements initialized to zero. *\n
\n public constructor(size: Int) : this(IntArray(size))\n\n //**\n * Returns the array element at the given [index].
This method can be called using the index operator.\n * \n * If the [index] is out of bounds of this array, throws
an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n * \n * \n public
operator fun get(index: Int): UInt = storage[index].toInt()\n\n //**\n * Sets the element at the given [index] to
the given [value]. This method can be called using the index operator.\n * \n * If the [index] is out of bounds of
this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n * \n public operator fun
set(index: Int, value: UInt) {\n storage[index] = value.toInt()\n }\n\n /** Returns the number of elements in
the array. *\n * \n public override val size: Int get() = storage.size\n\n /** Creates an iterator over the elements of
the array. *\n * \n public override operator fun iterator(): kotlin.collections.Iterator<UInt> = Iterator(storage)\n\n private
class Iterator(private val array: IntArray) : kotlin.collections.Iterator<UInt> {\n private var index = 0\n
override fun hasNext() = index < array.size\n override fun next() = if (index < array.size)
array[index++].toInt() else throw NoSuchElementException(index.toString())\n }\n\n override fun
contains(element: UInt): Boolean {\n // TODO: Eliminate this check after KT-30016 gets fixed.\n //
Currently JS BE does not generate special bridge method for this method.\n
@Suppress("USELESS_CAST")\n if ((element as Any?) !is UInt) return false\n\n return
storage.contains(element.toInt())\n
}\n\n override fun containsAll(elements: Collection<UInt>): Boolean {\n return (elements as
Collection<*>).all { it is UInt && storage.contains(it.toInt()) }\n }\n\n override fun isEmpty(): Boolean =
this.storage.size == 0\n}\n\n/**\n * Creates a new array of the specified [size], where each element is calculated by
calling the specified\n * [init] function.\n * \n * The function [init] is called for each array element sequentially
starting from the first one.\n * It should return the value for an array element given its index.\n
*\n * \n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun
UIntArray(size: Int, init: (Int) -> UInt): UIntArray {\n return UIntArray(IntArray(size) { index ->
init(index).toInt()
})\n}\n\n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun
uintArrayOf(vararg elements: UInt): UIntArray = elements\n", "/*\n * Copyright 2010-2022
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n * \n * \n // Auto-generated file. DO NOT

```

```

EDIT!\n\npackage kotlin\n\nimport
kotlin.jvm.*\n\n@SinceKotlin("1.3")\n\n@ExperimentalUnsignedTypes\n\n@JvmInline\n\npublic value class
ULongArray\n\n@PublishedApi\n\ninternal constructor(@PublishedApi internal val storage: LongArray) :
Collection<ULong> {\n\n    /** Creates a new array of the specified [size], with all elements initialized to zero. */\n
    public constructor(size: Int) : this(LongArray(size))\n\n    /**\n     * Returns the array element at the given [index].
This method can be called using the index operator.\n     *\n     * If the [index] is out of bounds of this array, throws
an [IndexOutOfBoundsException] except in Kotlin/JS\n     * where the behavior is unspecified.\n     */\n    public
operator fun get(index: Int): ULong = storage[index].toULong()\n\n    /**\n     * Sets the element at the given [index] to the given [value]. This method can be called using the index
operator.\n     *\n     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except
in Kotlin/JS\n     * where the behavior is unspecified.\n     */\n    public operator fun set(index: Int, value: ULong)
{\n        storage[index] = value.toLong()\n    }\n\n    /** Returns the number of elements in the array. */\n    public
override val size: Int get() = storage.size\n\n    /** Creates an iterator over the elements of the array. */\n    public
override operator fun iterator(): kotlin.collections.Iterator<ULong> = Iterator(storage)\n\n    private class
Iterator(private val array: LongArray) : kotlin.collections.Iterator<ULong> {\n        private var index = 0\n
override fun hasNext() = index < array.size\n        override fun next() = if (index < array.size)
array[index++].toULong() else throw NoSuchElementException(index.toString())\n    }\n\n    override fun contains(element: ULong): Boolean {\n        // TODO: Eliminate this check after KT-30016
gets fixed.\n        // Currently JS BE does not generate special bridge method for this method.\n
@Suppress("USELESS_CAST")\n        if ((element as Any?) !is ULong) return false\n        return
storage.contains(element.toLong())\n    }\n\n    override fun containsAll(elements: Collection<ULong>): Boolean
{\n        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toLong()) }\n    }\n\n    override
fun isEmpty(): Boolean = this.storage.size == 0\n\n    /**\n     * Creates a new array of the specified [size], where each
element is calculated by calling the specified\n     * [init] function.\n     * [init] is called for each array
element sequentially starting from the first one.\n     * It should return the value for an array element given its index.\n
*/\n\n@SinceKotlin("1.3")\n\n@ExperimentalUnsignedTypes\n\n@kotlin.internal.InlineOnly\n\npublic
inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {\n    return ULongArray(LongArray(size) {
index -> init(index).toLong()
})\n}\n\n@SinceKotlin("1.3")\n\n@ExperimentalUnsignedTypes\n\n@kotlin.internal.InlineOnly\n\npublic inline fun
ulongArrayOf(vararg elements: ULong): ULongArray = elements\n\n    /**\n     * Copyright 2010-2022 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n     * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n     */\n\n    // Auto-generated file. DO NOT EDIT!\n\npackage
kotlin\n\nimport kotlin.jvm.*\n\n@SinceKotlin("1.3")\n\n@ExperimentalUnsignedTypes\n\n@JvmInline\n\npublic
value class UShortArray\n\n@PublishedApi\n\ninternal constructor(@PublishedApi internal val storage: ShortArray) :
Collection<UShort> {\n\n    /** Creates a new array of the specified [size], with all elements initialized to zero. */\n
    public constructor(size: Int) : this(ShortArray(size))\n\n    /**\n     * Returns
the array element at the given [index]. This method can be called using the index operator.\n     *\n     * If the
[index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n     * where the
behavior is unspecified.\n     */\n    public operator fun get(index: Int): UShort = storage[index].toUShort()\n\n    /**\n
     * Sets the element at the given [index] to the given [value]. This method can be called using the index
operator.\n     *\n     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except
in Kotlin/JS\n     * where the behavior is unspecified.\n     */\n    public operator fun set(index: Int, value: UShort)
{\n        storage[index] = value.toShort()\n    }\n\n    /** Returns the number of elements in the array. */\n    public
override val size: Int get() = storage.size\n\n    /** Creates an iterator over the elements of the array. */\n    public
override operator fun iterator(): kotlin.collections.Iterator<UShort>
= Iterator(storage)\n\n    private class Iterator(private val array: ShortArray) : kotlin.collections.Iterator<UShort>
{\n        private var index = 0\n        override fun hasNext() = index < array.size\n        override fun next() = if (index
< array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())\n    }\n\n    override

```

```

fun contains(element: UShort): Boolean {
    // TODO: Eliminate this check after KT-30016 gets fixed.
    // Currently JS BE does not generate special bridge method for this method.
    @Suppress("USELESS_CAST")
    if ((element as Any?) !is UShort) return false
    return storage.contains(element.toShort())
}
override fun containsAll(elements: Collection<UShort>): Boolean {
    return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }
}
override fun isEmpty(): Boolean = this.storage.size == 0

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index -> init(index).toShort() })
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ushortArrayOf(vararg elements: UShort): UShortArray = elements

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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UArraysKt")
@file:kotlin.jvm.JvmPackageName("kotlin.collections.unsigned")
package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}
/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}
/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component1(): UShort {
    return get(0)
}
/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component2(): UInt {
    return get(1)
}
/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}
/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}

```

If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UShortArray.component2(): UShort {\n    return get(1)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n *
If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UIntArray.component3(): UInt {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If
the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
ULongArray.component3(): ULong {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element*
from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in
Kotlin/JS where the behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UByteArray.component3(): UByte {\n    return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n *
If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UShortArray.component3(): UShort {\n    return get(2)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n *
If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
operator fun UIntArray.component4(): UInt {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the
array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
ULongArray.component4(): ULong {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n *
If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UByteArray.component4(): UByte {\n    return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n *
If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline operator fun UShortArray.component4(): UShort {\n    return get(3)\n}\n\n/**\n * Returns 5th *element*
from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in
Kotlin/JS where the behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UIntArray.component5(): UInt {\n    return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If
the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline operator fun ULongArray.component5(): ULong {\n    return get(4)\n}\n\n/**\n * Returns 5th *element*
from the array.\n * \n * If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UByteArray.component5(): UByte {\n    return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n *
If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the

```

behavior is unspecified.\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun  
UShortArray.component5(): UShort {\n    return get(4)\n}\n\n/**\n * Returns an element at the given [index] or  
throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample  
samples.collections.Collections.Elements.elementAt\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UIntArray.elementAt(index: Int):  
UInt\n\n/**\n * Returns an element at the given [index] or throws  
an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample  
samples.collections.Collections.Elements.elementAt\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun ULongArray.elementAt(index: Int):  
ULong\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index]  
is out of bounds of this array.\n * \n * @sample  
samples.collections.Collections.Elements.elementAt\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UByteArray.elementAt(index: Int):  
UByte\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index]  
is out of bounds of this array.\n * \n * @sample  
samples.collections.Collections.Elements.elementAt\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UShortArray.elementAt(index: Int):  
UShort\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue]  
function if the [index] is out of bounds of this array.\n * \n * @sample  
samples.collections.Collections.Elements.elementAtOrElse\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun  
UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {\n    return if (index >= 0 && index <=  
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of  
calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample  
samples.collections.Collections.Elements.elementAtOrElse\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun  
ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {\n    return if (index >= 0 &&  
index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the  
result of calling the [defaultValue] function  
if the [index] is out of bounds of this array.\n * \n * @sample  
samples.collections.Collections.Elements.elementAtOrElse\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun  
UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {\n    return if (index >= 0 && index  
<= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result  
of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample  
samples.collections.Collections.Elements.elementAtOrElse\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun  
UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {\n    return if (index >= 0 &&  
index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or  
'null' if the [index] is out of bounds of this array.\n
```

```
 * \n * @sample  
samples.collections.Collections.Elements.elementAtOrNull\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun  
UIntArray.elementAtOrNull(index: Int): UInt? {\n    return this.getOrNull(index)\n}\n\n/**\n * Returns an element  
at the given [index] or 'null' if the [index] is out of bounds of this array.\n * \n * @sample  
samples.collections.Collections.Elements.elementAtOrNull\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun  
ULongArray.elementAtOrNull(index: Int): ULong? {\n    return this.getOrNull(index)\n}\n\n/**\n * Returns an  
element at the given [index] or 'null' if the [index] is out of bounds of this array.\n * \n * @sample  
samples.collections.Collections.Elements.elementAtOrNull\n
```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.elementAtOrNull(index: Int): UByte? {\n    return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.elementAtOrNull(index: Int): UShort? {\n    return this.getOrNull(index)\n}\n\n/**\n * Returns the
first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.find(predicate: (UInt) -> Boolean): UInt? {\n    return firstOrNull(predicate)\n}\n\n/**\n * Returns the
first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.find(predicate: (ULong) -> Boolean): ULong? {\n    return
firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such
element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.find(predicate: (UByte) -> Boolean): UByte? {\n    return firstOrNull(predicate)\n}\n\n/**\n * Returns
the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.find(predicate: (UShort) -> Boolean): UShort? {\n    return firstOrNull(predicate)\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {\n    return lastOrNull(predicate)\n}\n\n/**\n * Returns the
last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {\n    return lastOrNull(predicate)\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {\n    return lastOrNull(predicate)\n}\n\n/**\n *
Returns
the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {\n    return lastOrNull(predicate)\n}\n\n/**\n *
Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.first(): UInt {\n    return storage.first().toUInt()\n}\n\n/**\n * Returns the first element.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.first(): ULong {\n    return storage.first().toULong()\n}\n\n/**\n * Returns the first element.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.first(): UByte {\n    return storage.first().toUByte()\n}\n\n/**\n * Returns the first element.\n * \n *

```



```

@throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.first(): UShort {\n    return storage.first().toUShort()\n}\n\n/**\n * Returns the first element matching
the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.first(predicate: (UInt) -> Boolean): UInt {\n    for (element in this) if (predicate(element)) return
element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n *
Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException]
if no such element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.first(predicate: (ULong) -> Boolean): ULong {\n    for (element in this) if (predicate(element)) return
element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n *
Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such
element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.first(predicate: (UByte) -> Boolean): UByte {\n    for (element in this) if (predicate(element)) return
element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n *
Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such
element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {\n    for (element in this) if
(predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the
predicate.")\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.firstOrNull(): UInt? {\n    return
if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.firstOrNull(): ULong? {\n    return
if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.firstOrNull(): UByte? {\n    return
if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.firstOrNull(): UShort? {\n    return
if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null`
if element was not found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {\n    for (element in this) if (predicate(element)) return
element\n    return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element
was not found.\n * *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? {\n    for (element in this) if
(predicate(element)) return element\n    return null\n}\n\n/**\n * Returns the first element matching the given
[predicate], or `null` if element was not found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {\n    for (element in this) if
(predicate(element)) return element\n    return null\n}\n\n/**\n * Returns the first element matching the given
[predicate], or `null` if element was not found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {\n    for (element in this) if (predicate(element))
return element\n    return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the
[defaultValue] function if the [index] is out of bounds of this array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

```

```

UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)}
}

* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
bounds of this array.

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)}
}

* Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)}
}

* Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public
inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 &&
index <= lastIndex) get(index) else defaultValue(index)}
}

* Returns an element at the given [index] or
`null` if the [index] is out of bounds of this array.
}

* @sample
samples.collections.Collections.Elements.getOrNull

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null}
}

* Returns an element at the given
[index] or `null` if the [index] is out of bounds of this array.
}

* @sample
samples.collections.Collections.Elements.getOrNull

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.getOrNull(index: Int):
ULong? {
    return if (index >= 0 && index <= lastIndex) get(index) else null}
}

* Returns an
element at the given [index] or `null` if the [index] is out of bounds of this array.
}

* @sample
samples.collections.Collections.Elements.getOrNull

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.getOrNull(index: Int): UByte?
{
    return if (index >= 0 && index <= lastIndex) get(index) else null}
}

* Returns an element at the
given [index] or `null` if the [index] is out of bounds of this array.
}

* @sample
samples.collections.Collections.Elements.getOrNull

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.getOrNull(index: Int):
UShort? {
    return if (index >= 0 && index <= lastIndex) get(index) else null}
}

* Returns first index of
[element], or -1 if the array does not contain element.

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toInt())}
}

* Returns
first index of [element], or -1 if the array does not contain element.

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())}
}

* Returns
first index of [element], or -1 if the array does not contain element.

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())}
}

* Returns
first index of [element], or -1 if the array does not contain element.

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())}
}

* Returns
index of the first element matching the given [predicate], or -1 if the array does not contain such element.

*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public
inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst {
predicate(it.toInt()) }
}

* Returns index of the first element matching the given [predicate], or -1 if the
array does not contain such element.

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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {\n  return storage.indexOfFirst {
predicate(it.toULong()) }\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the
array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {\n  return storage.indexOfFirst {
predicate(it.toUByte()) }\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if
the array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {\n  return storage.indexOfFirst {
predicate(it.toUShort()) }\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the
array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {\n  return storage.indexOfLast { predicate(it.toUInt())
}\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain
such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {\n  return storage.indexOfLast {
predicate(it.toULong()) }\n}\n\n/**\n * Returns
index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {\n  return storage.indexOfLast {
predicate(it.toUByte()) }\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the
array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {\n  return storage.indexOfLast {
predicate(it.toUShort()) }\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the
array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.last(): UInt {\n  return storage.last().toUInt()\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.last(): ULong {\n  return storage.last().toULong()\n}\n\n/**\n * Returns the last element.\n * \n *
@throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.last(): UByte {\n  return storage.last().toUByte()\n}\n\n/**\n * Returns the last element.\n * \n *
@throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.last(): UShort {\n  return
storage.last().toUShort()\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws
NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.last(predicate: (UInt) -> Boolean): UInt {\n  for (index in this.indices.reversed()) {\n    val element =
this[index]\n    if (predicate(element)) return element\n  }\n  throw NoSuchElementException("Array contains
no element matching the predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n *

```

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@throws NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.last(predicate: (ULong) -> Boolean): ULong {\n    for (index in this.indices.reversed())
{\n        val element = this[index]\n        if (predicate(element)) return element\n    }\n    throw
NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the last
element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n
* \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.last(predicate: (UByte) -> Boolean): UByte {\n    for (index in this.indices.reversed()) {\n        val
element = this[index]\n        if (predicate(element)) return element\n    }\n    throw
NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the last
element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n
* \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {\n    for (index in this.indices.reversed()) {\n
        val element = this[index]\n        if (predicate(element)) return element\n    }\n    throw
NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns last index
of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.lastIndexOf(element: UInt): Int {\n    return storage.lastIndexOf(element.toInt())\n}\n\n/**\n * Returns
last index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.lastIndexOf(element: ULong): Int {\n    return storage.lastIndexOf(element.toLong())\n}\n\n/**\n *
Returns last index of [element],
or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.lastIndexOf(element: UByte): Int {\n    return storage.lastIndexOf(element.toByte())\n}\n\n/**\n *
Returns last index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.lastIndexOf(element: UShort): Int {\n    return storage.lastIndexOf(element.toShort())\n}\n\n/**\n *
Returns the last element, or `null` if the array is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun UIntArray.lastOrNull(): UInt? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last
element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun ULongArray.lastOrNull(): ULong? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the
last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.lastOrNull(): UByte? {\n    return
if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n
* \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.lastOrNull(): UShort? {\n    return
if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or
`null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.lastOrNull(predicate:
(UInt) -> Boolean): UInt? {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if
(predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the last element matching the given

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[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {\n    for (index in this.indices.reversed()) {\n
val element = this[index]\n        if (predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the
last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.lastOrNull(predicate:
(UByte) -> Boolean): UByte? {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if
(predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {\n    for (index in this.indices.reversed()) {\n
val element = this[index]\n        if (predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns a
random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.random(): UInt {\n    return random(Random)\n}\n\n/**\n * Returns a random element
from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.random(): ULong {\n    return random(Random)\n}\n\n/**\n * Returns a random element from this
array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.random(): UByte {\n    return random(Random)\n}\n\n/**\n * Returns a random element from this
array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.random(): UShort {\n    return random(Random)\n}\n\n/**\n * Returns a random element from this
array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun UIntArray.random(random: Random): UInt {\n    if (isEmpty())\n        throw NoSuchElementException("Array
is empty.")\n    return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the
specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.random(random: Random):
ULong {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.random(random: Random):
UByte {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random
element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if
this array is empty.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun
UShortArray.random(random: Random): UShort {\n    if (isEmpty())\n        throw
NoSuchElementException("Array is empty.")\n    return get(random.nextInt(size))\n}\n\n/**\n * Returns a random
element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun UIntArray.randomOrNull(): UInt? {\n    return
randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n

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*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun ULongArray.randomOrNull(): ULong? {\n    return
randomOrNull(Random)\n}\n\n/**\n * Returns
a random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun UByteArray.randomOrNull(): UByte? {\n    return
randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun UShortArray.randomOrNull(): UShort? {\n    return
randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
public fun UIntArray.randomOrNull(random: Random): UInt? {\n    if (isEmpty())\n        return null\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns
a random element from this array using the specified source of randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
public fun ULongArray.randomOrNull(random: Random): ULong? {\n    if (isEmpty())\n        return null\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
public fun UByteArray.randomOrNull(random: Random): UByte? {\n    if (isEmpty())\n        return null\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
public fun UShortArray.randomOrNull(random:
Random): UShort? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n}\n\n/**\n * Returns
the single element, or throws an exception if the array is empty or has more than one element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.single(): UInt {\n    return storage.single().toUInt()\n}\n\n/**\n * Returns the single element, or throws an
exception if the array is empty or has more than one element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.single(): ULong {\n    return storage.single().toULong()\n}\n\n/**\n * Returns the single element, or
throws an exception if the array is empty or has more than one element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.single(): UByte {\n    return storage.single().toUByte()\n}\n\n/**\n * Returns the single
element, or throws an exception if the array is empty or has more than one element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.single(): UShort {\n    return storage.single().toUShort()\n}\n\n/**\n * Returns the single element
matching the given [predicate], or throws exception if there is no or more than one matching element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.single(predicate: (UInt) -> Boolean): UInt {\n    var single: UInt? = null\n    var found = false\n    for
(element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Array
contains more than one matching element.")\n            single = element\n            found = true\n        }\n    } if
(!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    @Suppress("UNCHECKED_CAST")\n
return single as UInt\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception
if there is no or more than one matching element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

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ULongArray.single(predicate: (ULong) -> Boolean): ULong {\n  var single: ULong? = null\n  var found = false\n  for (element in this) {\n    if (predicate(element)) {\n      if (found) throw IllegalArgumentException("\nArray contains more than one matching element.\n")\n      single = element\n      found = true\n    }\n  }\n  if (!found) throw NoSuchElementException("\nArray contains no element matching the predicate.\n")\n  @Suppress("\nUNCHECKED_CAST\n")\n  return single as ULong\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {\n  var single: UByte? = null\n  var found = false\n  for (element in this) {\n    if (predicate(element)) {\n      if (found) throw IllegalArgumentException("\nArray contains more than one matching element.\n")\n      single = element\n      found = true\n    }\n  }\n  if (!found) throw NoSuchElementException("\nArray contains no element matching the predicate.\n")\n  @Suppress("\nUNCHECKED_CAST\n")\n  return single as UByte\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {\n  var single: UShort? = null\n  var found = false\n  for (element in this) {\n    if (predicate(element)) {\n      if (found) throw IllegalArgumentException("\nArray contains more than one matching element.\n")\n      single = element\n      found = true\n    }\n  }\n  if (!found) throw NoSuchElementException("\nArray contains no element matching the predicate.\n")\n  @Suppress("\nUNCHECKED_CAST\n")\n  return single as UShort\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.singleOrNull(): UInt? {\n  return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.singleOrNull(): ULong? {\n  return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.singleOrNull(): UByte? {\n  return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.singleOrNull(): UShort? {\n  return if (size == 1) this[0] else null\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {\n  var single: UInt? = null\n  var found = false\n  for (element in this) {\n    if (predicate(element)) {\n      if (found) return null\n      single = element\n      found = true\n    }\n  }\n  if (!found) return null\n  return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {\n  var single: ULong? = null\n  var found = false\n  for (element in this) {\n    if (predicate(element)) {\n      if (found) return null\n      single = element\n      found = true\n    }\n  }\n  if (!found) return null\n  return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {\n  var single: UByte? = null\n  var found = false\n  for (element in this) {\n    if (predicate(element)) {\n      if (found) return null\n      single = element\n      found = true\n    }\n  }\n  if (!found) return null\n  return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */

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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {\n  var single: UShort? = null\n  var found
= false\n  for (element in this) {\n    if (predicate(element)) {\n      if (found) return null\n      single =
element\n      found = true\n    } \n  } \n  if (!found) return null\n  return single\n}\n\n/**\n * Returns a list
containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n *
\n * @sample samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.drop(n: Int): List<UInt>
{\n  require(n >= 0) { "Requested element count $n is less than zero." }\n  return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n *
@throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.drop(n: Int): List<ULong> {\n
  require(n >= 0) { "Requested element count $n is less than zero." }\n  return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n *
@throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.drop(n: Int): List<UByte> {\n
  require(n >= 0) { "Requested element count $n is less than zero." }\n  return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n *
@throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.drop(n: Int): List<UShort> {\n
  require(n >= 0) { "Requested element count $n is less than zero." }\n  return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n *
@throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.dropLast(n: Int): List<UInt> {\n
  require(n >= 0) { "Requested element count $n is less than zero." }\n  return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n *
@throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.dropLast(n: Int):
List<ULong> {\n  require(n >= 0) { "Requested element count $n is less than zero." }\n  return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n *
@throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.dropLast(n: Int): List<UByte>
{\n  require(n >= 0) { "Requested element count $n is less than zero." }\n  return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n *
@throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.dropLast(n: Int):
List<UShort> {\n  require(n >= 0) { "Requested element count $n is less than zero." }\n  return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {\n  for (index in lastIndex downTo 0) {\n
  if (!predicate(this[index])) {\n    return take(index + 1)\n  } \n } \n return emptyList()\n}\n\n/**\n *

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Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {\n for (index in lastIndex
downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return
emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {\n for (index in lastIndex downTo 0)
{\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n
* Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {\n for (index in lastIndex
downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return
emptyList()\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {\n var yielding = false\n val list =
ArrayList<UInt>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n
list.add(item)\n yielding = true\n }\n return list}\n\n/**\n * Returns a list containing all
elements except first elements that satisfy the given [predicate].\n
* \n * @sample samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {\n var yielding = false\n val list =
ArrayList<ULong>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item))
{\n list.add(item)\n yielding = true\n }\n return list}\n\n/**\n * Returns a list containing all
elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {\n var yielding = false\n val list =
ArrayList<UByte>()\n for (item in this)\n if (yielding)\n list.add(item)\n
else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list}\n\n/**\n
* Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {\n var yielding = false\n val list =
ArrayList<UShort>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item))
{\n list.add(item)\n yielding = true\n }\n return list}\n\n/**\n * Returns a list containing only
elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.filter(predicate:
(UInt) -> Boolean): List<UInt> {\n return filterTo(ArrayList<UInt>(), predicate)\n}\n\n/**\n * Returns a list
containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {\n return filterTo(ArrayList<ULong>(),
predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample

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samples.collections.Collections.Filtering.filter\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {\n    return filterTo(ArrayList<UByte>(),
predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {\n    return filterTo(ArrayList<UShort>(),
predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param
[predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate
evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {\n    return
filterIndexedTo(ArrayList<UInt>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation
on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {\n    return
filterIndexedTo(ArrayList<ULong>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {\n    return
filterIndexedTo(ArrayList<UByte>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n * @param
[predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate
evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {\n    return
filterIndexedTo(ArrayList<UShort>(), predicate)\n}\n\n/**\n * Appends all elements matching the given [predicate]
to the given [destination].\n * @param [predicate] function that takes the index of an element and the element
itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int,
UInt) -> Boolean): C {\n    forEachIndexed { index, element ->\n        if (predicate(index, element))
destination.add(element)\n    }\n    return destination\n}\n\n/**\n * Appends all elements matching the given
[predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the
element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) ->
Boolean): C {\n    forEachIndexed { index, element ->\n        if (predicate(index, element))
destination.add(element)\n    }\n    return destination\n}\n\n/**\n * Appends all elements matching the given
[predicate] to the given [destination].\n * @param [predicate] function that takes the index of
an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n

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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) ->
Boolean): C {\n  forEachIndexed { index, element ->\n    if (predicate(index, element))
destination.add(element)\n  }\n  return destination\n}\n\n/**\n * Appends all elements matching the given
[predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the
element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UShort>>
UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {\n  forEachIndexed {
index, element ->\n    if (predicate(index, element)) destination.add(element)\n  }\n  return
destination\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {\n  return filterNotTo(ArrayList<UInt>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {\n  return filterNotTo(ArrayList<ULong>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {\n  return filterNotTo(ArrayList<UByte>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {\n  return
filterNotTo(ArrayList<UShort>(), predicate)\n}\n\n/**\n * Appends all elements not matching the given [predicate]
to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <C : MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean):
C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n *
Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {\n  for
(element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends
all elements not matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in
UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {\n  for (element in this) if
(!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {\n

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for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n\n/**\n * Appends
all elements matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UInt>> UIntArray.filterTo(destination:
C, predicate: (UInt) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n
return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *
\n * @sample samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {\n    for
(element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n\n/**\n * Appends all
elements matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {\n    for
(element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n\n/**\n * Appends all
elements matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {\n    for
(element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n\n/**\n * Returns a list
containing elements at indices in the specified [indices] range.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.slice(indices: IntRange):
List<UInt> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive +
1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun ULongArray.slice(indices: IntRange): List<ULong> {\n    if (indices.isEmpty()) return listOf()\n    return
copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at
indices in the specified [indices] range.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun
UByteArray.slice(indices: IntRange): List<UByte> {\n    if (indices.isEmpty()) return listOf()\n    return
copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at
indices in the specified [indices] range.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun
UShortArray.slice(indices: IntRange): List<UShort> {\n    if (indices.isEmpty()) return listOf()\n    return
copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at
specified [indices].\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun UIntArray.slice(indices: Iterable<Int>): List<UInt> {\n    val size = indices.collectionSizeOrDefault(10)\n    if
(size == 0) return emptyList()\n    val list = ArrayList<UInt>(size)\n    for (index in indices) {\n
list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.slice(indices: Iterable<Int>):
List<ULong> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list =
ArrayList<ULong>(size)\n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n *
Returns a list containing elements at specified [indices].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.slice(indices: Iterable<Int>):
List<UByte> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n
    val list = ArrayList<UByte>(size)\n    for (index in indices) {\n        list.add(get(index))\n    }\n    return
list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.slice(indices: Iterable<Int>):
List<UShort> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list =

```

```

ArrayList<UShort>(size)\n  for (index in indices) {\n    list.add(get(index))\n  }\n  return list\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {\n *   return UIntArray(storage.sliceArray(indices))\n * }\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {\n *   return ULongArray(storage.sliceArray(indices))\n * }\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {\n *   return UByteArray(storage.sliceArray(indices))\n * }\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {\n *   return UShortArray(storage.sliceArray(indices))\n * }\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun UIntArray.sliceArray(indices: IntRange): UIntArray {\n *   return UIntArray(storage.sliceArray(indices))\n * }\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun ULongArray.sliceArray(indices: IntRange): ULongArray {\n *   return ULongArray(storage.sliceArray(indices))\n * }\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun UByteArray.sliceArray(indices: IntRange): UByteArray {\n *   return UByteArray(storage.sliceArray(indices))\n * }\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun UShortArray.sliceArray(indices: IntRange): UShortArray {\n *   return UShortArray(storage.sliceArray(indices))\n * }\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun UIntArray.take(n: Int): List<UInt> {\n *   require(n >= 0) { "Requested element count $n is less than zero." }\n *   if (n == 0) return emptyList()\n *   if (n == size) return toList()\n *   if (n == 1) return listOf(this[0])\n *   var count = 0\n *   val list = ArrayList<UInt>(n)\n *   for (item in this) {\n *     list.add(item)\n *     if (++count == n)\n *       break\n *   }\n *   return list\n * }\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun ULongArray.take(n: Int): List<ULong> {\n *   require(n >= 0) { "Requested element count $n is less than zero." }\n *   if (n == 0) return emptyList()\n *   if (n >= size) return toList()\n *   if (n == 1) return listOf(this[0])\n *   var count = 0\n *   val list = ArrayList<ULong>(n)\n *   for (item in this) {\n *     list.add(item)\n *     if (++count == n)\n *       break\n *   }\n *   return list\n * }\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun UByteArray.take(n: Int): List<UByte> {\n *   require(n >= 0) { "Requested element count $n is less than zero." }\n *   if (n == 0) return emptyList()\n *   if (n >= size) return toList()\n *   if (n == 1) return listOf(this[0])\n *   var count = 0\n *   val list = ArrayList<UByte>(n)\n *   for (item in this) {\n *     list.add(item)\n *     if (++count == n)\n *       break\n *   }\n *   return list\n * }\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n *\n * @SinceKotlin("1.3")\n * @ExperimentalUnsignedTypes\n * public fun UShortArray.take(n: Int): List<UShort> {\n *   require(n >= 0) { "Requested element count $n is less than zero." }\n *   if (n == 0) return emptyList()\n *   if (n >= size) return toList()\n *   if (n == 1) return listOf(this[0])\n *   var count = 0\n *   val list = ArrayList<UShort>(n)\n *   for (item in this) {\n *     list.add(item)\n *     if (++count == n)\n *       break\n *   }\n *   return list\n * }\n
```

```

require(n
>= 0) { \"Requested element count $n is less than zero.\" } \n  if (n == 0) return emptyList() \n  if (n >= size)
return toList() \n  if (n == 1) return listOf(this[0]) \n  var count = 0 \n  val list = ArrayList<UShort>(n) \n  for
(item in this) { \n    list.add(item) \n    if (++count == n) \n      break \n  } \n  return list \n} \n \n /** \n * Returns
a list containing last [n] elements. \n * \n * @throws IllegalArgumentException if [n] is negative. \n * \n * @sample
samples.collections.Collections.Transformations.take \n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.takeLast(n: Int): List<UInt> { \n
require(n >= 0) { \"Requested element count $n is less than zero.\" } \n  if (n == 0) return emptyList() \n  val size =
size \n  if (n >= size) return toList() \n  if (n == 1) return listOf(this[size - 1]) \n  val list = ArrayList<UInt>(n) \n
for (index in size - n until size) \n  list.add(this[index]) \n  return list \n} \n \n /** \n *
Returns a list containing last [n] elements. \n * \n * @throws IllegalArgumentException if [n] is negative. \n * \n *
@sample samples.collections.Collections.Transformations.take \n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.takeLast(n: Int): List<ULong>
{ \n  require(n >= 0) { \"Requested element count $n is less than zero.\" } \n  if (n == 0) return emptyList() \n  val
size = size \n  if (n >= size) return toList() \n  if (n == 1) return listOf(this[size - 1]) \n  val list =
ArrayList<ULong>(n) \n  for (index in size - n until size) \n  list.add(this[index]) \n  return list \n} \n \n /** \n *
Returns a list containing last [n] elements. \n * \n * @throws IllegalArgumentException if [n] is negative. \n * \n *
@sample samples.collections.Collections.Transformations.take \n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.takeLast(n: Int): List<UByte>
{ \n  require(n >= 0) { \"Requested element count $n is less than zero.\"
} \n  if (n == 0) return emptyList() \n  val size = size \n  if (n >= size) return toList() \n  if (n == 1) return
listOf(this[size - 1]) \n  val list = ArrayList<UByte>(n) \n  for (index in size - n until size) \n
list.add(this[index]) \n  return list \n} \n \n /** \n * Returns a list containing last [n] elements. \n * \n * @throws
IllegalArgumentException if [n] is negative. \n * \n * @sample
samples.collections.Collections.Transformations.take \n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.takeLast(n: Int): List<UShort>
{ \n  require(n >= 0) { \"Requested element count $n is less than zero.\" } \n  if (n == 0) return emptyList() \n  val
size = size \n  if (n >= size) return toList() \n  if (n == 1) return listOf(this[size - 1]) \n  val list =
ArrayList<UShort>(n) \n  for (index in size - n until size) \n  list.add(this[index]) \n  return list \n} \n \n /** \n *
Returns a list containing last elements satisfying the given [predicate]. \n * \n * @sample
samples.collections.Collections.Transformations.take \n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> { \n  for (index in lastIndex downTo 0) { \n
if (!predicate(this[index])) { \n    return drop(index + 1) \n  } \n } \n  return toList() \n} \n \n /** \n * Returns a
list containing last elements satisfying the given [predicate]. \n * \n * @sample
samples.collections.Collections.Transformations.take \n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> { \n  for (index in lastIndex downTo 0)
{ \n  if (!predicate(this[index])) { \n    return drop(index + 1) \n  } \n } \n  return toList() \n} \n \n /** \n *
Returns a list containing last elements satisfying the given [predicate]. \n * \n * @sample
samples.collections.Collections.Transformations.take \n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> { \n  for (index in lastIndex downTo 0)
{ \n  if (!predicate(this[index])) { \n    return drop(index + 1) \n  } \n } \n  return toList() \n} \n \n /** \n *
Returns a list containing last elements satisfying the given [predicate]. \n * \n * @sample
samples.collections.Collections.Transformations.take \n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> { \n  for (index in lastIndex downTo 0)

```

```

{\n    if (!predicate(this[index])) {\n        return drop(index + 1)\n    } \n    return toList()\n}\n\n**\n *
Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {\n    val list = ArrayList<UInt>()\n    for (item in
this) {\n        if (!predicate(item))\n            break\n        list.add(item)\n    }\n    return list\n}\n\n**\n * Returns a list
containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {\n    val list = ArrayList<ULong>()\n    for
(item in this) {\n        if (!predicate(item))\n            break\n        list.add(item)\n    }\n    return list\n}\n\n**\n *
Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {\n    val list = ArrayList<UByte>()\n    for
(item in this) {\n        if (!predicate(item))\n            break\n        list.add(item)\n    }\n    return list\n}\n\n**\n *
Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {\n    val list = ArrayList<UShort>()\n    for
(item in this) {\n        if (!predicate(item))\n            break\n        list.add(item)\n    }\n    return list\n}\n\n**\n *
Reverses elements in the array in-place.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reverse():
Unit {\n    storage.reverse()\n}\n\n**\n * Reverses elements in the array in-place.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reverse(): Unit {\n    storage.reverse()\n}\n\n**\n * Reverses elements in the array in-place.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reverse(): Unit {\n    storage.reverse()\n}\n\n**\n * Reverses elements in the array in-place.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reverse(): Unit {\n    storage.reverse()\n}\n\n**\n * Reverses elements of the array in the specified
range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end
of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero
or [toIndex] is greater than the size of
this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    storage.reverse(fromIndex, toIndex)\n}\n\n**\n *
Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range
(inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    storage.reverse(fromIndex, toIndex)\n}\n\n**\n *
Reverses elements of the array in the specified range in-place.\n * \n
*\n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range
(exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex]
is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than
[toIndex].\n *\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline

```

```

fun UByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n  storage.reverse(fromIndex, toIndex)\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n  storage.reverse(fromIndex, toIndex)\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.reversed(): List<UInt> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.reversed(): List<ULong> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.reversed(): List<UByte> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.reversed(): List<UShort> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reversedArray(): UIntArray {\n  return UIntArray(storage.reversedArray())\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reversedArray(): ULongArray {\n  return ULongArray(storage.reversedArray())\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reversedArray(): UByteArray {\n  return UByteArray(storage.reversedArray())\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reversedArray(): UShortArray {\n  return UShortArray(storage.reversedArray())\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.shuffle(): Unit {\n  shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.shuffle(): Unit {\n  shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.shuffle(): Unit {\n  shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.shuffle(): Unit {\n  shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%20%93Yates\_shuffle#The\_modern\_algorithm\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.shuffle(random: Random): Unit {\n  for (i in lastIndex downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] = this[j]\n    this[j] = copy\n  }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%20%93Yates\_shuffle#The\_modern\_algorithm\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.shuffle(random: Random):

```



```

Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

```

`Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.`

https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm

```

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(random: Random):
Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] =
this[j]
        this[j] = copy
    }
}

```

`Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.`

https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm

```

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(random: Random):
Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val
copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

```

`Sorts elements in the array in-place descending according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(): Unit {
    if
(size > 1) {
        sort()
        reverse()
    }
}

```

`Sorts elements in the array in-place descending according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

```

`Sorts elements in the array in-place descending according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

```

`Returns a list of all elements sorted according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sorted(): List<UInt> {
    return
copyOf().apply { sort() }.asList()
}

```

`Returns a list of all elements sorted according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sorted():
List<ULong> {
    return copyOf().apply { sort() }.asList()
}

```

`Returns a list of all elements sorted according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return
copyOf().apply { sort() }.asList()
}

```

`Returns a list of all elements sorted according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public
fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
}

```

`Returns an array with all elements of this array sorted according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray {
    if
(isEmpty()) return this
    return this.copyOf().apply { sort() }
}

```

`Returns an array with all elements of this array sorted according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArray(): ULongArray {
    if
(isEmpty()) return this
    return this.copyOf().apply { sort() }
}

```

`Returns an array with all elements of this array sorted according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArray(): UByteArray {
    if
(isEmpty()) return this
    return this.copyOf().apply { sort() }
}

```

`Returns an array with all elements of this array sorted according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray {
    if
(isEmpty()) return this
    return this.copyOf().apply { sort() }
}

```

`Returns an array with all elements of this array sorted descending according to their natural sort order.`

```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArrayDescending():
UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

```

`Returns an array with all elements of this array sorted descending according to their natural sort order.`


```

ByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
IntArray.asUIntArray(): UIntArray {
    return UIntArray(this)
}

/**
 * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this
 */
array.
/**
 * Returns an array of type [UShortArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
LongArray.asULongArray(): ULongArray {
    return ULongArray(this)
}

/**
 * Returns an array of type [UShortArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ShortArray.asUShortArray(): UShortArray {
    return UShortArray(this)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UIntArray.contentEquals(other: UIntArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun ULongArray.contentEquals(other: ULongArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UByteArray.contentEquals(other: UByteArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UIntArray?.contentEquals(other: UIntArray?): Boolean {
    return this?.storage?.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun ULongArray?.contentEquals(other: ULongArray?): Boolean {
    return this?.storage?.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage?.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UShortArray?.contentEquals(other: UShortArray?): Boolean {
    return this?.storage?.contentEquals(other?.storage)
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid

```


the specified array as if it is [List].\n * \n * @sample
samples.collections.Arrays.ContentOperations.contentToString\n

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray?.contentToString(): String {\n    return this?.joinToString(", ", "[", "]") ?: "null"\n}\n\n/**\n * Returns a string representation of the contents of\n * the specified array as if it is [List].\n * \n * @sample\n * samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray?.contentToString(): String {\n    return this?.joinToString(", ", "[", "]") ?: "null"\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample\n * samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray?.contentToString(): String {\n    return this?.joinToString(", ", "[", "]") ?: "null"\n}\n\n/**\n * Copies this array or its subrange into the\n * [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even\n * specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy\n * to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive)\n * of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or\n * [IllegalArgumentException] when [startIndex]\n * or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws\n * IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified\n * [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the\n * [destination] array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n * UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):\n * UIntArray {\n *     storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n *     return\n * destination\n * }\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the\n * destination range.\n * \n * @param destination the array to copy to.\n * @param\n * destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the\n * beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the\n * subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or\n * [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex\n * > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array\n * starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n * ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):\n * ULongArray {\n *     storage.copyInto(destination.storage, destinationOffset, startIndex,\n *     endIndex)\n *     return destination\n * }\n\n/**\n * Copies this array or its subrange into the [destination] array and\n * returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so\n * that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param\n * destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the\n * beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the\n * subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or\n * [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex\n * > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array\n * starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices
```

range.\n * \n * @return the [destination] array.\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UByteArray {\n    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n    return
destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n *
It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the
[destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy,
0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n *
@throws IndexOutOfBoundsException
or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when
`startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the
[destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination]
array indices range.\n * \n * @return the [destination] array.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int =
size): UShortArray {\n    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n    return
destination\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.copyOfOf\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.copyOfOf():
UIntArray {\n    return UIntArray(storage.copyOfOf())\n}\n\n/**\n * Returns new array which is a copy of the
original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.copyOfOf(): ULongArray {\n    return ULongArray(storage.copyOfOf())\n}\n\n/**\n * Returns new array
which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.copyOfOf(): UByteArray {\n    return UByteArray(storage.copyOfOf())\n}\n\n/**\n * Returns new array
which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.copyOfOf(): UShortArray {\n    return UShortArray(storage.copyOfOf())\n}\n\n/**\n *
Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either
truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the
original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the
original array, the extra elements in the copy array are filled with zero values.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.copyOfOf(newSize: Int): UIntArray {\n    return UIntArray(storage.copyOfOf(newSize))\n}\n\n/**\n *
Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either
truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the
original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the
original array, the extra elements in the copy array are filled with zero values.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.copyOfOf(newSize: Int): ULongArray {\n    return ULongArray(storage.copyOfOf(newSize))\n}\n\n/**\n *
Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either
truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the
original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the
original array, the extra elements in the copy array are filled with zero values.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
```

```

UByteArray.copyOf(newSize: Int): UByteArray {\n  return UByteArray(storage.copyOf(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the
 * given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * - If
 * [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is
 * greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n
 * \n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.copyOf(newSize: Int): UShortArray {\n  return UShortArray(storage.copyOf(newSize))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start
 * of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws
 * IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
 * \n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {\n  return
UIntArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the
 * specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n *
 * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if
 * [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
 * IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
 * \n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {\n  return
ULongArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the
 * specified range of the original array.\n * \n * @param
 * fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n
 * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of
 * this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
 * \n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {\n  return
UByteArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the
 * specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n *
 * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if
 * [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
 * IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
 * \n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {\n  return
UShortArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Fills this array or its subrange with the
 * specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n *
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws
 * IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
 * \n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.fill(element: UInt, fromIndex:
 * Int = 0, toIndex: Int = size): Unit {\n  storage.fill(element.toInt(), fromIndex, toIndex)\n}\n\n/**\n * Fills this array
 * or its subrange with the specified [element] value.\n * \n * @param
 * fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range
 * (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less
 * than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is
 * greater than [toIndex].\n * \n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun
ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {\n  storage.fill(element.toLong(),
 * fromIndex, toIndex)\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n *

```

@param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * ^\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {\n storage.fill(element.toByte(), fromIndex, toIndex)\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * ^\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {\n storage.fill(element.toShort(), fromIndex, toIndex)\n}\n\n/**\n * Returns the range of valid indices for the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UIntArray.indices: IntRange\n get() = storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val ULongArray.indices: IntRange\n get() = storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UByteArray.indices: IntRange\n get() = storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UShortArray.indices: IntRange\n get() = storage.indices\n\n/**\n * Returns the last valid index for the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UIntArray.lastIndex: Int\n get() = storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val ULongArray.lastIndex: Int\n get() = storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UByteArray.lastIndex: Int\n get() = storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UShortArray.lastIndex: Int\n get() = storage.lastIndex\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.plus(element: UInt): UIntArray {\n return UIntArray(storage + element.toInt())\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.plus(element: ULong): ULongArray {\n return ULongArray(storage + element.toLong())\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.plus(element: UByte): UByteArray {\n return UByteArray(storage + element.toByte())\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.plus(element: UShort): UShortArray {\n return UShortArray(storage + element.toShort())\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {\n var index = size\n val result = storage.copyOf(size + elements.size)\n for (element in elements) result[index++] = element.toInt()\n return UIntArray(result)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {\n var index = size\n val result = storage.copyOf(size + elements.size)\n for (element in elements) result[index++] = element.toLong()\n return


```

UByteArray(result)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all
elements of the given [elements] collection.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {\n    var index = size\n    val result =
storage.copyOf(size + elements.size)\n    for (element in elements) result[index++] = element.toByte()\n
return UByteArray(result)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all
elements of the given [elements] collection.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {\n    var index = size\n    val result =
storage.copyOf(size + elements.size)\n    for (element in elements) result[index++] = element.toShort()\n    return
UShortArray(result)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all
elements of the given [elements] array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UIntArray.plus(elements: UIntArray): UIntArray {\n    return UIntArray(storage + elements.storage)\n}\n\n/**\n *
Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline operator fun ULongArray.plus(elements: ULongArray): ULongArray {\n    return ULongArray(storage +
elements.storage)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements
of the given [elements] array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UByteArray.plus(elements: UByteArray): UByteArray {\n    return UByteArray(storage +
elements.storage)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements
of the given [elements] array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UShortArray.plus(elements: UShortArray): UShortArray {\n    return UShortArray(storage +
elements.storage)\n}\n\n/**\n * Sorts the array in-place.\n */\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun UIntArray.sort(): Unit {\n    if (size > 1) sortArray(this, 0, size)\n}\n\n/**\n * Sorts the array in-place.\n */\n * \n *
@sample samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun ULongArray.sort(): Unit {\n    if (size > 1)
sortArray(this, 0, size)\n}\n\n/**\n * Sorts the array in-place.\n */\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun UByteArray.sort(): Unit {\n    if (size > 1) sortArray(this, 0, size)\n}\n\n/**\n * Sorts the array in-place.\n */\n * \n *
@sample samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun UShortArray.sort(): Unit {\n    if (size > 1)
sortArray(this, 0, size)\n}\n\n/**\n * Sorts a range in the array in-place.\n */\n * \n * @param fromIndex the start of the
range (inclusive) to sort, 0 by default.\n * @param toIndex the end of
the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if
[fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sort(fromIndex: Int = 0, toIndex:
Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArray(this, fromIndex,
toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n */\n * \n * @param fromIndex the start of the range
(inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by
default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n * \n *
@sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArray(this,

```

```

fromIndex, toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the
range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array
by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater
than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n *
@sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex,
size)\n    sortArray(this, fromIndex, toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param
fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range
(exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is
less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if
[fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArray(this,
fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are
sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive)
to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortDescending(fromIndex: Int,
toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of
the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort
order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range
(exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is
greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic
fun ULongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The
elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the
range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortDescending(fromIndex:
Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements
of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort
order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range
(exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is
greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortDescending(fromIndex:
Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}\n\n/**\n * Returns an
array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation\n * of the
corresponding element of this array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.toByteArray(): ByteArray {\n    return storage.copyOf()\n}\n\n/**\n * Returns an array of type
[IntArray], which is a copy of this array where each element is a signed
reinterpretation\n * of the corresponding element of this array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.toIntArray(): IntArray {\n    return storage.copyOf()\n}\n\n/**\n * Returns an array of type [LongArray],

```

which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes kotlin.internal.InlineOnly public inline fun
UIntArray.toLongArray(): LongArray {
    return storage.copyOf()
}

```

Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes kotlin.internal.InlineOnly public inline fun
UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

```

Returns a typed object array containing all of the elements of this primitive array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes public fun
UIntArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] }
}

```

Returns a typed object array containing all of the elements of this primitive array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes public fun
UIntArray.toTypedArray(): Array<ULong> {
    return Array(size) { index -> this[index] }
}

```

Returns a typed object array containing all of the elements of this primitive array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes public fun
UByteArray.toTypedArray(): Array<UByte> {
    return Array(size) { index -> this[index] }
}

```

Returns a typed object array containing all of the elements of this primitive array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes public fun
UShortArray.toTypedArray(): Array<UShort> {
    return Array(size) { index -> this[index] }
}

```

Returns an array of UByte containing all of the elements of this generic array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes public fun
Array<out UByte>.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
}

```

Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes kotlin.internal.InlineOnly public inline fun
ByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

```

Returns an array of UInt containing all of the elements of this generic array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes public fun
Array<out UInt>.toUIntArray(): UIntArray {
    return UIntArray(size) { index -> this[index] }
}

```

Returns an array of type [UIntArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes kotlin.internal.InlineOnly public inline fun
IntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())
}

```

Returns an array of ULong containing all of the elements of this generic array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes public fun
Array<out ULong>.toULongArray(): ULongArray {
    return ULongArray(size) { index -> this[index] }
}

```

Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes kotlin.internal.InlineOnly public inline fun
LongArray.toULongArray(): ULongArray {
    return ULongArray(this.copyOf())
}

```

Returns an array of UShort containing all of the elements of this generic array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes public fun
Array<out UShort>.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
}

```

Returns an array of type [UShortArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

```

* Since Kotlin("1.3") ExperimentalUnsignedTypes kotlin.internal.InlineOnly public inline fun
ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
}

```

Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to

each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 @sample samples.collections.Collections.Transformations.associateWith
 *
 @SinceKotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun <V> UIntArray.associateWith(valueSelector: (UInt) -> V): Map<UInt, V> {
 val result = LinkedHashMap<UInt, V>(mapCapacity(size).coerceAtLeast(16))
 return associateWithTo(result, valueSelector)
 }
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 @sample samples.collections.Collections.Transformations.associateWith
 *
 @SinceKotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun <V> ULongArray.associateWith(valueSelector: (ULong) -> V): Map<ULong, V> {
 val result = LinkedHashMap<ULong, V>(mapCapacity(size).coerceAtLeast(16))
 return associateWithTo(result, valueSelector)
 }
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 @sample samples.collections.Collections.Transformations.associateWith
 *
 @SinceKotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun <V> UByteArray.associateWith(valueSelector: (UByte) -> V): Map<UByte, V> {
 val result = LinkedHashMap<UByte, V>(mapCapacity(size).coerceAtLeast(16))
 return associateWithTo(result, valueSelector)
 }
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 @sample samples.collections.Collections.Transformations.associateWith
 *
 @SinceKotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun <V> UShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {
 val result = LinkedHashMap<UShort, V>(mapCapacity(size).coerceAtLeast(16))
 return associateWithTo(result, valueSelector)
 }
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 @sample samples.collections.Collections.Transformations.associateWithTo
 *
 @SinceKotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun <V, M : MutableMap<in UInt, in V>> UIntArray.associateWithTo(destination: M, valueSelector: (UInt) -> V): M {
 for (element in this) {
 destination.put(element, valueSelector(element))
 }
 return destination
 }
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 @sample samples.collections.Collections.Transformations.associateWithTo
 *
 @SinceKotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun <V, M : MutableMap<in ULong, in V>> ULongArray.associateWithTo(destination: M, valueSelector: (ULong) -> V): M {
 for (element in this) {
 destination.put(element, valueSelector(element))
 }
 return destination
 }
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 @sample samples.collections.Collections.Transformations.associateWithTo
 *
 @SinceKotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun <V, M :

```

MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {\n
for (element in this) {\n    destination.put(element, valueSelector(element))\n    }\n return
destination}\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element
of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied
to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n *
@sample samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <V, M : MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector:
(UShort) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n
return destination}\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function
being invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(),
transform)\n}\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {\n    return
flatMapTo(ArrayList<R>(), transform)\n}\n}\n\n/**\n * Returns a single list of all elements yielded from results of
[transform] function being invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(),
transform)\n}\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R>
{\n    return flatMapTo(ArrayList<R>(), transform)\n}\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.flatMapIndexed(transform: (index: Int, UInt) -> Iterable<R>): List<R> {\n    return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <R> ULongArray.flatMapIndexed(transform: (index: Int, ULong) -> Iterable<R>): List<R> {\n    return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {\n    return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n}\n\n/**\n * Returns a single list of all elements yielded from

```

```

results of [transform] function being invoked on each element\n * and its index in the original
array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.flatMapIndexed(transform: (index: Int, UShort) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UIntArray.flatMapIndexedTo(destination: C, transform: (index: Int, UInt) ->
Iterable<R>): C {\n var index = 0\n for (element in this)
{\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index
in the original array, to the given [destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> ULongArray.flatMapIndexedTo(destination: C, transform: (index: Int, ULong) ->
Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n
destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapIndexedTo(destination: C, transform: (index: Int,
UByte) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++,
element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, UShort) ->
Iterable<R>): C {\n var index = 0\n
for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return
destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each
element of original array, to the given [destination].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {\n for
(element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return
destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each
element of original array, to the given [destination].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>):
C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return
destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each
element of original array, to the given [destination].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {\n for

```

```

(element in this) {\n    val list = transform(element)\n    destination.addAll(list)\n } \n return
destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each
element of original array, to the given [destination].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort)
-> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n
}\n    return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given
[keySelector] function\n * applied to each element and returns a map where each group key is associated with a list
of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from
the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K>
UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {\n    return groupByTo(LinkedHashMap<K,
MutableList<UInt>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the
given [keySelector] function\n * applied to each element and returns a map where each group key is associated
with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K>
ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {\n    return
groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)\n}\n\n/**\n * Groups elements of the
original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map
where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the
entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupBy\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K>
UByteArray.groupBy(keySelector:
(UByte) -> K): Map<K, List<UByte>> {\n    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(),
keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector]
function\n * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K>
UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {\n    return
groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)\n}\n\n/**\n * Groups values returned by
the [valueTransform] function applied to each element of the original array\n * by the key returned by the given
[keySelector] function applied to the element\n
* and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned
map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V>
UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {\n    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V>
ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {\n    return

```

groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n\n\n**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {\n    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {\n    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<UInt>() }\n        list.add(element)\n    }\n    return destination\n}\n\n**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<ULong>() }\n        list.add(element)\n    }\n    return destination\n}\n\n**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M : MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<UByte>() }\n        list.add(element)\n    }\n    return destination\n}\n\n**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M : MutableMap<in K, MutableList<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<UShort>() }\n        list.add(element)\n    }\n    return destination\n}\n\n**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key
```


associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
```

```

inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size),
transform)\n}\n\n/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and
the element itself
 * and returns the result of the transform applied to the element.
\n
 *
\n@SinceKotlin("1.3")
\n@ExperimentalUnsignedTypes
\n@kotlin.internal.InlineOnly
\npublic inline fun <R>
UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {
    return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**
 * Returns a list containing the results of applying the
given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function
that takes the index of an element and the element itself
 * and returns the result of the transform applied to the
element.
\n
 *
\n@SinceKotlin("1.3")
\n@ExperimentalUnsignedTypes
\n@kotlin.internal.InlineOnly
\npublic inline
fun <R> ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R> {
    return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**
 * Returns a list containing the results of applying the
given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function
that takes the index of an element and the element itself
 * and returns the result of the transform applied to the
element.
\n
 *
\n@SinceKotlin("1.3")
\n@ExperimentalUnsignedTypes
\n@kotlin.internal.InlineOnly
\npublic inline
fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
    return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**
 * Returns a list containing the results of applying the
given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function
that takes the index of an
element and the element itself
 * and returns the result of the transform applied to the element.
\n
 *
\n@SinceKotlin("1.3")
\n@ExperimentalUnsignedTypes
\n@kotlin.internal.InlineOnly
\npublic inline fun <R>
UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {
    return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**
 * Applies the given [transform] function to each
element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
\n
 *
\n@SinceKotlin("1.3")
\n@ExperimentalUnsignedTypes
\n@kotlin.internal.InlineOnly
\npublic inline fun <R, C :
MutableCollection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
    var
index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}\n\n/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
\n
 *
\n@SinceKotlin("1.3")
\n@ExperimentalUnsignedTypes
\n@kotlin.internal.InlineOnly
\npublic inline fun <R, C :
MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var
index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return
destination
}\n\n/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an
element and the element itself
 * and returns the result of the transform applied to the element.
\n
 *
\n@SinceKotlin("1.3")
\n@ExperimentalUnsignedTypes
\n@kotlin.internal.InlineOnly
\npublic
inline fun <R, C : MutableCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int,
UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return
destination
}\n\n/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an
element and the element itself
 * and returns the result of the transform applied to the element.
\n
 *
\n@SinceKotlin("1.3")
\n@ExperimentalUnsignedTypes
\n@kotlin.internal.InlineOnly
\npublic inline fun <R, C :
MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var
index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return
destination
}\n\n/**
 * Applies the given [transform]

```

```

function to each element of the original array\n * and appends the results to the given [destination].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {\n  for (item in this)\n  destination.add(transform(item))\n  return destination\n}\n\n/**\n * Applies the given [transform] function to each
element of the original array\n * and appends the results to the given [destination].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {\n  for (item in
this)\n  destination.add(transform(item))\n  return destination\n}\n\n/**\n * Applies the given [transform]
function to each element of the original array\n * and appends the results to the given [destination].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {\n
for (item in this)\n  destination.add(transform(item))\n  return destination\n}\n\n/**\n * Applies the given
[transform] function to each element of the original array\n * and appends the results to the given [destination].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {\n  for (item in
this)\n  destination.add(transform(item))\n  return destination\n}\n\n/**\n * Returns a lazy [Iterable] that wraps
each element of the original array\n * into an [IndexedValue] containing the index of that element and the element
itself.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.withIndex():
Iterable<IndexedValue<UInt>>\n
{\n  return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the
original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.withIndex():
Iterable<IndexedValue<ULong>> {\n  return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable]
that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the
element itself.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.withIndex():
Iterable<IndexedValue<UByte>> {\n  return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable]
that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the
element itself.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.withIndex():
Iterable<IndexedValue<UShort>>\n
{\n  return IndexingIterable { iterator() }\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n
*\n * @sample samples.collections.Collections.Aggregates.all\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.all(predicate: (UInt) -> Boolean): Boolean {\n  for (element in this) if (!predicate(element)) return
false\n  return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.all\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.all(predicate: (ULong) -> Boolean): Boolean {\n  for (element in this) if (!predicate(element)) return
false\n  return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.all\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {\n  for (element in this) if
(!predicate(element)) return false\n  return true\n}\n\n/**\n * Returns `true` if all elements match the given
[predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.all(predicate: (UShort) -> Boolean): Boolean {\n  for (element in this) if (!predicate(element)) return
false\n  return true\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample
samples.collections.Collections.Aggregates.any\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

```

```

UIntArray.any(): Boolean {
    return storage.any()
}
Returns `true` if array has at least one element.
@sample samples.collections.Collections.Aggregates.any()
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.any(): Boolean {
    return storage.any()
}
Returns `true` if array has at least one
element.
@sample samples.collections.Collections.Aggregates.any()
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.any(): Boolean {
    return storage.any()
}
Returns `true` if array has at least one
element.
@sample samples.collections.Collections.Aggregates.any()
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.any(): Boolean {
    return storage.any()
}
Returns `true` if at least one element matches
the given [predicate].
@sample samples.collections.Collections.Aggregates.anyWithPredicate()
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return
    true
    return false
}
Returns `true` if at least one element matches the given [predicate].
@sample samples.collections.Collections.Aggregates.anyWithPredicate()
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return
    true
    return false
}
Returns `true` if at least one element matches the given [predicate].
@sample samples.collections.Collections.Aggregates.anyWithPredicate()
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return
    true
    return false
}
Returns `true` if at least one element
matches the given [predicate].
@sample samples.collections.Collections.Aggregates.anyWithPredicate()
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return
    true
    return false
}
Returns the number of elements matching the given [predicate].
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if
    (predicate(element)) ++count
    return count
}
Returns the number of elements matching the given
[predicate].
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public
inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if
    (predicate(element)) ++count
    return count
}
Returns the number of elements matching the given [predicate].
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if
    (predicate(element)) ++count
    return count
}
Returns the number of elements matching the given
[predicate].
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public
inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if
    (predicate(element)) ++count
    return count
}
Accumulates value starting with [initial] value and
applying [operation] from left to right
to current accumulator value and each element.
Returns the
specified [initial] value if the array is empty.
@param [operation] function that takes current accumulator
value and an element,
and calculates the next accumulator value.
^SinceKotlin("1.3")
ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this)
    accumulator = operation(accumulator, element)
    return accumulator
}
Accumulates value starting
with [initial] value and applying [operation] from left to right
to current accumulator value and each element.
Returns the specified [initial] value if the array is empty.
@param [operation] function that takes

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current accumulator value and an element, and calculates the next accumulator value.\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUByteArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {\n    var accumulator = initial\n    for (element in\n        this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n\n/**\n
```

* Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {\n    var accumulator = initial\n    for (element in\n        this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n\n/**\n * Accumulates value\n * starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each\n * element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that\n * takes current accumulator value and an element, and calculates\n * the next accumulator value.\n
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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUShortArray.fold(initial: R, operation: (acc: R, UShort) -> R): R {\n    var accumulator = initial\n    for (element in\n        this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n\n/**\n * Accumulates value\n * starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each\n * element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that\n * takes the index of an element, current accumulator value\n * and the element\n * itself, and calculates the next accumulator value.\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {\n    var index = 0\n    var\n        accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current\n * accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value\n * if the array is empty.\n * \n * @param [operation] function that\n * takes the index of an element, current accumulator\n * value\n * and the element itself, and calculates the next accumulator value.\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {\n    var index = 0\n    var\n        accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return\n        accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to\n * right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified\n * [initial] value if the array is empty.\n * \n * @param [operation] function that\n * takes the index of an element, current\n * accumulator value\n * and the element itself, and calculates the next accumulator value.\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): R {\n    var index = 0\n    var\n        accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return\n        accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to\n * right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the\n * specified [initial] value if the array is empty.\n * \n * @param [operation] function that\n * takes the index\n * of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): R {\n    var index = 0\n    var\n        accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return\n        accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to\n * right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the\n * specified [initial] value if the array is empty.\n * \n * @param [operation] function that\n * takes the index\n * of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n
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accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {\n
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    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator =\n        operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {\n    var index = lastIndex\n    var\n    accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {\n    var index = lastIndex\n    var\n    accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n
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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {\n    var index = lastIndex\n    var\n    accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {\n    var index = lastIndex\n    var\n    accumulator =\n    initial\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {\n    var index =\n    lastIndex\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(index, get(index),\n        accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {\n    var index =\n    lastIndex\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(index, get(index),\n        accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator
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value, and calculates the next accumulator value.\n

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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {\n  var index =
lastIndex\n  var accumulator = initial\n  while (index >= 0) {\n    accumulator = operation(index, get(index),
accumulator)\n    --index\n  }\n  return accumulator\n}\n\n**\n * Accumulates value starting with [initial]
value and applying [operation] from right to left\n * to each element with its index in the original array and current
accumulator value.\n
 * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the
index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator
value.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
<R> UShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {\n  var index =
lastIndex\n  var accumulator = initial\n  while (index >= 0) {\n    accumulator = operation(index, get(index),
accumulator)\n    --index\n  }\n  return accumulator\n}\n\n**\n * Performs the given [action] on each
element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun UIntArray.forEach(action: (UInt) -> Unit): Unit {\n  for (element in this) action(element)\n}\n\n**\n *
Performs the given [action] on each element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {\n  for (element in this)
action(element)\n}\n\n**\n * Performs the given [action] on each element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.forEach(action: (UByte) -> Unit): Unit {\n  for (element in this) action(element)\n}\n\n**\n *
Performs the given [action] on each element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.forEach(action: (UShort) -> Unit): Unit {\n  for (element in this) action(element)\n}\n\n**\n *
Performs the given [action] on each element, providing sequential index with the element.\n * @param [action]
function that takes the index of an element and the element itself\n * and performs the action on the element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {\n  var index = 0\n  for (item in this)
action(index++, item)\n}\n\n**\n * Performs the given [action] on each element, providing sequential index with
the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs
the action on the element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {\n  var index = 0\n  for (item in this)
action(index++, item)\n}\n\n**\n * Performs the given [action] on each element, providing sequential index with
the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs
the action on the element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.forEachIndexed(action: (index: Int,
UByte) -> Unit): Unit {\n  var index = 0\n  for (item in this) action(index++, item)\n}\n\n**\n * Performs the
given [action] on each element, providing sequential index with the element.\n * @param [action] function that
takes the index of an element and the element itself\n * and performs the action on the element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {\n  var index = 0\n  for (item in this)
action(index++, item)\n}\n\n**\n * Returns the largest element.\n * \n * @throws NoSuchElementException if the
array is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
UIntArray.max(): UInt {\n  if (isEmpty()) throw NoSuchElementException()\n  var max = this[0]\n  for (i in
1..lastIndex) {\n    val e = this[i]\n    if (max < e) max =

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e\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * @throws NoSuchElementException if the
array is empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
ULongArray.max(): ULong {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i
in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the
largest element.\n * \n * @throws NoSuchElementException if the array is empty.\n
*/\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
UByteArray.max(): UByte {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i
in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest
element.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*/\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
UShortArray.max(): UShort {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i
in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the first
element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is
empty.\n * \n * @sample samples.collections.Collections.Aggregates.maxBy\n
*/\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt {\n if (isEmpty())
throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex
== 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n
val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return
maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws
NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.maxBy\n
*/\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong {\n if
(isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e =
this[i]\n
val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return
maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws
NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.maxBy\n
*/\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte {\n if
(isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e =
this[i]\n
val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n
return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws
NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.maxBy\n
*/\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow-

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U)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("\nCONFLICTING_OVERLOADS\n")\npublic inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort {\n    if\n    (isEmpty()) throw NoSuchElementException()\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if\n    (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e =\n        this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or\n * `null` if there are no elements.\n *\n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {\n    if (isEmpty()) return null\n    var\n    maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var\n    maxValue =\n    selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v)\n        {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n/**\n * Returns the first\n * element yielding the largest value of the given function or `null` if there are\n * no elements.\n *\n * @sample\n * samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.maxByOrNull(selector: (ULong) -> R): ULong?\n    {\n    if (isEmpty()) return null\n    var\n    maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0)\n    return\n    maxElem\n    var\n    maxValue =\n    selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v\n        =\n        selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return\n    maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are\n * no elements.\n *\n * @sample\n * samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte?\n    {\n    if (isEmpty()) return null\n    var\n    maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var\n    maxValue =\n    selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val\n        v =\n        selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return\n    maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are\n * no elements.\n *\n * @sample\n * samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxByOrNull(selector: (UShort) -> R): UShort?\n    {\n    if (isEmpty()) return null\n    var\n    maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var\n    maxValue =\n    selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v)\n        {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n/**\n * Returns the largest\n * value among all values produced by [selector] function\n * applied to each\n * element in the array.\n *\n * If any of values produced by [selector] function is `NaN`, the returned result is\n * `NaN`.\n *\n * @throws\n * NoSuchElementException if the array is empty.\n *\n * @sample\n * samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n    UIntArray.maxOf(selector: (UInt) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var\n    maxValue =\n    selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue =\n        maxOf(maxValue, v)\n    }\n    return\n    maxValue\n}\n\n/**\n * Returns the largest value among all values produced\n * by [selector] function\n * applied to each element in the array.\n *\n * If any of values produced by [selector]\n * function is `NaN`, the returned result is `NaN`.\n *\n * @throws\n * NoSuchElementException if the array is empty.\n *\n * @sample\n * samples.collections.Collections.Aggregates.maxOf\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic\n    inline fun\n    ULongArray.maxOf(selector: (ULong) -> Double): Double {\n    if (isEmpty()) throw\n    NoSuchElementException()\n    var\n    maxValue =\n    selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =

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selector(this[i])\n    maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the
largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If
any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.maxOf(selector: (UByte) -> Double): Double {\n    if
(isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n
val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.maxOf(selector: (UShort) -> Double): Double {\n    if (isEmpty()) throw
NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n    val v =
selector(this[i])\n    maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.maxOf(selector: (UInt) -> Float): Float {\n    if (isEmpty()) throw
NoSuchElementException()\n    var
maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue =
maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.maxOf(selector: (ULong) -> Float): Float {\n    if (isEmpty()) throw
NoSuchElementException()\n    var
maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue =
maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
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inline fun UByteArray.maxOf(selector: (UByte) -> Float): Float {\n    if (isEmpty()) throw
NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n    val v =
selector(this[i])\n    maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.maxOf(selector: (UShort) -> Float): Float {\n    if (isEmpty()) throw
NoSuchElementException()\n    var
maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n    val v = selector(this[i])\n

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    maxValue = maxOf(maxValue, v)\n    } \n    return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UIntArray.maxOf(selector: (UInt) -> R): R {\n    if (isEmpty()) throw
NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =
selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> ULongArray.maxOf(selector: (ULong) -> R): R {\n    if (isEmpty()) throw
NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =
selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R {\n    if (isEmpty()) throw
NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =
selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.maxOfOrNull(selector: (UInt) -> Double): Double? {\n    if (isEmpty()) return null\n    var maxValue =
selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector]
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maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue =
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values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

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ByteArray.maxOrNull(selector: (UByte) -> Double): Double? {\n  if (isEmpty()) return null\n  var maxValue
= selector(this[0])\n
  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n  }\n  return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
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is `NaN`, the returned result is `NaN`.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.maxOrNull(selector: (UShort) -> Double): Double? {\n  if (isEmpty()) return null\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue =
maxOf(maxValue, v)\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
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*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.maxOrNull(selector: (UInt) -> Float): Float? {\n  if (isEmpty()) return null\n  var maxValue =
selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n
  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n *
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.maxOrNull(selector: (ULong) -> Float): Float? {\n  if (isEmpty()) return null\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue =
maxOf(maxValue, v)\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.maxOrNull(selector: (UByte) -> Float): Float? {\n  if (isEmpty()) return null\n  var maxValue =
selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n
    maxValue = maxOf(maxValue, v)\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all
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UShortArray.maxOrNull(selector: (UShort) -> Float): Float? {\n  if (isEmpty()) return null\n  var maxValue =
selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n
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applied to each element in the array or `null` if there are no elements.\n
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> UIntArray.maxOrNull(selector: (UInt) -> R): R? {\n  if (isEmpty()) return
null\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(maxValue < v) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value
among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no
elements.\n
*/

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.maxOrNull(selector: (ULong) -> R): R? {\n    if (isEmpty()) return null\n    var\n    maxValue = selector(this[0])\n
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    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxOrNull(selector: (UByte) -> R): R? {\n    if (isEmpty()) return null\n    var\n    maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values\n * produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
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```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUIntArray.maxOfWith(comparator: Comparator<in R>,\n    selector: (UInt) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue =\n    selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue,\n        v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value\n * according to the provided [comparator]\n * among all values produced by [selector] function applied to each\n * element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nULongArray.maxOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {\n    if (isEmpty()) throw\n    NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =\n        selector(this[i])\n        if (comparator.compare(maxValue,\n        v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value\n * according to the provided [comparator]\n * among all values produced by [selector] function applied to each\n * element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
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```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUShortArray.maxOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {\n    if (isEmpty()) throw
```

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NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =
selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
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inline fun <R> UIntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {\n    if
(isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =
selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return
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(comparator.compare(maxValue, v) < 0) {\n                maxValue = v\n            }\n        }\n    return maxValue\n}\n\n/**\n * Returns the largest value according to the
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*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {\n    if (isEmpty())
return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value according to the
provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or
`null` if there are no elements.\n
*\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {\n    if (isEmpty())
return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n
*\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.maxOrNull(): UInt? {\n    if
(isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(max < e) max = e\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no
elements.\n
*\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.maxOrNull():
ULong? {\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(max < e) max = e\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no
elements.\n
*\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.maxOrNull():
UByte? {\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(max < e) max = e\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n
*\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.maxOrNull(): UShort? {\n    if
(isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(max < e) max = e\n    }\n    return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n
*\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun

```

```

UIntArray.maxWith(comparator: Comparator<in UInt>): UInt {
    if (isEmpty()) throw NoSuchElementException()
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
// Returns the first element having the largest value according to the provided [comparator].
// @throws NoSuchElementException if the array is empty.
// Since Kotlin 1.7
// kotlin.jvm.JvmName("maxWithOrThrow-
U")
// ExperimentalUnsignedTypes
// Suppress("CONFLICTING_OVERLOADS")
public fun
ULongArray.maxWith(comparator:
    Comparator<in ULong>): ULong {
    if (isEmpty()) throw NoSuchElementException()
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
// Returns the first element having the largest value according to the provided [comparator].
// @throws NoSuchElementException if the array is empty.
// Since Kotlin 1.7
// kotlin.jvm.JvmName("maxWithOrThrow-
U")
// ExperimentalUnsignedTypes
// Suppress("CONFLICTING_OVERLOADS")
public fun
UByteArray.maxWith(comparator: Comparator<in UByte>): UByte {
    if (isEmpty()) throw
    NoSuchElementException()
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
// Returns the first element having the largest value according to the provided [comparator].
// @throws NoSuchElementException if the array is empty.
// Since Kotlin 1.7
// kotlin.jvm.JvmName("maxWithOrThrow-
U")
// ExperimentalUnsignedTypes
// Suppress("CONFLICTING_OVERLOADS")
public
fun UShortArray.maxWith(comparator: Comparator<in UShort>): UShort {
    if (isEmpty()) throw
    NoSuchElementException()
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
// Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
// Since Kotlin 1.4
// ExperimentalUnsignedTypes
public fun UIntArray.maxWithOrNull(comparator:
    Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
// Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
// Since Kotlin 1.4
// ExperimentalUnsignedTypes
public fun
ULongArray.maxWithOrNull(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
// Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
// Since Kotlin 1.4
// ExperimentalUnsignedTypes
public fun
UByteArray.maxWithOrNull(comparator:
    Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
// Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
// Since Kotlin 1.4
// ExperimentalUnsignedTypes
public
fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
// Returns the smallest element.
// @throws NoSuchElementException if the array is empty.
// Since Kotlin 1.7
// kotlin.jvm.JvmName("minOrThrow-
U")
// ExperimentalUnsignedTypes
// Suppress("CONFLICTING_OVERLOADS")
public fun
UIntArray.min(): UInt {
    if (isEmpty()) throw NoSuchElementException()
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
// Returns the smallest element.
// @throws NoSuchElementException if the array is empty.
// Since Kotlin 1.7
// kotlin.jvm.JvmName("minOrThrow-
U")
// ExperimentalUnsignedTypes
// Suppress("CONFLICTING_OVERLOADS")
public fun
ULongArray.min(): ULong

```

```

    {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e
= this[i]\n if (min > e) min = e\n } \n return min\n}\n\n/**\n * Returns the smallest element.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*\n*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
UByteArray.min(): UByte {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in
1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n } \n return min\n}\n\n/**\n * Returns the smallest
element.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
UShortArray.min(): UShort {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n
for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n } \n return min\n}\n\n/**\n * Returns
the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the
array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy\n
*\n*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R): UInt {\n if (isEmpty())
throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex ==
0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val
v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n } \n } \n return
minElem\n}\n\n/**\n * Returns the
first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the
array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy\n
*\n*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> ULongArray.minBy(selector: (ULong) -> R): ULong {\n if
(isEmpty()) throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e =
this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n } \n } \n
return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n
* @throws NoSuchElementException if the array is empty.\n
* \n * @sample samples.collections.Collections.Aggregates.minBy\n
*\n*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte {\n if
(isEmpty()) throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e =
this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n } \n } \n
return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n
* @throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.minBy\n
*\n*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic
inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort {\n if (isEmpty()) throw
NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0)
return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v =
selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n } \n } \n return
minElem\n}\n\n/**\n * Returns the

```



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minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there
are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UIntArray.minByOrNull(selector: (UInt) -> R): UInt? {\n if (isEmpty()) return null\n var
minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue =
selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v)
{\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first
element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> ULongArray.minByOrNull(selector: (ULong) -> R): ULong? {\n if (isEmpty()) return null\n
var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue =
selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v)
{\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first
element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {\n if (isEmpty()) return null\n
var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue =
selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v)
{\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first
element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {\n if (isEmpty()) return null\n
var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue =
selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v)
{\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the smallest
value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.minOf(selector: (UInt) -> Double): Double {\n if (isEmpty()) throw
NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest
value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.minOf(selector: (ULong) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n
var minValue
= selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue,
v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector]
function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`,
the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.minOf(selector: (UByte) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n
var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue =
minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by
 [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.minOf(selector: (UShort) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n
var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue =
minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.minOf(selector: (UInt) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var
minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue =
minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.minOf(selector:
 (ULong) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue =
selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n
}\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n *
applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned
result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.minOf(selector: (UByte) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var
minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue =
minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector]
function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`,
the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.minOf(selector: (UShort) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n
var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue =
minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the
array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
 Comparable<R>> UIntArray.minOf(selector: (UInt) -> R): R {\n    if (isEmpty()) throw
NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =

```

```

selector(this[i])\n    if (minValue > v) {\n        minValue = v\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.minOf(selector: (ULong) -> R): R {\n    if (isEmpty())\n        throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.minOf(selector: (UByte) -> R): R {\n    if (isEmpty())\n        throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.minOf(selector: (UShort) -> R): R {\n    if (isEmpty())\n        throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.minOfOrNull(selector: (UInt) -> Double): Double? {\n    if (isEmpty())\n        return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.minOfOrNull(selector: (ULong) -> Double): Double? {\n    if (isEmpty())\n        return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.minOfOrNull(selector: (UByte) -> Double): Double? {\n    if (isEmpty())\n        return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array

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or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.minOrNull(selector: (UShort) -> Double): Double? {\n  if (isEmpty()) return null\n  var minValue
= selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    minValue = minOf(minValue, v)\n  }\n  return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun
UIntArray.minOrNull(selector: (UInt) -> Float): Float? {\n  if (isEmpty()) return null\n  var
minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    minValue =
minOf(minValue, v)\n  }\n  return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.minOrNull(selector: (ULong) -> Float): Float? {\n  if (isEmpty()) return null\n  var minValue =
selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    minValue = minOf(minValue, v)\n  }\n  return minValue\n}\n\n/**\n * Returns the smallest value among all
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UIntArray.minOrNull(selector: (UInt) -> R): R? {\n  if (isEmpty())
return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(minValue > v) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n\n/**\n * Returns the smallest value
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> ULongArray.minOrNull(selector: (ULong) -> R): R? {\n  if (isEmpty()) return null\n  var
minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (minValue > v) {\n
minValue = v\n    }\n  }\n  return minValue\n}\n\n/**\n * Returns the smallest value among all values

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produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n

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```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUIntArray.minOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {\n    if (isEmpty()) throw\n    NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =\n        selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws\n    NoSuchElementException if the array is empty.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic\n    inline fun <R> UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {\n        if\n        (isEmpty()) throw NoSuchElementException()\n        var minValue = selector(this[0])\n        for (i in 1..lastIndex) {\n            val v = selector(this[i])\n            if (comparator.compare(minValue, v) > 0) {\n                minValue = v\n            }\n        }\n        return\n        minValue\n    }\n\n    /**\n     * Returns the smallest value according to the provided [comparator]\n     * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
```

```

UIntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {\n  if (isEmpty()) return
null\n  var minValue = selector(this[0])\n  for
(i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (comparator.compare(minValue, v) > 0) {\n
minValue = v\n    }\n  }\n  return minValue\n}\n\n/**\n * Returns the smallest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if
there are no elements.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {\n  if (isEmpty())
return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(comparator.compare(minValue, v) > 0) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n\n/**\n *
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function
applied to each element in the array or `null` if there are no
elements.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {\n  if (isEmpty())
return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if
(comparator.compare(minValue, v) > 0) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n\n/**\n *
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*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <R> UShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {\n
if (isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v =
selector(this[i])\n    if (comparator.compare(minValue, v) > 0) {\n      minValue = v\n    }\n  }\n  return
minValue\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n
*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.minOrNull(): UInt? {\n  if
(isEmpty()) return null\n  var min = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (min > e) min =
e\n  }\n  return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n
*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.minOrNull(): ULong? {\n  if
(isEmpty()) return null\n
var min = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (min > e) min = e\n  }\n  return
min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n
*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.minOrNull(): UByte? {\n  if
(isEmpty()) return null\n  var min = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (min > e) min =
e\n  }\n  return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n
*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.minOrNull(): UShort? {\n  if
(isEmpty()) return null\n  var min = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (min > e) min =
e\n  }\n  return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided
[comparator].\n * @throws NoSuchElementException if the array is empty.\n
*/\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic
fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt {\n  if (isEmpty()) throw
NoSuchElementException()\n  var min = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if
(comparator.compare(min, e) > 0) min = e\n  }\n  return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator].\n * @throws NoSuchElementException if the array is
empty.\n
*/\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow-

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U)\n\n@ExperimentalUnsignedTypes\n\n@Suppress(\`CONFLICTING_OVERLOADS\`)\n\npublic fun
ULongArray.minWith(comparator: Comparator<in ULong>): ULong {\n  if (isEmpty()) throw
NoSuchElementException()\n  var min = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if
(comparator.compare(min, e) > 0) min = e\n  }\n  return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator].\n * \n * @throws
NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin(\`1.7\`)\n\n@kotlin.jvm.JvmName(\`minWithOrThrow-
U\`)\n\n@ExperimentalUnsignedTypes\n\n@Suppress(\`CONFLICTING_OVERLOADS\`)\n\npublic fun
UByteArray.minWith(comparator: Comparator<in UByte>): UByte {\n  if (isEmpty()) throw
NoSuchElementException()\n  var min = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if
(comparator.compare(min, e) > 0) min = e\n  }\n  return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n */\n\n@SinceKotlin(\`1.7\`)\n\n@kotlin.jvm.JvmName(\`minWithOrThrow-
U\`)\n\n@ExperimentalUnsignedTypes\n\n@Suppress(\`CONFLICTING_OVERLOADS\`)\n\npublic fun
UShortArray.minWith(comparator: Comparator<in UShort>): UShort {\n  if (isEmpty()) throw
NoSuchElementException()\n\n  var min = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(min, e) > 0) min =
e\n  }\n  return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided
[comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin(\`1.4\`)\n\n@ExperimentalUnsignedTypes\n\npublic fun UIntArray.minWithOrNull(comparator:
Comparator<in UInt>): UInt? {\n  if (isEmpty()) return null\n  var min = this[0]\n  for (i in 1..lastIndex) {\n
val e = this[i]\n    if (comparator.compare(min, e) > 0) min = e\n  }\n  return min\n}\n\n/**\n * Returns the first
element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin(\`1.4\`)\n\n@ExperimentalUnsignedTypes\n\npublic fun ULongArray.minWithOrNull(comparator:
Comparator<in ULong>): ULong? {\n  if (isEmpty()) return null\n  var min = this[0]\n  for (i in 1..lastIndex) {\n
val
  val
  e = this[i]\n    if (comparator.compare(min, e) > 0) min = e\n  }\n  return min\n}\n\n/**\n * Returns the first
element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin(\`1.4\`)\n\n@ExperimentalUnsignedTypes\n\npublic fun UByteArray.minWithOrNull(comparator:
Comparator<in UByte>): UByte? {\n  if (isEmpty()) return null\n  var min = this[0]\n  for (i in 1..lastIndex) {\n
val e = this[i]\n    if (comparator.compare(min, e) > 0) min = e\n  }\n  return min\n}\n\n/**\n * Returns the
first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin(\`1.4\`)\n\n@ExperimentalUnsignedTypes\n\npublic fun UShortArray.minWithOrNull(comparator:
Comparator<in UShort>): UShort? {\n  if (isEmpty()) return null\n  var min = this[0]\n  for (i in 1..lastIndex) {\n
val e = this[i]\n    if (comparator.compare(min, e) > 0) min = e\n  }\n  return min\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.none\n */\n\n@SinceKotlin(\`1.3\`)\n\n@ExperimentalUnsignedTypes\n\n@kotlin.internal.InlineOnly\n\npublic inline fun
UIntArray.none(): Boolean {\n  return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n *
@sample samples.collections.Collections.Aggregates.none\n */\n\n@SinceKotlin(\`1.3\`)\n\n@ExperimentalUnsignedTypes\n\n@kotlin.internal.InlineOnly\n\npublic inline fun
ULongArray.none(): Boolean {\n  return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n *
@sample samples.collections.Collections.Aggregates.none\n */\n\n@SinceKotlin(\`1.3\`)\n\n@ExperimentalUnsignedTypes\n\n@kotlin.internal.InlineOnly\n\npublic inline fun
UByteArray.none(): Boolean {\n  return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n *
@sample samples.collections.Collections.Aggregates.none\n */\n\n@SinceKotlin(\`1.3\`)\n\n@ExperimentalUnsignedTypes\n\n@kotlin.internal.InlineOnly\n\npublic

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inline fun UShortArray.none(): Boolean {\n    return isEmpty()\n}\n\n/**\n * Returns `true` if no elements match
the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n
*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.none(predicate: (UInt) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return
false\n    return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n
*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.none(predicate: (ULong) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return
false\n    return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n
*\n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n
*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.none(predicate: (UByte) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return
false\n    return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n
*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.none(predicate: (UShort) -> Boolean): Boolean {\n    for (element in this) if (predicate(element))
return false\n    return true\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n * \n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.onEach(action: (UInt) -> Unit): UIntArray {\n    return apply { for (element
in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n * \n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.onEach(action: (ULong) -> Unit): ULongArray {\n    return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n * \n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UByteArray.onEach(action: (UByte) -> Unit): UByteArray {\n    return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n * \n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.onEach(action: (UShort) -> Unit): UShortArray {\n    return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n *
and returns the array itself afterwards.\n * \n * @param [action] function that takes the index of an element and the element itself\n *
and performs the action on the element.\n
*\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.onEachIndexed(action: (index: Int, UInt) -> Unit): UIntArray {\n    return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * \n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n
*\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.onEachIndexed(action: (index: Int, ULong) -> Unit): ULongArray {\n    return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n *
and returns the array itself afterwards.\n * \n * @param [action] function that takes the index of an element and the element
itself\n * and performs the action on the element.\n
*\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray {\n    return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * \n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n

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*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray {\n    return apply {
forEachIndexed(action)
    }\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to
current accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be
empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n
* @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in
1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n\n/**\n *
Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty
in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n
* @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in
1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n\n/**\n *
Accumulates value starting
with the first element and applying [operation] from left to right\n * to current accumulator value and each
element.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n *
please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function
that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduce\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in
1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n\n/**\n *
Accumulates value starting with the first element
and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead.
It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator
value and an element,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduce\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduce(operation: (acc: UShort, UShort) -> UShort): UShort {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in
1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n\n/**\n *
Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n
* Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function
that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

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UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty()) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.
* Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself,
* and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduce

*\/n@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnlynpublic inline fun
ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
    throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index,
        accumulator, this[index])
    }
    return accumulator
}

* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.
* Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself,
* and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduce

*\/n@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnlynpublic inline fun
UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
    throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.
* Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself,
* and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduce

*\/n@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnlynpublic inline fun
UShortArray.reduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort {
    if (isEmpty())
    throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.
* Returns `null` if the array is empty.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself,
* and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.reduceOrNull

*\/n@SinceKotlin("1.4")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnlynpublic inline fun
UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt? {
    if (isEmpty())
    return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.
* Returns `null` if the array is empty.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself,
* and calculates the next accumulator value.
* @sample

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samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {\n  if
(isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator =
operation(index, accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element with its index in the original array.\n * \n * Returns `null` if the array is
empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the
element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {\n  if
(isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator =
operation(index, accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting
with the first element and applying [operation] from left to right\n * to
current accumulator value and each element with its index in the original array.\n * \n * Returns `null` if the array is
empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the
element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceIndexedOrNull(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort? {\n  if
(isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator =
operation(index, accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting
with the first element and applying [operation] from left to right\n * to current accumulator value and each
element.\n * \n * Returns `null` if the array is empty.\n * \n * @param
[operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt?
{\n  if (isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n
accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value
starting with the first element and applying [operation] from left to right\n * to current accumulator value and each
element.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current
accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) ->
ULong): ULong? {\n  if (isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex)
{\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates
value starting with the first element and applying [operation] from left to right\n * to current accumulator value and
each element.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current
accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {\n  if (isEmpty())\n
return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator =
operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the

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first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *\n *@SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @WasExperimental(ExperimentalStdlibApi::class)\n @kotlin.internal.InlineOnly\n public inline fun UShortArray.reduceOrNull(operation: (acc: UShort, UShort) -> UShort): UShort? {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n }\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n *\n *@SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {\n var index = lastIndex\n if (index < 0)\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n }\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n *\n *@SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {\n var index = lastIndex\n if (index < 0)\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n }\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n *\n *@SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {\n var index = lastIndex\n if (index < 0)\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n }\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n *\n *@SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {\n var index = lastIndex\n if (index < 0)\n throw UnsupportedOperationException("Empty array can't be reduced.")\n

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var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--),
accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and
applying [operation] from right to left\n * to each element with its index in the original array and current
accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected
way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes the index of an element, the element itself and current accumulator value,\n
* and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceRightIndexed(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {\n var index = lastIndex\n
if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator =
get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n
}\n return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation]
from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n *
Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation]
function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun ULongArray.reduceRightIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong {\n var
index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n
var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index),
accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the last
element and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n
* @param [operation] function that takes the index of an element, the element itself and current accumulator
value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {\n var index =
lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var
accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index),
accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the last
element and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n
* @param [operation] function that takes the index of an element, the element itself
and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceRightIndexed(operation: (index: Int, UShort, acc: UShort) -> UShort): UShort {\n var index =
lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var
accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index),
accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the last
element and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that
takes the index of an element, the element itself and current accumulator

```

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value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun
UIntArray.reduceRightIndexedOrNull(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt? {\n var index =
lastIndex\n if (index < 0) return null\n var accumulator = get(index--)\n while (index >= 0) {\n
accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with
its index in the original array and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n *
@param [operation] function that takes the index of an element, the element itself and current accumulator value,\n
* and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun
ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {\n var
index = lastIndex\n if (index < 0) return null\n var accumulator = get(index--)\n while (index >= 0) {\n
accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with
its index in the original array and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n *
@param [operation] function that takes the index of an element, the element itself and current accumulator value,\n
* and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public
inline fun UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte?
{\n var index = lastIndex\n if (index < 0) return null\n var accumulator = get(index--)\n while (index >= 0)
{\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns `null`
if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and
current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public
inline fun UShortArray.reduceRightIndexedOrNull(operation: (index: Int, UShort, acc: UShort) -> UShort):
UShort? {\n var index = lastIndex\n if (index < 0) return null\n var accumulator = get(index--)\n while (index
>= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param
[operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\n public inline fun UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt):
UInt? {\n
var index = lastIndex\n if (index < 0) return null\n var accumulator = get(index--)\n while (index >= 0) {\n
accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value
starting with the last element and applying [operation] from right to left\n * to each element and current accumulator
value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and
current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\n public inline fun ULongArray.reduceRightOrNull(operation: (ULong, acc: ULong) ->

```

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ULong): ULong? {\n  var index = lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator\n    = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with\n the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * Returns `null` if the array is empty.\n * @param [operation] function that takes an element and current\n accumulator value,\n * and calculates the next accumulator value.\n * @sample\n samples.collections.Collections.Aggregates.reduceRightOrNull\n\n*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reduceRightOrNull(operation: (UByte, acc: UByte) ->\n UByte): UByte? {\n  var index = lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return\n accumulator\n}\n\n/**\n * Accumulates value starting with the last element\n and applying [operation] from right to left\n * to each element and current accumulator value.\n * Returns\n `null` if the array is empty.\n * @param [operation] function that takes an element and current accumulator\n value,\n * and calculates the next accumulator value.\n * @sample\n samples.collections.Collections.Aggregates.reduceRightOrNull\n\n*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceRightOrNull(operation: (UShort, acc: UShort) ->\n UShort): UShort? {\n  var index = lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return\n accumulator\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying\n [operation] from left to right\n * to each element and current accumulator value that starts with [initial]\n value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would\n affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value\n and an element, and calculates the next accumulator value.\n * @sample\n samples.collections.Collections.Aggregates.runningFold\n\n*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\n UIntArray.runningFold(initial: R, operation: (acc: R, UInt) -> R): List<R> {\n  if (isEmpty()) return\n listOf(initial)\n  val result = ArrayList<R>(size + 1).apply { add(initial) }\n  var accumulator = initial\n  for\n (element in this) {\n    accumulator = operation(accumulator, element)\n    result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying\n [operation] from left to right\n * to each element and current accumulator\n value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be\n mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that\n takes current accumulator value and an element, and calculates the next accumulator\n value.\n * @sample\n samples.collections.Collections.Aggregates.runningFold\n\n*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\n ULongArray.runningFold(initial: R, operation: (acc: R, ULong) -> R): List<R> {\n  if (isEmpty()) return\n listOf(initial)\n  val result = ArrayList<R>(size + 1).apply { add(initial) }\n  var accumulator = initial\n  for\n (element in this) {\n    accumulator = operation(accumulator, element)\n    result.add(accumulator)\n  }\n  return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying\n [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed\n to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value and an element, and\n calculates the next\n accumulator value.\n * @sample\n samples.collections.Collections.Aggregates.runningFold\n\n*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\n UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {\n  if (isEmpty()) return

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listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying\n * [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an\n * element, and calculates the next accumulator value.\n * \n * @sample\n * samples.collections.Collections.Aggregates.runningFold\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUShortArray.runningFold(initial: R, operation: (acc: R, UShort) -> R): List<R> {\n    if (isEmpty()) return\n    listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list containing successive accumulation\n * values generated by applying [operation] from left to right\n * to each element, its index in the original array and\n * current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function\n * should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]\n * function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample\n * samples.collections.Collections.Aggregates.runningFold\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {\n    if (isEmpty())\n    return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator,\n        this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list containing successive\n * accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original\n * array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to\n * [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]\n * function that takes the index of an element, current accumulator value\n * and the element\n * itself, and calculates the next accumulator value.\n * \n * @sample\n * samples.collections.Collections.Aggregates.runningFold\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {\n    if\n    (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size +\n    1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator =\n        operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]\n * function that takes the index of an element, current\n * accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample\n * samples.collections.Collections.Aggregates.runningFold\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUByteArray.runningFoldIndexed(initial: R, operation:\n    (index: Int, acc: R, UByte) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result =\n    ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return\n    result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from\n * left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial]\n * value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would

```


affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n

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*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <R> UShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): List<R>
{\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var
accumulator = initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be
mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that
takes current accumulator value and an element, and calculates the next accumulator value.\n * \n
* @sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.runningReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {\n if (isEmpty()) return
emptyList()\n var accumulator = this[0]\n val result = ArrayList<UInt>(size).apply { add(accumulator) }\n for
(index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n
}\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with the first element of
this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value
and an element,
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {\n if (isEmpty()) return
emptyList()\n var accumulator = this[0]\n val result = ArrayList<ULong>(size).apply { add(accumulator) }\n
for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n
}\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with the first element of
this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation]
function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {\n if (isEmpty()) return
emptyList()\n var accumulator = this[0]\n val result = ArrayList<UByte>(size).apply { add(accumulator) }\n
for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n
}\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with the first element of
this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the
previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.runningReduce(operation: (acc: UShort, UShort) -> UShort): List<UShort> {\n if (isEmpty()) return
emptyList()\n var accumulator = this[0]\n val result = ArrayList<UShort>(size).apply { add(accumulator) }\n

```

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for (index in 1 until size) {
    accumulator = operation(accumulator, this[index])
    result.add(accumulator)
}
return result
}

```

`runningReduce` Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

`@param` [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

`@sample`

```

samples.collections.Collections.Aggregates.runningReduce

```

```

*\/n@SinceKotlin("1.4")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnlynpublic inline fun
UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

```

`runningReduceIndexed` Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

`@param` [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

`@sample`

```

samples.collections.Collections.Aggregates.runningReduce

```

```

*\/n@SinceKotlin("1.4")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnlynpublic inline fun
ULongArray.runningReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

```

`runningReduceIndexed` Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

`@param` [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

`@sample`

```

samples.collections.Collections.Aggregates.runningReduce

```

```

*\/n@SinceKotlin("1.4")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnlynpublic inline fun
UByteArray.runningReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator,
        this[index])
        result.add(accumulator)
    }
    return result
}

```

`runningReduceIndexed` Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

`@param` [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

`@sample`

```

samples.collections.Collections.Aggregates.runningReduce

```

```

*\/n@SinceKotlin("1.4")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnlynpublic inline fun
UShortArray.runningReduceIndexed(operation: (index: Int,
acc: UShort, UShort) -> UShort): List<UShort> {
    if (isEmpty())
        return emptyList()
    var accumulator =
    this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return
    result
}

```

`runningReduceIndexed` Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc`

value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n * \n * \n * @SinceKotlin("1.4")\n * @ExperimentalUnsignedTypes\n * @WasExperimental(ExperimentalStdlibApi::class)\n * @kotlin.internal.InlineOnly\n * public

inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {\n * return runningFold(initial, operation)\n * }\n * \n * \n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n * \n * \n * @SinceKotlin("1.4")\n * @ExperimentalUnsignedTypes\n * @WasExperimental(ExperimentalStdlibApi::class)\n * @kotlin.internal.InlineOnly\n * public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {\n * return runningFold(initial, operation)\n * }\n * \n * \n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n * \n * \n * @SinceKotlin("1.4")\n * @ExperimentalUnsignedTypes\n * @WasExperimental(ExperimentalStdlibApi::class)\n * @kotlin.internal.InlineOnly\n * public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {\n * return runningFold(initial, operation)\n * }\n * \n * \n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n * \n * \n * @SinceKotlin("1.4")\n * @ExperimentalUnsignedTypes\n * @WasExperimental(ExperimentalStdlibApi::class)\n * @kotlin.internal.InlineOnly\n * public inline fun <R> UShortArray.scan(initial: R, operation: (acc: R, UShort) -> R): List<R> {\n * return runningFold(initial, operation)\n * }\n * \n * \n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n * \n * \n * @SinceKotlin("1.4")\n * @ExperimentalUnsignedTypes\n * @WasExperimental(ExperimentalStdlibApi::class)\n * @kotlin.internal.InlineOnly\n * public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {\n * return runningFoldIndexed(initial, operation)\n * }\n * \n * \n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * \n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n * \n * \n * @SinceKotlin("1.4")\n * @ExperimentalUnsignedTypes\n * @WasExperimental(ExperimentalStdlibApi::class)\n * @kotlin.internal.InlineOnly\n * public inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc:

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R, ULong) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each element,
its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc`
value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator
value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*/\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc:
R, UByte) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing
successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in
the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed
to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n *
\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element
itself, and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*/\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.scanIndexed(initial: R, operation: (index: Int, acc:
R, UShort) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all
values produced by [selector] function applied to each element in the array.\n */\n\n@Deprecated("Use sumOf
instead.", ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumBy(selector: (UInt) -> UInt): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum +=
selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n */\n\n@Deprecated("Use
sumOf instead.", ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.sumBy(selector: (ULong) -> UInt): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum
+= selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n */\n\n@Deprecated("Use sumOf instead.",
ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumBy(selector: (UByte) -> UInt): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum
+= selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n */\n\n@Deprecated("Use sumOf instead.",
ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumBy(selector: (UShort) -> UInt): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum
+= selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n */\n\n@Deprecated("Use sumOf instead.",
ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumByDouble(selector: (UInt) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this)
{\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each
element in the array.\n */\n\n@Deprecated("Use sumOf instead.",
ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =

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`1.5`)\n@SinceKotlin(`1.3`)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.sumByDouble(selector: (ULong) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in
this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n */\n@Deprecated(`"Use sumOf instead."`,
ReplaceWith(`"this.sumOf(selector)"`))\n@DeprecatedSinceKotlin(warningSince =
`1.5`)\n@SinceKotlin(`1.3`)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumByDouble(selector: (UByte) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in
this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n */\n@Deprecated(`"Use sumOf instead."`,
ReplaceWith(`"this.sumOf(selector)"`))\n@DeprecatedSinceKotlin(warningSince =
`1.5`)\n@SinceKotlin(`1.3`)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumByDouble(selector: (UShort) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in
this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin(`1.4`)\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(`"INAPPLICABLE_JVM_NAME"`) \n@kotlin.jvm.JvmName(`"sumOfDouble"`) \n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector:
(UInt) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in this) {\n        sum +=
selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n */\n\n*\n@SinceKotlin(`1.4`)\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(`"INAPPLICABLE_JVM_NAME"`) \n@kotlin.jvm.JvmName(`"sumOfDouble"`) \n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector:
(ULong) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in this) {\n        sum +=
selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n */\n\n*\n@SinceKotlin(`1.4`)\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(`"INAPPLICABLE_JVM_NAME"`) \n@kotlin.jvm.JvmName(`"sumOfDouble"`) \n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumOf(selector: (UByte) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in
this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin(`1.4`)\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(`"INAPPLICABLE_JVM_NAME"`) \n@kotlin.jvm.JvmName(`"sumOfDouble"`) \n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumOf(selector:
(UShort) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in this) {\n        sum +=
selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n */\n\n*\n@SinceKotlin(`1.4`)\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(`"INAPPLICABLE_JVM_NAME"`) \n@kotlin.jvm.JvmName(`"sumOfInt"`) \n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.sumOf(selector: (UInt) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n
sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n */\n\n*\n@SinceKotlin(`1.4`)\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(`"INAPPLICABLE_JVM_NAME"`) \n@kotlin.jvm.JvmName(`"sumOfInt"`) \n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector:

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(ULong) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.5")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.5")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

```

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Only\npublic
inline fun ULongArray.sumOf(selector: (ULong) -> UInt): UInt {\n  var sum: UInt = 0.toUInt()\n  for (element in
this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
*\n*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n
\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline
Only\npublic inline fun UByteArray.sumOf(selector: (UByte) -> UInt): UInt {\n  var sum: UInt = 0.toUInt()\n
  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all
values produced by [selector] function applied to each element in the array.\n
*\n*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n
\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline
Only\npublic inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {\n  var sum: UInt = 0.toUInt()\n
for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all
values produced by [selector] function applied to each element in the array.\n
*\n*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong\
")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inli
neOnly\npublic
inline fun UIntArray.sumOf(selector: (UInt) -> ULong): ULong {\n  var sum: ULong = 0.toULong()\n  for
(element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong\
")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inli
neOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> ULong): ULong {\n  var sum: ULong =
0.toULong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns
the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong\
")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inli
neOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> ULong): ULong {\n  var sum: ULong =
0.toULong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns
the sum of all values produced by [selector] function applied to each element in the array.\n
*\n*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong\
")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inli
neOnly\npublic inline
fun UShortArray.sumOf(selector: (UShort) -> ULong): ULong {\n  var sum: ULong = 0.toULong()\n  for
(element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns a list of pairs built
from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UIntArray.zip(other: Array<out
R>): List<Pair<UInt, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from
the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n

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*^@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic infix fun <R> ULongArray.zip(other:
Array<out R>): List<Pair<ULong, R>>
    {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this`
array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n *
@sample samples.collections.Iterables.Operations.zipIterable\n
*^@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic infix fun <R> UByteArray.zip(other: Array<out
R>): List<Pair<UByte, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built
from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*^@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic infix fun <R> UShortArray.zip(other:
Array<out R>): List<Pair<UShort, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of
values built from the elements of `this` array
and the [other] array with the same index\n * using the provided [transform] function applied to each pair of
elements.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*^@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>
UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {\n    val size = minOf(size,
other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n
    }\n    return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*^@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {\n    val size
= minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n
list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n\n/**\n * Returns a list of values built from the elements
of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each
pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*^@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>
UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {\n    val size = minOf(size,
other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i],
other[i]))\n    }\n    return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the
[other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n *
The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*^@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>
UShortArray.zip(other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> {\n    val size = minOf(size,
other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n
    }\n    return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with
the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
*^@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic infix fun <R> UIntArray.zip(other:
Iterable<R>): List<Pair<UInt, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs
built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of
the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*^@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic infix fun <R> ULongArray.zip(other:
Iterable<R>): List<Pair<ULong, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs

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built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of
the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UByteArray.zip(other:
Iterable<R>):
List<Pair<UByte, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the
elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UShortArray.zip(other:
Iterable<R>): List<Pair<UShort, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of
values built from the elements of `this` array and the [other] collection with the same index\n * using the provided
[transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n *
\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>
UIntArray.zip(other:
Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> {\n    val arraySize = size\n    val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n
if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n\n/**\n * Returns a
list of values built from the elements of `this` array and the [other] collection with the same index\n * using the
provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>
ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> {\n    val arraySize = size\n    val
list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in
other) {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>
UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {\n    val arraySize = size\n    val list
= ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n
if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n\n/**\n * Returns a
list of values built from the elements of `this` array and
the [other] collection with the same index\n * using the provided [transform] function applied to each pair of
elements.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>
UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {\n    val arraySize = size\n    val
list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other)
{\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
infix fun UIntArray.zip(other: UIntArray): List<Pair<UInt, UInt>> {\n    return zip(other) { t1, t2 -> t1 to t2
}\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same
index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun ULongArray.zip(other: ULongArray):

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List<Pair<ULong, ULong>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}\n/**\n * Returns a list of pairs built
from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UByteArray.zip(other: UByteArray):
List<Pair<UByte, UByte>> {\n  return zip(other) { t1,
t2 -> t1 to t2 }\n}\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with
the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UShortArray.zip(other: UShortArray):
List<Pair<UShort, UShort>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}\n/**\n * Returns a list of values built
from the elements of `this` array and the [other] array with the same index\n * using the provided [transform]
function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V>
UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {\n  val size = minOf(size,
other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n
}\n  return list\n}\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest array.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V>
ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {\n  val size = minOf(size,
other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n
}\n  return list\n}\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the
provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest
array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V>
UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {\n  val size = minOf(size,
other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n
}\n  return list\n}\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest array.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <V> UShortArray.zip(other: UShortArray, transform: (a: UShort, b: UShort) -> V): List<V> {\n  val
size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n
list.add(transform(this[i], other[i]))\n  }\n  return list\n}\n/**\n * Returns the sum of all elements in the array.\n
*\n@kotlin.jvm.JvmName("sumOfUInt")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedT
ypes::class)\npublic fun Array<out UInt>.sum(): UInt {\n  var sum: UInt = 0u\n  for (element in this) {\n    sum
+= element\n  }\n  return sum\n}\n/**\n * Returns the sum of all elements in the array.\n
*\n@kotlin.jvm.JvmName("sumOfULong")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsigned
Types::class)\npublic fun Array<out ULong>.sum(): ULong {\n  var sum: ULong = 0uL\n  for (element in this)
{\n    sum += element\n  }\n  return sum\n}\n/**\n * Returns the sum of all elements in the array.\n
*\n@kotlin.jvm.JvmName("sumOfUByte")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsigned
Types::class)\npublic
fun Array<out UByte>.sum(): UInt {\n  var sum: UInt = 0u\n  for (element in this) {\n    sum += element\n
}\n  return sum\n}\n/**\n * Returns the sum of all elements in the array.\n

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*^@kotlin.jvm.JvmName("\sumOfUShort")^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsigned
Types::class)^npublic fun Array<out UShort>.sum(): UInt {^n var sum: UInt = 0u^n for (element in this) {^n
sum += element^n }^n return sum^n}^n/^n * Returns the sum of all elements in the array.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^npublic inline fun
UIntArray.sum(): UInt {^n return storage.sum().toUInt()^n}^n/^n * Returns the sum of all elements in the
array.^n *^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^npublic inline fun
ULongArray.sum(): ULong {^n return storage.sum().toULong()^n}^n/^n *
* Returns the sum of all elements in the array.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^npublic inline fun
UByteArray.sum(): UInt {^n return sumOf { it.toUInt() }^n}^n/^n * Returns the sum of all elements in the
array.^n *^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^npublic inline fun
UShortArray.sum(): UInt {^n return sumOf { it.toUInt() }^n}^n/^n * Copyright 2010-2022 JetBrains s.r.o. and
Kotlin Programming Language contributors.^n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.^n
*^@file:kotlin.jvm.JvmMultifileClass^@file:kotlin.jvm.JvmName("\UCollectionsKt")^n^package
kotlin.collections^n/^@NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt^n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib^n/^@nimport kotlin.random.*^nimport
kotlin.ranges.contains^nimport
kotlin.ranges.reversed^n/^n * Returns an array of UByte containing all of the elements of this collection.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^npublic fun Collection<UByte>.toUByteArray():
UByteArray {^n val result = UByteArray(size)^n var index = 0^n for (element in this)^n result[index++] =
element^n return result^n}^n/^n * Returns an array of UInt containing all of the elements of this collection.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^npublic fun Collection<UInt>.toUIntArray(): UIntArray
{^n val result = UIntArray(size)^n var index = 0^n for (element in this)^n result[index++] = element^n
return result^n}^n/^n * Returns an array of ULong containing all of the elements of this collection.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^npublic fun Collection<ULong>.toULongArray():
ULongArray {^n val result = ULongArray(size)^n var index = 0^n for (element in this)^n
result[index++] = element^n return result^n}^n/^n * Returns an array of UShort containing all of the
elements of this collection.^n *^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^npublic fun
Collection<UShort>.toUShortArray(): UShortArray {^n val result = UShortArray(size)^n var index = 0^n for
(element in this)^n result[index++] = element^n return result^n}^n/^n * Returns the sum of all elements in
the collection.^n
*^@kotlin.jvm.JvmName("\sumOfUInt")^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsignedT
ypes::class)^npublic fun Iterable<UInt>.sum(): UInt {^n var sum: UInt = 0u^n for (element in this) {^n sum
+= element^n }^n return sum^n}^n/^n * Returns the sum of all elements in the collection.^n
*^@kotlin.jvm.JvmName("\sumOfULong")^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsigned
Types::class)^npublic fun Iterable<ULong>.sum(): ULong {^n var sum: ULong = 0uL^n for (element in this) {^n
sum += element^n }^n return sum^n}^n/^n * Returns the sum of all elements in the collection.^n
*^@kotlin.jvm.JvmName("\sumOfUByte")^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsigned
Types::class)^npublic fun Iterable<UByte>.sum(): UInt {^n var sum: UInt = 0u^n for (element in this) {^n
sum += element^n }^n return sum^n}^n/^n * Returns the sum of all elements in the collection.^n
*^@kotlin.jvm.JvmName("\sumOfUShort")^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsigned
Types::class)^npublic fun Iterable<UShort>.sum(): UInt {^n var sum: UInt = 0u^n for (element in this) {^n
sum += element^n }^n return sum^n}^n/^n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming
Language contributors.^n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.^n
*^@file:kotlin.jvm.JvmMultifileClass^@file:kotlin.jvm.JvmName("\UComparisonsKt")^n^package

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kotlin.comparisons\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.random.*\n\n/**\n * Returns the
greater of two values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: UInt, b:
UInt): UInt {\n    return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: ULong,
b: ULong): ULong {\n    return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: UByte,
b: UByte): UByte {\n    return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: UShort,
b: UShort):
UShort {\n    return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of three values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {\n    return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns
the greater of three values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {\n    return maxOf(a, maxOf(b, c))\n}\n\n/**\n *
Returns the greater of three values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {\n    return maxOf(a, maxOf(b, c))\n}\n\n/**\n *
Returns the greater of three values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun maxOf(a:
UShort, b: UShort, c: UShort): UShort {\n    return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of the
given values.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UInt, vararg
other: UInt): UInt {\n    var max = a\n    for (e in other) max = maxOf(max, e)\n    return max\n}\n\n/**\n * Returns
the greater of the given values.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a:
ULong, vararg other: ULong): ULong {\n    var max = a\n    for (e in other) max = maxOf(max, e)\n    return
max\n}\n\n/**\n * Returns the greater of the given values.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UByte, vararg other: UByte):
UByte {\n    var max = a\n    for (e in other) max = maxOf(max, e)\n    return max\n}\n\n/**\n * Returns the greater
of the given values.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UShort,
vararg other: UShort): UShort {\n    var max = a\n    for
(e in other) max = maxOf(max, e)\n    return max\n}\n\n/**\n * Returns the smaller of two values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UInt, b:
UInt): UInt {\n    return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: ULong,
b: ULong): ULong {\n    return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UByte,
b: UByte): UByte {\n    return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UShort,
b: UShort): UShort {\n    return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of three values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public
inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {\n    return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the
smaller of three values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {\n    return minOf(a, minOf(b, c))\n}\n\n/**\n *
Returns the smaller of three values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {\n    return minOf(a, minOf(b, c))\n}\n\n/**\n *
Returns the smaller of three values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun minOf(a: UShort, b: UShort, c: UShort): UShort {\n    return minOf(a, minOf(b, c))\n}\n\n

```

Returns the smaller of three values.\n

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {\n    return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n */
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun minOf(a: UShort, b: UShort, c: UShort): UShort {\n    return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of the given values.\n */
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UInt, vararg other: UInt): UInt {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}\n\n/**\n * Returns the smaller of the given values.\n */
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: ULong, vararg other: ULong): ULong {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UByte, vararg other: UByte): UByte {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UShort, vararg other: UShort): UShort {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min\n}\n\n"/\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n */
```

Use

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*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("URangesKt")\n\npackage kotlin.ranges\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.random.*\n\n/**\n * Returns the first element.\n */\n * @throws NoSuchElementException if the progression is empty.\n */\n\n*\n@SinceKotlin("1.7")\npublic fun UIntProgression.first(): UInt {\n    if (isEmpty())\n        throw NoSuchElementException("Progression $this is empty.")\n    return this.first\n}\n\n/**\n * Returns the first element.\n */\n * @throws NoSuchElementException if the progression is empty.\n */\n\n*\n@SinceKotlin("1.7")\npublic fun ULongProgression.first(): ULong {\n    if (isEmpty())\n        throw NoSuchElementException("Progression $this is empty.")\n    return this.first\n}\n\n/**\n * Returns the first element, or `null` if the progression is empty.\n */\n\n*\n@SinceKotlin("1.7")\npublic fun UIntProgression.firstOrNull(): UInt? {\n    return if (isEmpty()) null else this.first\n}\n\n/**\n * Returns the first element, or `null` if the progression is empty.\n */\n\n*\n@SinceKotlin("1.7")\npublic fun ULongProgression.firstOrNull(): ULong? {\n    return if (isEmpty()) null else this.first\n}\n\n/**\n * Returns the last element.\n */\n * @throws NoSuchElementException if the progression is empty.\n */\n * @sample samples.collections.Collections.Elements.last\n */\n\n*\n@SinceKotlin("1.7")\npublic fun UIntProgression.last(): UInt {\n    if (isEmpty())\n        throw NoSuchElementException("Progression $this is empty.")\n    return this.last\n}\n\n/**\n * Returns the last element.\n */\n * @throws NoSuchElementException if the progression is empty.\n */\n * @sample samples.collections.Collections.Elements.last\n */\n\n*\n@SinceKotlin("1.7")\npublic fun ULongProgression.last(): ULong {\n    if (isEmpty())\n        throw NoSuchElementException("Progression $this is empty.")\n    return this.last\n}\n\n/**\n * Returns the last element, or `null` if the progression is empty.\n */\n * @sample samples.collections.Collections.Elements.last\n */\n\n*\n@SinceKotlin("1.7")\npublic fun UIntProgression.lastOrNull(): UInt? {\n    return if (isEmpty()) null else this.last\n}\n\n/**\n * Returns the last element, or `null` if the progression is empty.\n */\n * @sample samples.collections.Collections.Elements.last\n */\n\n*\n@SinceKotlin("1.7")\npublic fun ULongProgression.lastOrNull(): ULong? {\n    return if (isEmpty()) null else this.last\n}\n\n/**\n * Returns a random element from this range.\n */\n * @throws IllegalArgumentException if this range is empty.\n */\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UIntRange.random(): UInt {\n    return random(Random)\n}\n\n/**\n * Returns a random element from
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this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange.random(): ULong {\n    return random(Random)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n * \n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun UIntRange.random(random: Random): UInt {\n    try {\n        return random.nextUInt(this)\n    } catch(e: IllegalArgumentException) {\n        throw NoSuchElementException(e.message)\n    }\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun ULongRange.random(random: Random): ULong {\n    try {\n        return random.nextULong(this)\n    } catch(e: IllegalArgumentException) {\n        throw NoSuchElementException(e.message)\n    }\n}\n\n/**\n * Returns a random element from this range, or `null` if this range is empty.\n * \n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UIntRange.randomOrNull(): UInt? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this range, or `null` if this range is empty.\n * \n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange.randomOrNull(): ULong? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\npublic fun UIntRange.randomOrNull(random: Random): UInt? {\n    if (isEmpty())\n        return null\n    return random.nextUInt(this)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\npublic fun ULongRange.randomOrNull(random: Random): ULong? {\n    if (isEmpty())\n        return null\n    return random.nextULong(this)\n}\n\n/**\n * Returns `true` if this range contains the specified [element].\n * \n * Always returns `false` if the [element] is `null`.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntRange.contains(element: UInt?): Boolean {\n    return element != null && contains(element)\n}\n\n/**\n * Returns `true` if this range contains the specified [element].\n * \n * Always returns `false` if the [element] is `null`.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongRange.contains(element: ULong?): Boolean {\n    return element != null && contains(element)\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun UIntRange.contains(value: UByte): Boolean {\n    return contains(value.toUInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun ULongRange.contains(value: UByte): Boolean {\n    return contains(value.toULong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun ULongRange.contains(value: UInt): Boolean {\n    return contains(value.toULong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun UIntRange.contains(value: ULong): Boolean {\n    return (value shr UInt.SIZE_BITS) == 0uL && contains(value.toUInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n

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*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun
UIntRange.contains(value: UShort): Boolean {\n    return contains(value.toUInt())\n}\n\n/**\n * Checks if the
specified [value] belongs to this range.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun
ULongRange.contains(value: UShort): Boolean {\n    return contains(value.toULong())\n}\n\n/**\n * Returns a
progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less
than or equal to `this`
value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
UByte.downTo(to: UByte): UIntProgression {\n    return UIntProgression.fromClosedRange(this.toUInt(),
to.toUInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -
1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value
the returned progression is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
UInt.downTo(to: UInt): UIntProgression {\n    return UIntProgression.fromClosedRange(this, to, -1)\n}\n\n/**\n *
Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should
be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned
progression is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
ULong.downTo(to: ULong): ULongProgression {\n    return ULongProgression.fromClosedRange(this, to, -
1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n *
The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the
returned progression is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
UShort.downTo(to: UShort): UIntProgression {\n    return UIntProgression.fromClosedRange(this.toUInt(),
to.toUInt(), -1)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the
same step.\n * \n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UIntProgression.reversed(): UIntProgression {\n    return UIntProgression.fromClosedRange(last,
first, -step)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the
same step.\n * \n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULongProgression.reversed(): ULongProgression {\n    return ULongProgression.fromClosedRange(last, first, -
step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
UIntProgression.step(step: Int): UIntProgression {\n    checkStepIsPositive(step > 0, step)\n    return
UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\n/**\n * Returns a progression
that goes over the same range with the given step.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
ULongProgression.step(step: Long): ULongProgression {\n    checkStepIsPositive(step > 0, step)\n    return
ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\n/**\n * Returns a range from
this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this`
value,
then the returned range is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
UByte.until(to: UByte): UIntRange {\n    if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY\n    return
this.toUInt() .. (to - 1u).toUInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to]
value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun UInt.until(to:
UInt): UIntRange {\n    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY\n    return this .. (to -
1u).toUInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified

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[to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
ULong.until(to: ULong): ULongRange {\n  if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY\n
return this .. (to - 1u).toULong()\n}\n\n**\n * Returns a range from this value up to but excluding the specified [to]
value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
UShort.until(to: UShort): UIntRange {\n  if (to <= UShort.MIN_VALUE) return UIntRange.EMPTY\n  return
this.toUInt() .. (to - 1u).toUInt()\n}\n\n**\n * Ensures that this value is not less than the specified
[minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the
[minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UInt.coerceAtLeast(minimumValue: UInt): UInt {\n  return if (this < minimumValue) minimumValue else
this\n}\n\n**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value
if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULong.coerceAtLeast(minimumValue: ULong): ULong {\n  return if (this < minimumValue) minimumValue else
this\n}\n\n**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value
if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic
fun UByte.coerceAtLeast(minimumValue: UByte): UByte {\n  return if (this < minimumValue) minimumValue
else this\n}\n\n**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this
value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UShort.coerceAtLeast(minimumValue: UShort): UShort {\n  return if (this < minimumValue) minimumValue else
this\n}\n\n**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this
value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic
fun UInt.coerceAtMost(maximumValue: UInt): UInt {\n  return if (this > maximumValue) maximumValue else
this\n}\n\n**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this
value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULong.coerceAtMost(maximumValue: ULong): ULong {\n  return if (this > maximumValue) maximumValue else
this\n}\n\n**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this
value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UByte.coerceAtMost(maximumValue:
UByte): UByte {\n  return if (this > maximumValue) maximumValue else this\n}\n\n**\n * Ensures that this
value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the
[maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UShort.coerceAtMost(maximumValue: UShort): UShort {\n  return if (this > maximumValue) maximumValue

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else this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n
* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or
[maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UInt.coerceIn(minimumValue:
    UInt, maximumValue: UInt): UInt {\n    if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue)
return maximumValue\n    return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {\n    if (minimumValue >
maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum
$maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return
this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n *
@return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or
[maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {\n    if (minimumValue >
maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum
$maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n
if (this > maximumValue) return maximumValue\n    return this\n}\n\n/**\n * Ensures that this value lies in the
specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or
[maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {\n    if (minimumValue >
maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum
$maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n
if (this > maximumValue) return maximumValue\n    return this\n}\n\n/**\n * Ensures that this value lies in the
specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less than
`range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UInt.coerceIn(range: ClosedRange<UInt>): UInt {\n    if (range is ClosedFloatingPointRange) {\n        return
this.coerceIn<UInt>(range)\n    }\n    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to
an empty range: $range.")\n    return when {\n        this < range.start -> range.start\n        this > range.endInclusive -
> range.endInclusive\n        else -> this\n    }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n *
@return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or
`range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun

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ULong.coerceIn(range: ClosedRange<ULong>): ULong {\n  if (range
is ClosedFloatingPointRange) {\n    return this.coerceIn<ULong>(range)\n  }\n  if (range.isEmpty()) throw
IllegalArgumentException("Cannot coerce value to an empty range: $range.")\n  return when {\n    this <
range.start -> range.start\n    this > range.endInclusive -> range.endInclusive\n    else -> this\n  }\n}\n\n"/**\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("USequencesKt")\n\npackage
kotlin.sequences\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.random.*\n\n/**\n * Returns the
sum of all elements in the sequence.\n * The operation is _terminal_.\n
*/\n\n@kotlin.jvm.JvmName("sumOfUInt")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedT
ypes::class)\n\npublic
fun Sequence<UInt>.sum(): UInt {\n  var sum: UInt = 0u\n  for (element in this) {\n    sum += element\n  }\n
return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n * The operation is _terminal_.\n
*/\n\n@kotlin.jvm.JvmName("sumOfULong")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsigned
Types::class)\n\npublic fun Sequence<ULong>.sum(): ULong {\n  var sum: ULong = 0uL\n  for (element in this)
{\n    sum += element\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *
The operation is _terminal_.\n
*/\n\n@kotlin.jvm.JvmName("sumOfUByte")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsigned
Types::class)\n\npublic fun Sequence<UByte>.sum(): UInt {\n  var sum: UInt = 0u\n  for (element in this) {\n
sum += element\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *
The operation is _terminal_.\n
*/\n\n@kotlin.jvm.JvmName("sumOfUShort")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsigned
Types::class)\n\npublic fun Sequence<UShort>.sum(): UInt {\n  var sum: UInt = 0u\n  for (element in this) {\n
sum += element\n  }\n  return sum\n}\n\n"/**\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin\n\npublic expect open class Error : Throwable {\n
constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n
constructor(cause: Throwable?)\n}\n\npublic expect open class Exception : Throwable {\n constructor()\n
constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause:
Throwable?)\n}\n\npublic expect open class RuntimeException : Exception {\n constructor()\n
constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause:
Throwable?)\n}\n\npublic expect open class IllegalArgumentException : RuntimeException {\n constructor()\n
constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause:
Throwable?)\n}\n\npublic expect open class IllegalStateException : RuntimeException {\n constructor()\n
constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause:
Throwable?)\n}\n\npublic expect open class IndexOutOfBoundsException : RuntimeException {\n constructor()\n
constructor(message: String?)\n}\n\npublic expect open class ConcurrentModificationException :
RuntimeException {\n constructor()\n constructor(message: String?)\n @Deprecated("The constructor is not
supported on all platforms and will be removed from kotlin-stdlib-common soon.", level =
DeprecationLevel.ERROR)\n constructor(message:
String?, cause: Throwable?)\n @Deprecated("The constructor is not supported on all platforms and will be
removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)\n constructor(cause:
Throwable?)\n}\n\npublic expect open class UnsupportedOperationException : RuntimeException {\n
constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n
constructor(cause: Throwable?)\n}\n\npublic expect open class NumberFormatException :
IllegalArgumentException {\n constructor()\n constructor(message: String?)\n}\n\npublic expect open class
NullPointerException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\npublic expect

```


of declarations:\n * * `expect` declarations\n * * inline functions with reified type parameters\n * * suspend functions\n * * secondary constructors without `@JsName`\n * * extension properties\n * * enum classes\n * * annotation classes\n * * Signatures of exported declarations must only contain `"exportable"` types:\n * * * `dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`\n * * * `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`\n * * * `Array<exportable-type>`\n * * * Function types with exportable parameters and return types\n * * * `external` or `@JsExport` classes and interfaces\n * * * Nullable counterparts of types above\n * * * Unit return type. Must not be nullable\n * * * This annotation is experimental, meaning that restrictions mentioned above are subject to change.\n

```
*\n@ExperimentalJsExport\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY, FUNCTION, FILE)\n@SinceKotlin("1.4")\n@OptionalExpectation\npublic expect annotation class JsExport(), /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
```

```
*\n\npackage kotlin.io\n\n/** Prints the line separator to the standard output stream. *\npublic expect fun println()\n\n/** Prints the given [message] and the line separator to the standard output stream. *\npublic expect fun println(message: Any?)\n\n/** Prints the given [message] to the
```

```
standard output stream. *\npublic expect fun print(message: Any?)\n\n/**\n * Reads a line of input from the standard input stream and returns it,\n * or throws a [RuntimeException] if EOF has already been reached when [readln] is called.\n * LF or CRLF is treated as the line terminator. Line terminator is not included in the returned string.\n * Currently this function is not supported in Kotlin/JS and throws
```

```
[UnsupportedOperationException].\n *\n@SinceKotlin("1.6")\npublic expect fun readln(): String\n\n/**\n * Reads a line of input from the standard input stream and returns it,\n * or return `null` if EOF has already been reached when [readlnOrNull] is called.\n * LF or CRLF is treated as the line terminator. Line terminator is not included in the returned string.\n * Currently this function is not supported in Kotlin/JS and throws
```

```
[UnsupportedOperationException].\n *\n@SinceKotlin("1.6")\npublic expect fun readlnOrNull():
```

```
String?\n\ninternal class ReadAfterEOFException(message:
```

```
String?) : RuntimeException(message)\n\ninternal expect interface Serializable\n\n/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\npackage kotlin.collections\n\nimport
```

```
kotlin.internal.PlatformDependent\n\n/**\n * Classes that inherit from this interface can be represented as a sequence of elements that can\n * be iterated over.\n * @param T the type of element being iterated over. The iterator is covariant in its element type.\n *\npublic interface Iterable<out T> {\n // **\n * Returns an iterator over the elements of this object.\n *\n public operator fun iterator(): Iterator<T>\n}\n\n/**\n * Classes that inherit from this interface can be represented as a sequence of elements that can\n * be iterated over and that supports removing elements during iteration.\n * @param T the type of
```

```
element being iterated over. The mutable iterator is invariant in its element type.\n *\npublic interface MutableIterable<out T> : Iterable<T> {\n // **\n * Returns an iterator over the elements of this sequence that supports removing elements during iteration.\n *\n override fun iterator(): MutableIterator<T>\n}\n\n/**\n * A generic collection of elements. Methods in this interface support only read-only access to the collection;\n * read/write access is supported through the [MutableCollection] interface.\n * @param E the type of elements contained in the collection. The collection is covariant in its element type.\n *\npublic interface Collection<out E> :
```

```
Iterable<E> {\n // Query Operations\n // **\n * Returns the size of the collection.\n *\n public val size: Int\n\n // **\n * Returns `true` if the collection is empty (contains no elements), `false` otherwise.\n *\n public fun isEmpty(): Boolean\n\n // **\n * Checks if the specified
```

```
element is contained in this collection.\n *\n public operator fun contains(element: @UnsafeVariance E): Boolean\n\n // Bulk Operations\n // **\n * Checks if all elements in the specified collection are contained in this collection.\n *\n public fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n}\n\n/**\n * A generic collection of elements that supports adding and removing elements.\n * @param E the type of elements contained in the collection. The mutable collection is
```

```

invariant in its element type.\n */\npublic interface MutableCollection<E> : Collection<E>, MutableIterable<E> {\n
// Query Operations\n override fun iterator(): MutableIterator<E>\n // Modification Operations\n /**\n *
Adds the specified element to the collection.\n *\n * @return `true` if the element has been added, `false` if the
collection does not support duplicates\n * and the element is already contained
in the collection.\n */\n public fun add(element: E): Boolean\n\n /**\n * Removes a single instance of the
specified element from this\n * collection, if it is present.\n *\n * @return `true` if the element has been
successfully removed; `false` if it was not present in the collection.\n */\n public fun remove(element: E):
Boolean\n\n // Bulk Modification Operations\n /**\n * Adds all of the elements of the specified collection to
this collection.\n *\n * @return `true` if any of the specified elements was added to the collection, `false` if the
collection was not modified.\n */\n public fun addAll(elements: Collection<E>): Boolean\n\n /**\n *
Removes all of this collection's elements that are also contained in the specified collection.\n *\n * @return
`true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.\n
*/\n public fun removeAll(elements:
Collection<E>): Boolean\n\n /**\n * Retains only the elements in this collection that are contained in the
specified collection.\n *\n * @return `true` if any element was removed from the collection, `false` if the
collection was not modified.\n */\n public fun retainAll(elements: Collection<E>): Boolean\n\n /**\n *
Removes all elements from this collection.\n */\n public fun clear(): Unit\n}\n\n/**\n * A generic ordered
collection of elements. Methods in this interface support only read-only access to the list;\n * read/write access is
supported through the [MutableList] interface.\n * @param E the type of elements contained in the list. The list is
covariant in its element type.\n */\npublic interface List<out E> : Collection<E> {\n // Query Operations\n\n
override val size: Int\n override fun isEmpty(): Boolean\n override fun contains(element: @UnsafeVariance E):
Boolean\n override fun iterator(): Iterator<E>\n\n // Bulk Operations\n
override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n\n // Positional Access
Operations\n /**\n * Returns the element at the specified index in the list.\n */\n public operator fun
get(index: Int): E\n\n // Search Operations\n /**\n * Returns the index of the first occurrence of the specified
element in the list, or -1 if the specified\n * element is not contained in the list.\n */\n public fun
indexOf(element: @UnsafeVariance E): Int\n\n /**\n * Returns the index of the last occurrence of the specified
element in the list, or -1 if the specified\n * element is not contained in the list.\n */\n public fun
lastIndexOf(element: @UnsafeVariance E): Int\n\n // List Iterators\n /**\n * Returns a list iterator over the
elements in this list (in proper sequence).\n */\n public fun listIterator(): ListIterator<E>\n\n /**\n * Returns
a list iterator over the elements in this list
(in proper sequence), starting at the specified [index].\n */\n public fun listIterator(index: Int):
ListIterator<E>\n\n // View\n /**\n * Returns a view of the portion of this list between the specified
[fromIndex] (inclusive) and [toIndex] (exclusive).\n * The returned list is backed by this list, so non-structural
changes in the returned list are reflected in this list, and vice-versa.\n *\n * Structural changes in the base list
make the behavior of the view undefined.\n */\n public fun subList(fromIndex: Int, toIndex: Int):
List<E>\n}\n\n/**\n * A generic ordered collection of elements that supports adding and removing elements.\n *
@param E the type of elements contained in the list. The mutable list is invariant in its element type.\n */\npublic
interface MutableList<E> : List<E>, MutableCollection<E> {\n // Modification Operations\n /**\n * Adds the
specified element to the end of this list.\n *\n * @return `true` because the
list is always modified as the result of this operation.\n */\n override fun add(element: E): Boolean\n\n
override fun remove(element: E): Boolean\n\n // Bulk Modification Operations\n /**\n * Adds all of the
elements of the specified collection to the end of this list.\n *\n * The elements are appended in the order they
appear in the [elements] collection.\n *\n * @return `true` if the list was changed as the result of the
operation.\n */\n override fun addAll(elements: Collection<E>): Boolean\n\n /**\n * Inserts all of the
elements of the specified collection [elements] into this list at the specified [index].\n *\n * @return `true` if the
list was changed as the result of the operation.\n */\n public fun addAll(index: Int, elements: Collection<E>):
Boolean\n\n override fun removeAll(elements: Collection<E>): Boolean\n override fun retainAll(elements:

```

```

Collection<E>): Boolean\n    override fun clear(): Unit\n\n    // Positional Access Operations\n    /**\n     * Replaces the element at the specified position in this list with the  

    specified element.\n     *\n     * @return the element previously at the specified position.\n     */\n    public operator  

fun set(index: Int, element: E): E\n\n    /**\n     * Inserts an element into the list at the specified [index].\n     */\n    public fun add(index: Int, element: E): Unit\n\n    /**\n     * Removes an element at the specified [index] from the  

    list.\n     *\n     * @return the element that has been removed.\n     */\n    public fun removeAt(index: Int): E\n\n    // List Iterators\n    override fun listIterator(): MutableListIterator<E>\n\n    override fun listIterator(index: Int):  

    MutableListIterator<E>\n\n    // View\n    override fun subList(fromIndex: Int, toIndex: Int):  

    MutableList<E>\n\n    /**\n     * A generic unordered collection of elements that does not support duplicate  

    elements.\n     * Methods in this interface support only read-only access to  

    the set;\n     * read/write access is supported through the [MutableSet] interface.\n     * @param E the type of elements  

    contained in the set. The set is covariant in its element type.\n     */\n    public interface Set<out E> : Collection<E> {\n\n    // Query Operations\n\n    override val size: Int\n    override fun isEmpty(): Boolean\n    override fun  

    contains(element: @UnsafeVariance E): Boolean\n    override fun iterator(): Iterator<E>\n\n    // Bulk Operations\n\n    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n\n    /**\n     * A generic unordered  

    collection of elements that does not support duplicate elements, and supports\n     * adding and removing elements.\n     *\n     * @param E the type of elements contained in the set. The mutable set is invariant in its element type.\n     */\n    public  

    interface MutableSet<E> : Set<E>, MutableCollection<E> {\n\n    // Query Operations\n    override fun iterator():  

    MutableIterator<E>\n\n    // Modification Operations\n\n    /**\n     * Adds the specified  

    element to the set.\n     *\n     * @return `true` if the element has been added, `false` if the element is already  

    contained in the set.\n     */\n    override fun add(element: E): Boolean\n\n    override fun remove(element: E):  

    Boolean\n\n    // Bulk Modification Operations\n\n    override fun addAll(elements: Collection<E>): Boolean\n\n    override fun  

    removeAll(elements: Collection<E>): Boolean\n    override fun retainAll(elements: Collection<E>):  

    Boolean\n    override fun clear(): Unit\n\n    /**\n     * A collection that holds pairs of objects (keys and values) and  

    supports efficiently retrieving\n     * the value corresponding to each key. Map keys are unique; the map holds only one  

    value for each key.\n     * Methods in this interface support only read-only access to the map; read-write access is  

    supported through\n     * the [MutableMap] interface.\n     * @param K the type of map keys. The map is invariant in its  

    key type, as it\n     *      can accept key as a parameter (of [containsKey] for example)  

    and return it in [keys] set.\n     * @param V the type of map values. The map is covariant in its value type.\n     */\n    public  

    interface Map<K, out V> {\n\n    // Query Operations\n    /**\n     * Returns the number of key/value pairs  

    in the map.\n     */\n    public val size: Int\n\n    /**\n     * Returns `true` if the map is empty (contains no elements),  

    `false` otherwise.\n     */\n    public fun isEmpty(): Boolean\n\n    /**\n     * Returns `true` if the map contains the  

    specified [key].\n     */\n    public fun containsKey(key: K): Boolean\n\n    /**\n     * Returns `true` if the map maps  

    one or more keys to the specified [value].\n     */\n    public fun containsValue(value: @UnsafeVariance V):  

    Boolean\n\n    /**\n     * Returns the value corresponding to the given [key], or `null` if such a key is not present in  

    the map.\n     */\n    public operator fun get(key: K): V?\n\n    /**\n     * Returns the value corresponding to the given  

    [key], or [defaultValue] if such a key is not present  

    in the map.\n     *\n     * @since JDK 1.8\n     */\n    @SinceKotlin("1.1")\n    @PlatformDependent\n    public fun  

    getOrDefault(key: K, defaultValue: @UnsafeVariance V): V {\n\n    // See default implementation in JDK  

    sources\n    throw NotImplementedError()\n    }\n\n    // Views\n    /**\n     * Returns a read-only [Set] of all keys  

    in this map.\n     */\n    public val keys: Set<K>\n\n    /**\n     * Returns a read-only [Collection] of all values in this  

    map. Note that this collection may contain duplicate values.\n     */\n    public val values: Collection<V>\n\n    /**\n     * Returns a read-only [Set] of all key/value pairs in this map.\n     */\n    public val entries: Set<Map.Entry<K,  

    V>>\n\n    /**\n     * Represents a key/value pair held by a [Map].\n     */\n    public interface Entry<out K, out V>  

    {\n\n    /**\n     * Returns the key of this key/value pair.\n     */\n    public val key: K\n\n    /**\n     *  

    Returns the value of this key/value  

    pair.\n     */\n    public val value: V\n    }\n\n    /**\n     * A modifiable collection that holds pairs of objects  

    (keys and values) and supports efficiently retrieving\n     * the value corresponding to each key. Map keys are unique;

```

```

the map holds only one value for each key.\n * @param K the type of map keys. The map is invariant in its key
type.\n * @param V the type of map values. The mutable map is invariant in its value type.\n */\npublic interface
MutableMap<K, V> : Map<K, V> {\n // Modification Operations\n /**\n * Associates the specified [value]
with the specified [key] in the map.\n * @return the previous value associated with the key, or `null` if the
key was not present in the map.\n */\n public fun put(key: K, value: V): V?\n /**\n * Removes the
specified key and its corresponding value from this map.\n * @return the previous value associated with the
key, or `null` if the key was not present in the map.\n */\n
public fun remove(key: K): V?\n /**\n * Removes the entry for the specified key only if it is mapped to the
specified value.\n * @return true if entry was removed\n */\n @SinceKotlin("1.1")\n
@PlatformDependent\n public fun remove(key: K, value: V): Boolean {\n // See default implementation in
JDK sources\n return true\n }\n // Bulk Modification Operations\n /**\n * Updates this map with
key/value pairs from the specified map [from].\n */\n public fun putAll(from: Map<out K, V>): Unit\n /**\n
* Removes all elements from this map.\n */\n public fun clear(): Unit\n // Views\n /**\n * Returns a
[MutableSet] of all keys in this map.\n */\n override val keys: MutableSet<K>\n /**\n * Returns a
[MutableCollection] of all values in this map. Note that this collection may contain duplicate values.\n */\n
override val values: MutableCollection<V>\n /**\n * Returns
a [MutableSet] of all key/value pairs in this map.\n */\n override val entries:
MutableSet<MutableMap.MutableEntry<K, V>>\n /**\n * Represents a key/value pair held by a
[MutableMap].\n */\n public interface MutableEntry<K, V> : Map.Entry<K, V> {\n /**\n * Changes
the value associated with the key of this entry.\n * @return the previous value corresponding to the
key.\n */\n public fun setValue(newValue: V): V\n }\n\n", "\n * Copyright 2010-2022 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage
kotlin.collections\n\n/** An iterator over a sequence of values of type `Byte`. */\npublic abstract class ByteIterator :
Iterator<Byte> {\n override final fun next() = nextByte()\n /** Returns the next value in the sequence
without boxing. */\n public abstract fun nextByte(): Byte\n}\n\n/** An iterator over a sequence of values of type
`Char`. */\npublic abstract class CharIterator : Iterator<Char> {\n override final fun next() = nextChar()\n /**
Returns the next value in the sequence without boxing. */\n public abstract fun nextChar(): Char\n}\n\n/** An
iterator over a sequence of values of type `Short`. */\npublic abstract class ShortIterator : Iterator<Short> {\n
override final fun next() = nextShort()\n /** Returns the next value in the sequence without boxing. */\n public
abstract fun nextShort(): Short\n}\n\n/** An iterator over a sequence of values of type `Int`. */\npublic abstract class
IntIterator : Iterator<Int> {\n override final fun next() = nextInt()\n /** Returns the next value in the sequence
without boxing. */\n public abstract fun nextInt(): Int\n}\n\n/** An iterator over a sequence of values of type
`Long`. */\npublic abstract class LongIterator : Iterator<Long>
{\n override final fun next() = nextLong()\n /** Returns the next value in the sequence without boxing. */\n
public abstract fun nextLong(): Long\n}\n\n/** An iterator over a sequence of values of type `Float`. */\npublic
abstract class FloatIterator : Iterator<Float> {\n override final fun next() = nextFloat()\n /** Returns the next
value in the sequence without boxing. */\n public abstract fun nextFloat(): Float\n}\n\n/** An iterator over a
sequence of values of type `Double`. */\npublic abstract class DoubleIterator : Iterator<Double> {\n override final
fun next() = nextDouble()\n /** Returns the next value in the sequence without boxing. */\n public abstract fun
nextDouble(): Double\n}\n\n/** An iterator over a sequence of values of type `Boolean`. */\npublic abstract class
BooleanIterator : Iterator<Boolean> {\n override final fun next() = nextBoolean()\n /** Returns the next value
in the sequence without boxing. */\n public
abstract fun nextBoolean(): Boolean\n}\n\n", "\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\n/** An
iterator over a progression of values of type `Char`. */\n * @property step the number by which the value is
incremented on each step.\n */\ninternal class CharProgressionIterator(first: Char, last: Char, val step: Int) :

```

```

CharIterator() {
    private val finalElement: Int = last.code
    private var hasNext: Boolean = if (step > 0) first <=
last else first >= last
    private var next: Int = if (hasNext) first.code else finalElement
    override fun hasNext(): Boolean = hasNext
    override fun nextChar(): Char {
        val value = next
        if (value == finalElement)
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value.toChar()
    }
}

/* An iterator over a progression of values of type `Int`.
 * @property step the number by which the value is
incremented on each step.
 */
internal class IntProgressionIterator(first: Int, last: Int, val step: Int) : IntIterator() {
    private val finalElement: Int = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >=
last
    private var next: Int = if (hasNext) first else finalElement
    override fun hasNext(): Boolean =
hasNext
    override fun nextInt(): Int {
        val value = next
        if (value == finalElement)
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next +=
step
        }
        return value
    }
}

/* An iterator over a progression of values of type `Long`.
 * @property step the number by
which the value is incremented on each step.
 */
internal class LongProgressionIterator(first: Long, last: Long,
val step: Long) : LongIterator() {
    private val finalElement: Long = last
    private var hasNext: Boolean = if
(step > 0) first <= last else first >= last
    private var next: Long = if (hasNext) first else finalElement
    override fun hasNext(): Boolean = hasNext
    override fun nextLong(): Long {
        val value = next
        if
(value == finalElement)
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

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Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package kotlin.ranges
import kotlin.internal.getProgressionLastElement

/* A progression of values of type `Char`.
 */
public open class CharProgression(
    internal constructor(
        start: Char,
        endInclusive: Char,
        step: Int
    ) : Iterable<Char> {
    init {
        if (step == 0)
            throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE)
            throw
kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }

    /* The first element in the progression.
     */
    public val first: Char = start

    /* The
last element in the progression.
     */
    public val last: Char = getProgressionLastElement(start.code,
endInclusive.code, step).toChar()

    /* The step of the progression.
     */
    public val step: Int =
step

    override fun iterator(): CharIterator = CharProgressionIterator(first, last, step)

    /* Checks if
the progression
is empty.
     */
    * Progression with a positive step is empty if its first element is greater than the last element.
     */
    * Progression with a negative step is empty if its first element is less than the last element.
     */
    public open
fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
if (
        other is CharProgression && (isEmpty() && other.isEmpty()) ||
        first == other.first && last == other.last && step == other.step
    )
        true
    else
        false

    override fun hashCode(): Int =
if (isEmpty()) -1 else (31 * (31 * first.code +
last.code) + step)

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo
$last step ${-step}"

    companion object {
        /* Creates CharProgression within the specified
bounds of a closed range.
         */
        * The progression starts with the [rangeStart] value and goes toward the
[rangeEnd] value not
excluding it, with the specified [step].
         */
        * In order to go backwards the [step] must be negative.
         */
        * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
         */
        public fun
fromClosedRange(rangeStart: Char, rangeEnd: Char, step: Int): CharProgression = CharProgression(rangeStart,
rangeEnd, step)
    }
}

/* A progression of values of type `Int`.
 */
public open class IntProgression(
    internal constructor(
        start: Int,
        endInclusive: Int,
        step: Int
    ) : Iterable<Int> {
    init {
        if (step == 0)
            throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step ==
Int.MIN_VALUE)
            throw
kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid
overflow on negation.")
    }

    /* The first element in the progression.
     */
    public val first: Int =
start
}

```



```

is empty if its start value is greater than the end value.\n    *\n    public fun isEmpty(): Boolean = start >
endInclusive\n}\n", "/*\n * Copyright 2010-2015 JetBrains s.r.o.\n *\n * Licensed under the Apache License,
Version 2.0 (the \"License\");\n *\n * you may not use this file except in compliance with the License.\n *\n * You may
obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by
applicable law or agreed to in writing, software\n *\n * distributed under the License is distributed on an \"AS IS\"
BASIS,\n *\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n *\n * See the
License for the specific language governing permissions and\n *\n * limitations under the License.\n */\n\npackage
kotlin\n\n/**\n *\n * The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.\n
*\n *\n * public object Unit {\n    override fun toString() = \"kotlin.Unit\"\n}\n", "/*\n * Copyright 2010-2015 JetBrains
s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n *\n * you may not use this file except
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software\n *\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n *\n * WITHOUT WARRANTIES
OR CONDITIONS OF ANY KIND, either express or implied.\n *\n * See the License for the specific language
governing permissions and\n *\n * limitations under the License.\n */\n\npackage kotlin.annotation\n\nimport
kotlin.annotation.AnnotationTarget.*\n\n/**\n *\n * Contains the list of code elements which are the possible annotation
targets\n *\n * public enum class AnnotationTarget {\n    /**\n     * Class, interface or object, annotation class is also
included\n     * CLASS,\n     * Annotation class only\n     * ANNOTATION_CLASS,\n     * Generic type
parameter\n     * TYPE_PARAMETER,\n     * **\n     * Property\n     * PROPERTY,\n     * Field, including property's backing field\n     * FIELD,\n     * Local variable\n     * LOCAL_VARIABLE,\n     * Value parameter of a function or a constructor\n     * VALUE_PARAMETER,\n     * Constructor only (primary or secondary)\n     * CONSTRUCTOR,\n     * **\n     * Function (constructors are not included)\n     * FUNCTION,\n     * Property getter only\n     * PROPERTY_GETTER,\n     * Property setter only\n     * PROPERTY_SETTER,\n     * Type usage\n     * TYPE,\n     * Any expression\n     * EXPRESSION,\n     * File\n     * FILE,\n     * Type alias\n     * TYPEALIAS\n}\n\n/**\n *\n * Contains the list of possible annotation's retentions.\n *\n * Determines how an annotation is stored in binary output.\n *\n * public enum class AnnotationRetention {\n    /**\n     * Annotation isn't stored in binary output\n     * SOURCE,\n     * Annotation is stored in binary output, but invisible
for reflection\n     * BINARY,\n     * Annotation
is stored in binary output and visible for reflection (default retention)\n     * RUNTIME\n}\n\n/**\n *\n * This meta-
annotation indicates the kinds of code elements which are possible targets of an annotation.\n *\n * If the target
meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:\n
*\n * [CLASS], [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER].\n *\n * @property allowedTargets list of
allowed annotation targets\n *\n * public annotation class Target(vararg val allowedTargets: AnnotationTarget)\n\n/**\n *\n * This meta-annotation determines whether an
annotation is stored in binary output and visible for reflection. By default, both are true.\n *\n * @property value
necessary annotation retention (RUNTIME, BINARY or SOURCE)\n *\n * public annotation class Retention(val
value: AnnotationRetention = AnnotationRetention.RUNTIME)\n\n/**\n *\n * This meta-annotation determines that an
annotation is applicable twice or more on a single code element\n *\n * public annotation class Repeatable\n\n/**\n *\n * This
meta-annotation determines that an annotation is a part of public API and therefore should be included in the
generated\n *\n * documentation for the element to which the annotation is applied.\n *\n * public annotation class MustBeDocumented\n", "/*\n * Copyright 2010-2016 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n *\n * you may not use this file except in compliance with the License.\n *\n * You may obtain a copy of the License at\n *\n *

```

<http://www.apache.org/licenses/LICENSE-2.0> Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS,

* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.

`kotlin.internal` Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks That means it's completely safe to use generic types as argument for such parameter.

`@Target(AnnotationTarget.TYPE_PARAMETER)` `@Retention(AnnotationRetention.BINARY)` internal annotation class `PureReifiable` Specifies that the corresponding built-in method exists depending on platform. Current implementation for JVM looks whether method with same JVM descriptor exists in the module JDK. For example `MutableMap.remove(K, V)` available only if corresponding method `'java.util.Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z'` is defined in JDK (i.e. for major versions ≥ 8)

`@Target(AnnotationTarget.FUNCTION)` `@Retention(AnnotationRetention.BINARY)` internal annotation class `PlatformDependent` When applied to a function or property, enables a compiler optimization that evaluates that function or property at compile-time and replaces calls to it with the computed result.

`@Target(AnnotationTarget.CONSTRUCTOR, AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)` `@Retention(AnnotationRetention.BINARY)` `@SinceKotlin("1.7")` internal annotation class `IntrinsicConstEvaluation`

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```

kotlin.internal
// a mod b (in arithmetical sense)
private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}
private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}
// (a - b) mod
c
private fun differenceModulo(a: Int, b: Int, c: Int): Int {
    return mod(mod(a, c) - mod(b, c), c)
}
private fun differenceModulo(a: Long, b: Long, c: Long): Long {
    return mod(mod(a, c) - mod(b, c), c)
}
/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end`,
 * - or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw
}
kotlin.IllegalArgumentException("Step is zero.")
/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end`,
 * - or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
/**
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++] else throw NoSuchElementException("$index")
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
}

```

```

    \"ByteArray\" -> byteArrayIterator(array)\n    \"ShortArray\" -> shortArrayIterator(array)\n    \"CharArray\" ->
charArrayIterator(array)\n    \"IntArray\" -> intArrayIterator(array)\n    \"LongArray\" -> longArrayIterator(array)\n
\"FloatArray\" -> floatArrayIterator(array)\n    \"DoubleArray\" -> doubleArrayIterator(array)\n    else -> throw
IllegalStateException(\"Unsupported type argument for arrayIterator:
$type\")\n}\n\n@JsName(\"booleanArrayIterator\")\ninternal fun booleanArrayIterator(array: BooleanArray) =
object : BooleanIterator() {\n    var index = 0\n    override fun hasNext() = index < array.size\n    override fun
nextBoolean() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"byteArrayIterator\")\ninternal fun byteArrayIterator(array:
ByteArray) = object : ByteIterator() {\n    var index = 0\n    override fun hasNext() = index < array.size\n    override
fun nextByte() = if (index < array.size) array[index++]
else throw NoSuchElementException(\"$index\")\n}\n\n@JsName(\"shortArrayIterator\")\ninternal fun
shortArrayIterator(array: ShortArray) = object : ShortIterator() {\n    var index = 0\n    override fun hasNext() =
index < array.size\n    override fun nextShort() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"charArrayIterator\")\ninternal fun charArrayIterator(array:
CharArray) = object : CharIterator() {\n    var index = 0\n    override fun hasNext() = index < array.size\n    override
fun nextChar() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"intArrayIterator\")\ninternal fun intArrayIterator(array:
IntArray) = object : IntIterator() {\n    var index = 0\n    override fun hasNext() = index < array.size\n    override fun
nextInt() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"floatArrayIterator\")\ninternal fun
floatArrayIterator(array: FloatArray) = object : FloatIterator() {\n    var index = 0\n    override fun hasNext() =
index < array.size\n    override fun nextFloat() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"doubleArrayIterator\")\ninternal fun
doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {\n    var index = 0\n    override fun hasNext()
= index < array.size\n    override fun nextDouble() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"longArrayIterator\")\ninternal fun longArrayIterator(array:
LongArray) = object : LongIterator() {\n    var index = 0\n    override fun hasNext() = index < array.size\n
override fun nextLong() = if (index < array.size) array[index++] else throw
NoSuchElementException(\"$index\")\n}\n\n@JsName(\"PropertyMetadata\")\ninternal class
PropertyMetadata(@JsName(\"callableName\") val name:
String)\n\n@JsName(\"noWhenBranchMatched\")\ninternal
fun noWhenBranchMatched(): Nothing = throw
NoWhenBranchMatchedException()\n\n@JsName(\"subSequence\")\ninternal fun subSequence(c: CharSequence,
startIndex: Int, endIndex: Int): CharSequence {\n    if (c is String) {\n        return c.substring(startIndex, endIndex)\n
    } else {\n        return c.asDynamic().`subSequence_vux9f0$`(startIndex, endIndex)\n
    }\n}\n\n@JsName(\"captureStack\")\ninternal fun captureStack(@Suppress(\"UNUSED_PARAMETER\")
baseClass: JsClass<in Throwable>, instance: Throwable) {\n    if (js(\"Error\").captureStackTrace) {\n        // Using
uncropped stack traces due to KT-37563.\n        // Precise stack traces are implemented in JS IR compiler and
stdlib\n        js(\"Error\").captureStackTrace(instance);\n    } else {\n        instance.asDynamic().stack = js(\"new
Error()\").stack;\n    }\n}\n\n@JsName(\"newThrowable\")\ninternal fun newThrowable(message: String?, cause:
Throwable?): Throwable {\n    val throwable = js(\"new Error()\")\n
throwable.message = if (jsTypeOf(message) == \"undefined\") {\n        if (cause != null) cause.toString() else
null\n    } else {\n        message\n    }\n    throwable.cause = cause\n    throwable.name = \"Throwable\"\n    return
throwable\n}\n\n@JsName(\"BoxedChar\")\ninternal class BoxedChar(val c: Int) : Comparable<Int> {\n    override
fun equals(other: Any?): Boolean {\n        return other is BoxedChar && c == other.c\n    }\n    override fun
hashCode(): Int {\n        return c\n    }\n    override fun toString(): String {\n        return
js(\"this.c\").unsafeCast<Char>().toString()\n    }\n    override fun compareTo(other: Int): Int {\n        return
js(\"this.c - other\").unsafeCast<Int>()\n    }\n    @JsName(\"valueOf\")\n    public fun valueOf(): Int {\n

```

```

return c\n } \n\n@kotlin.internal.InlineOnly\ninternal inline fun <T> concat(args: Array<T>): T {\n    val typed
= js("Array")(args.size)\n    for (i in args.indices) {\n        val arr = args[i]\n        if (arr !is Array<*>) {\n            typed[i] = js("[]").slice.call(arr)\n        } else {\n            typed[i] = arr\n        }\n    }\n    return js("[]").concat.apply(js("[]"), typed);\n}\n\n/** Concat regular Array's and TypedArray's into an
Array.\n * \n @PublishedApi\n * @JsName("arrayConcat")\n * @Suppress("UNUSED_PARAMETER")\n * internal fun
<T> arrayConcat(a: T, b: T): T {\n    return concat(js("arguments"))\n}\n\n/** Concat primitive arrays. Main use:
prepare vararg arguments.\n * For compatibility with 1.1.0 the arguments may be a mixture of Array's and
TypedArray's.\n * \n * If the first argument is TypedArray (Byte-, Short-, Char-, Int-, Float-, and DoubleArray)
returns a TypedArray, otherwise an Array.\n * \n * If the first argument has the $type$ property (Boolean-, Char-, and
LongArray) copy its value to result.$type$.\n * \n * If the first argument is a regular Array without the $type$ property
default to arrayConcat.\n
*\n * @PublishedApi\n * @JsName("primitiveArrayConcat")\n * @Suppress("UNUSED_PARAMETER")\n * internal
fun <T> primitiveArrayConcat(a: T, b: T): T {\n    val args: Array<T> = js("arguments")\n    if (a is Array<*> &&
a.asDynamic().`$type$` === undefined) {\n        return concat(args)\n    } else {\n        var size = 0\n        for (i in
args.indices) {\n            size += args[i].asDynamic().length as Int\n        }\n        val result = js("new
a.constructor(size)")\n        kotlin.copyArrayType(a, result)\n        size = 0\n        for (i in args.indices) {\n            val
arr = args[i].asDynamic()\n            for (j in 0 until arr.length) {\n                result[size++] = arr[j]\n            }\n        }\n        return result\n    }\n}\n\n@JsName("booleanArrayOf")\ninternal fun booleanArrayOf() =
withType("BooleanArray", js("[]").slice.call(arguments))\n\n@JsName("charArrayOf")\ninternal fun
charArrayOf() = withType("CharArray", js("new
Uint16Array(arguments)"))\n\n@JsName("longArrayOf")\ninternal fun longArrayOf()
= withType("LongArray",
js("[]").slice.call(arguments))\n\n@JsName("withType")\n@kotlin.internal.InlineOnly\ninternal inline fun
withType(type: String, array: dynamic): dynamic {\n    array.`$type$` = type\n    return array\n}\n\n/*\n * Copyright
2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n * \n\npackage kotlin.js\n\n/**\n *
Function corresponding to JavaScript's `typeof` operator\n
*\n * @kotlin.internal.InlineOnly\n * @Suppress("UNUSED_PARAMETER")\n * public inline fun jsTypeOf(a: Any?):
String = js("typeof a")\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n * \n\n@file: Suppress("UNUSED_PARAMETER",
"NOTHING_TO_INLINE")\n\npackage kotlin\n\n/**\n * Returns an empty array
of the specified type [T].\n * \n\npublic inline fun <T> emptyArray(): Array<T> = js("[]")\n\n@library\npublic fun
<T> arrayOf(vararg elements: T): Array<T> = definedExternally\n\n@library\npublic fun doubleArrayOf(vararg
elements: Double): DoubleArray = definedExternally\n\n@library\npublic fun floatArrayOf(vararg elements: Float):
FloatArray = definedExternally\n\n@library\npublic fun longArrayOf(vararg elements: Long): LongArray =
definedExternally\n\n@library\npublic fun intArrayOf(vararg elements: Int): IntArray =
definedExternally\n\n@library\npublic fun charArrayOf(vararg elements: Char): CharArray =
definedExternally\n\n@library\npublic fun shortArrayOf(vararg elements: Short): ShortArray =
definedExternally\n\n@library\npublic fun byteArrayOf(vararg elements: Byte): ByteArray =
definedExternally\n\n@library\npublic fun booleanArrayOf(vararg elements: Boolean): BooleanArray =
definedExternally\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization
function [initializer].\n * \n\npublic actual fun <T> lazy(initializer: () -> T): Lazy<T> =
UnsafeLazyImpl(initializer)\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization
function [initializer].\n * \n * The [mode] parameter is ignored.\n * \n\npublic actual fun <T> lazy(mode:
LazyThreadSafetyMode, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n/**\n * Creates a new
instance of the [Lazy] that uses the specified initialization function [initializer].\n * \n * The [lock] parameter is
ignored.\n * \n\npublic actual fun <T> lazy(lock: Any?, initializer: () -> T): Lazy<T> =

```

```

UnsafeLazyImpl(initializer)\n\ninternal fun fillFrom(src: dynamic, dst: dynamic): dynamic {\n    val srcLen: Int =
src.length\n    val dstLen: Int = dst.length\n    var index: Int = 0\n    while (index < srcLen && index < dstLen)
dst[index] = src[index++]\n    return dst\n}\n\ninternal fun arrayCopyResize(source: dynamic, newSize: Int,
defaultValue: Any?): dynamic {\n
    val result = source.slice(0, newSize)\n    copyArrayType(source, result)\n    var index: Int = source.length\n    if
(newSize > index) {\n        result.length = newSize\n        while (index < newSize) result[index++] = defaultValue\n
    }\n    return result\n}\n\ninternal fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic
{\n    val result = array.slice()\n    result.length += collection.size\n    copyArrayType(array, result)\n    var index: Int
= array.length\n    for (element in collection) result[index++] = element\n    return result\n}\n\ninternal fun <T>
fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {\n    var index = startIndex\n
for (element in collection) dst[index++] = element\n    return dst\n}\n\ninternal inline fun copyArrayType(from:
dynamic, to: dynamic) {\n    if (from.`$type$` !== undefined) {\n        to.`$type$` = from.`$type$`\n
    }\n}\n\ninternal inline fun jsIsType(obj: dynamic, jsClass:
dynamic) = js("Kotlin").isType(obj, jsClass)", /*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *^\n\npackage kotlin\n\n/**\n * Creates a Char with the specified [code].\n
*\n * @sample samples.text.Chars.charFromCode\n
*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
actual inline fun Char(code: UShort): Char {\n    return code.toInt().toChar()\n}\n", /*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *^\n\npackage kotlin.coroutines\n\nimport
kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED\n\n@SinceKotlin("1.3")\n@JsName("CoroutineImpl")\n
internal abstract class CoroutineImpl(private val resultContinuation:
Continuation<Any?>) : Continuation<Any?> {\n    protected var state = 0\n    protected var exceptionState = 0\n
protected var result: Any? = null\n    protected var exception: Throwable? = null\n    protected var finallyPath:
Array<Int?> = null\n\n    public override val context: CoroutineContext = resultContinuation.context\n\n    private
var intercepted_: Continuation<Any?>? = null\n\n    public fun intercepted(): Continuation<Any?> =\n        intercepted_\n        ?: (context[ContinuationInterceptor]?.interceptContinuation(this) ?: this)\n        .also {\n
intercepted_ = it }\n\n    override fun resumeWith(result: Result<Any?>) {\n        var current = this\n        var
currentResult: Any? = result.getOrNull()\n        var currentException: Throwable? = result.exceptionOrNull()\n
// This loop unrolls recursion in current.resumeWith(param) to make saner and shorter stack traces on resume\n
while (true) {\n        with(current) {\n
            val completion = resultContinuation\n            // Set result and exception fields in the current continuation\n
            if (currentException == null) {\n                this.result = currentResult\n            } else {\n                state =
exceptionState\n                exception = currentException\n            }\n            try {\n                val
outcome = doResume()\n                if (outcome === COROUTINE_SUSPENDED) return\n
currentResult = outcome\n                currentException = null\n            } catch (exception: dynamic) { // Catch
all exceptions\n                currentResult = null\n                currentException =
exception.unsafeCast<Throwable>()\n            }\n            releaseIntercepted() // this state machine instance is
terminating\n            if (completion is CoroutineImpl) {\n                // unrolling recursion via loop\n
current = completion\n            } else {\n                // top-level completion reached -- invoke and return\n
currentException?.let {\n                completion.resumeWithException(it)\n            } ?:
completion.resume(currentResult)\n            return\n        }\n    }\n}\n\nprivate fun
releaseIntercepted() {\n    val intercepted = intercepted_\n    if (intercepted != null && intercepted !== this) {\n
        context[ContinuationInterceptor]!!.releaseInterceptedContinuation(intercepted)\n    }\n    this.intercepted_
= CompletedContinuation // just in case\n}\n\nprotected abstract fun doResume(): Any?\n}\n\ninternal object
CompletedContinuation : Continuation<Any?> {\n    override val context: CoroutineContext\n        get() =
error("This continuation is already complete")\n\n    override fun resumeWith(result: Result<Any?>) {\n

```

```

error("This continuation
is already complete")\n }
override fun toString(): String = "This continuation is already
complete"\n\n"/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:Suppress("UNCHECKED_CAST", "RedundantVisibilityModifier")\n\npackage kotlin\n\nimport
kotlin.contracts.*\nimport kotlin.internal.InlineOnly\nimport kotlin.jvm.JvmField\nimport
kotlin.jvm.JvmInline\nimport kotlin.jvm.JvmName\n\n/**\n * A discriminated union that encapsulates a successful
outcome with a value of type [T]\n * or a failure with an arbitrary [Throwable] exception.\n
*/\n\n@SinceKotlin("1.3")\n@JvmInline\npublic value class Result<out T> @PublishedApi internal constructor(\n
@PublishedApi\n internal val value: Any?\n) : Serializable {\n // discovery\n // **\n * Returns `true` if this
instance represents a successful outcome.\n
* In this case [isFailure] returns `false`.\n * In this case [isSuccess] returns `false`.\n
*/\n * Returns `true` if this instance represents a failed outcome.\n * In this case [isSuccess] returns `false`.\n
*/\n * Returns `false` if this instance represents a successful outcome.\n * In this case [isFailure] returns `true`.\n
*/\n public val isSuccess: Boolean get() = value !is Failure\n\n // value & exception retrieval\n\n /**\n *
Returns the encapsulated value if this instance represents [success][Result.isSuccess] or `null`\n * if it is
[failure][Result.isFailure].\n * This function is a shorthand for `getOrElse { null }` (see [getOrElse]) or\n
* `fold(onSuccess = { it }, onFailure = { null })` (see [fold]).\n */\n @InlineOnly\n public inline fun
getOrNull(): T? =\n when {\n isFailure -> null\n else -> value as T\n }\n // **\n *
Returns the encapsulated [Throwable] exception if this instance represents [failure][isFailure] or `null`\n * if it is
[success][isSuccess].\n
* This function is a shorthand for `fold(onSuccess = { null }, onFailure = { it })` (see [fold]).\n */\n
public fun exceptionOrNull(): Throwable? =\n when (value) {\n is Failure -> value.exception\n
else -> null\n }\n // **\n * Returns a string `Success(v)` if this instance represents
[success][Result.isSuccess]\n * where `v` is a string representation of the value or a string `Failure(x)` if\n * it
is [failure][isFailure] where `x` is a string representation of the exception.\n */\n public override fun toString():
String =\n when (value) {\n is Failure -> value.toString() // "Failure($exception)"\n else ->
"Success($value)"\n }\n // companion with constructors\n // **\n * Companion object for [Result]
class that contains its constructor functions\n * [success] and [failure].\n */\n public companion object {\n
// **\n * Returns
an instance that encapsulates the given [value] as successful value.\n */\n
@Suppress("INAPPLICABLE_JVM_NAME")\n @InlineOnly\n @JvmName("success")\n public
inline fun <T> success(value: T): Result<T> =\n Result(value)\n // **\n * Returns an instance that
encapsulates the given [Throwable] [exception] as failure.\n */\n
@Suppress("INAPPLICABLE_JVM_NAME")\n @InlineOnly\n @JvmName("failure")\n public
inline fun <T> failure(exception: Throwable): Result<T> =\n Result(createFailure(exception))\n }\n\n
internal class Failure(\n @JvmField\n val exception: Throwable\n ) : Serializable {\n override fun
equals(other: Any?): Boolean = other is Failure && exception == other.exception\n override fun hashCode():
Int = exception.hashCode()\n override fun toString(): String = "Failure($exception)"\n }\n\n/**\n *
Creates an instance of
internal marker [Result.Failure] class to\n * make sure that this class is not exposed in ABI.\n
*/\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal fun createFailure(exception: Throwable): Any =\n
Result.Failure(exception)\n\n/**\n * Throws exception if the result is failure. This internal function minimizes\n *
inlined bytecode for [getOrThrow] and makes sure that in the future we can\n * add some exception-augmenting
logic here (if needed).\n */\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal fun Result<*>.throwOnFailure() {\n
if (value is Result.Failure) throw value.exception\n}\n\n/**\n * Calls the specified function [block] and returns its
encapsulated result if invocation was successful,\n * catching any [Throwable] exception that was thrown from the
[block] function execution and encapsulating it as a failure.\n */\n\n@InlineOnly\n@SinceKotlin("1.3")\npublic
inline fun <R> runCatching(block: () -> R): Result<R> {\n return try {\n Result.success(block())\n }

```

```

catch (e: Throwable) {
    Result.failure(e)
}

* Calls the specified function [block] with `this`
value as its receiver and returns its encapsulated result if invocation was successful,
* catching any [Throwable]
exception that was thrown from the [block] function execution and encapsulating it as a failure.

* Kotlin 1.3
public inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

--
extensions

* Returns the encapsulated value if this instance represents [success][Result.isSuccess] or
throws the encapsulated [Throwable] exception
* if it is [failure][Result.isFailure].
* This function is a
shorthand for `getOrElse { throw it }` (see [getOrElse]).

* Kotlin 1.3
public inline
fun <T> Result<T>.getOrThrow(): T {
    throwOnFailure()
    return value as T
}

* Returns the encapsulated value if this instance represents [success][Result.isSuccess] or the
* result of
[onFailure] function for the encapsulated [Throwable] exception if it is [failure][Result.isFailure].
* Note, that
this function rethrows any [Throwable] exception thrown by [onFailure] function.
* This function is a
shorthand for `fold(onSuccess = { it }, onFailure = onFailure)` (see [fold]).

* Kotlin 1.3
public inline fun <R, T : R> Result<T>.getOrElse(onFailure: (exception:
Throwable) -> R): R {
    contract {
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> value as T
        else -> onFailure(exception)
    }
}

* Returns the encapsulated value if this instance represents [success][Result.isSuccess] or the
*
[defaultValue] if it is [failure][Result.isFailure].
* This function is a shorthand for `getOrElse { defaultValue
}` (see [getOrElse]).

* Kotlin 1.3
public inline fun <R, T : R>
Result<T>.getOrDefault(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as
T
}

* Returns the result of [onSuccess] for the encapsulated value if this instance represents
[success][Result.isSuccess]
* or the result of [onFailure] function for the encapsulated [Throwable] exception if it
is [failure][Result.isFailure].
* Note, that this function rethrows any [Throwable] exception thrown by
[onSuccess] or by [onFailure] function.

* Kotlin 1.3
public inline fun <R, T>
Result<T>.fold(
    onSuccess: (value: T) -> R,
    onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure,
InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null ->
onSuccess(value as T)
        else -> onFailure(exception)
    }
}

// transformation

* Returns the encapsulated result of the given
[transform] function applied to the encapsulated value
* if this instance represents [success][Result.isSuccess] or
the
* original encapsulated [Throwable] exception if it is [failure][Result.isFailure].
* Note, that this function
rethrows any [Throwable] exception thrown by [transform] function.
* See [mapCatching] for an alternative that
encapsulates exceptions.

* Kotlin 1.3
public inline fun <R, T>
Result<T>.map(transform: (value: T) -> R): Result<R> {
    contract {
        callsInPlace(transform,
InvocationKind.AT_MOST_ONCE)
    }
    return when {
        isSuccess -> Result.success(transform(value as
T))
        else -> Result(value)
    }
}

* Returns the encapsulated result of the given [transform] function
applied to the encapsulated value
* if this instance represents [success][Result.isSuccess] or the
*
original encapsulated [Throwable] exception if it is [failure][Result.isFailure].
* This function catches any
[Throwable] exception thrown by [transform] function and encapsulates it as a failure.
* See [map] for an
alternative that rethrows exceptions from `transform` function.

* Kotlin 1.3
public
inline fun <R, T> Result<T>.mapCatching(transform: (value: T) -> R): Result<R> {
    return when {
        isSuccess -> runCatching { transform(value as T) }
        else -> Result(value)
    }
}

* Returns the
encapsulated result of the given [transform] function applied to the encapsulated [Throwable]
exception
* if this instance represents [failure][Result.isFailure] or the
* original encapsulated value if it is
[success][Result.isSuccess].
* Note, that this function rethrows any [Throwable] exception thrown by
[transform] function.
* See [recoverCatching] for an alternative that encapsulates exceptions.

* Kotlin 1.3
public

```



```

inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}

Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure] or the original encapsulated value if it is [success][Result.isSuccess].

This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.

See [recover] for an alternative that rethrows exceptions.

@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.recoverCatching(transform: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}

"peek" onto value/exception and pipe

Performs the given [action] on the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure].

Returns the original `Result` unchanged.

@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    exceptionOrNull()?.let { action(it) }
    return this
}

Performs the given [action] on the encapsulated value if this instance represents [success][Result.isSuccess].

Returns the original `Result` unchanged.

@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    if (isSuccess) action(value as T)
    return this
}

-----

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package kotlin.coroutines
import kotlin.contracts.*
import kotlin.coroutines.intrinsics.*
import kotlin.internal.InlineOnly

Interface representing a continuation after a suspension point that returns a value of type `T`.

@SinceKotlin("1.3")
public interface Continuation<in T> {
    /**
     * The context of the coroutine that corresponds to this continuation.
     */
    public val context: CoroutineContext

    /**
     * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the return value of the last suspension point.
     */
    public fun resumeWith(result: Result<T>)

}

Classes and interfaces marked with this annotation are restricted when used as receivers for extension `suspend` functions. These `suspend` extensions can only invoke other member or extension `suspend` functions on this particular receiver and are restricted from calling arbitrary suspension functions.

@SinceKotlin("1.3")
@Target(AnnotationTarget.CLASS)
@Retention(AnnotationRetention.BINARY)
public annotation class RestrictsSuspension

Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.

@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resume(value: T): Unit = resumeWith(Result.success(value))

Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the last suspension point.

@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit = resumeWith(Result.failure(exception))

Creates a [Continuation] instance with the given [context] and implementation of [resumeWith] method.

@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation(context: CoroutineContext, crossinline resumeWith: (Result<T>) -> Unit): Continuation<T> = object : Continuation<T> {
    override val context: CoroutineContext = context
    override fun resumeWith(result: Result<T>) = resumeWith(result)
}

Creates a coroutine without a receiver and with result type [T].

This function creates a new, fresh instance of suspendable computation every time it is invoked.

To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

The [completion] continuation is invoked when the coroutine completes with a result or an exception.

Subsequent invocation of any resume function on the resulting continuation will produce an [IllegalStateException].

```

```

*^@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <T> (suspend () ->
T).createCoroutine(\n completion: Continuation<T>\n): Continuation<Unit> =\n
SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED)\n\n/**\n
* Creates a coroutine with receiver type [R] and result type [T].\n * This function creates a new, fresh instance of
suspendable computation every time it is invoked.\n * To start executing the created coroutine, invoke
`resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when the
coroutine completes with a result or an exception.\n * Subsequent invocation of any resume function on the resulting
continuation will produce an [IllegalStateException].\n
*^@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend R.() ->
T).createCoroutine(\n receiver: R,\n completion: Continuation<T>\n): Continuation<Unit> =\n
SafeContinuation(createCoroutineUnintercepted(receiver,
completion).intercepted(), COROUTINE_SUSPENDED)\n\n/**\n
* Starts a coroutine without a receiver and with
result type [T].\n * This function creates and starts a new, fresh instance of suspendable computation every time it is
invoked.\n * The [completion] continuation is invoked when the coroutine completes with a result or an exception.\n
*^@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <T> (suspend () ->
T).startCoroutine(\n completion: Continuation<T>\n) {\n
createCoroutineUnintercepted(completion).intercepted().resume(Unit)\n}\n\n/**\n
* Starts a coroutine with receiver
type [R] and result type [T].\n * This function creates and starts a new, fresh instance of suspendable computation
every time it is invoked.\n * The [completion] continuation is invoked when the coroutine completes with a result or
an exception.\n *^@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend
R.() ->
T).startCoroutine(\n receiver: R,\n completion: Continuation<T>\n) {\n
createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)\n}\n\n/**\n
* Obtains the current
continuation instance inside suspend functions and suspends\n * the currently running coroutine.\n * In this
function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously
in\n * the same stack-frame where the suspension function is run or asynchronously later in the same thread or\n *
from a different thread of execution. Subsequent invocation of any resume function will produce an
[IllegalStateException].\n *^@SinceKotlin("1.3")\n@InlineOnly\npublic suspend inline fun <T>
suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T {\n contract { callsInPlace(block,
InvocationKind.EXACTLY_ONCE) }\n return suspendCoroutineUninterceptedOrReturn { c: Continuation<T> -
>\n val safe = SafeContinuation(c.intercepted())\n block(safe)\n
safe.getOrThrow()\n }\n}\n\n/**\n
* Returns the context of the current\n coroutine.\n
*^@SinceKotlin("1.3")\n@Suppress("WRONG_MODIFIER_TARGET")\n@InlineOnly\npublic suspend inline
val coroutineContext: CoroutineContext\n get() {\n throw NotImplementedError("Implemented as
intrinsic")\n }\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*^@package kotlin.coroutines.intrinsics\n\nimport kotlin.coroutines.*\nimport kotlin.internal.InlineOnly\n\n/**\n
* Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first
suspension.\n * Returns the result of the coroutine or throws its exception if it does not suspend or
[COROUTINE_SUSPENDED] if it suspends.\n * In the latter case, the [completion] continuation is invoked when
the coroutine completes
with a result or an exception.\n * The coroutine is started directly in the invoker's thread without going through
the [ContinuationInterceptor] that might\n * be present in the completion's [CoroutineContext]. It is the invoker's
responsibility to ensure that a proper invocation\n * context is established.\n * This function is designed to be
used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended\n *
coroutine using a reference to the suspending function.\n *^@SinceKotlin("1.3")\n@InlineOnly\npublic actual
inline fun <T> (suspend () -> T).startCoroutineUninterceptedOrReturn(\n completion: Continuation<T>\n): Any?
= this.asDynamic()(completion, false)\n\n/**\n
* Starts an unintercepted coroutine with receiver type [R] and result

```

type [T] and executes it until its first suspension.\n * Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends.\n * In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.\n *\n * The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n * be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation\n * context is established.\n *\n * This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended\n * coroutine using a reference to the suspending function.\n */\n@SinceKotlin("1.3")\n@InlineOnly\npublic actual inline fun <R, T> (suspend R.() -> T).startCoroutineUninterceptedOrReturn(\n receiver: R,\n completion: Continuation<T>)\n): Any? = this.asDynamic()(receiver, completion, false)\n)\n@InlineOnly\ninternal actual inline fun <R, P, T> (suspend R.(P) -> T).startCoroutineUninterceptedOrReturn(\n receiver: R,\n param: P,\n completion: Continuation<T>)\n): Any? = this.asDynamic()(receiver, param, completion, false)\n)\n/**\n * Creates unintercepted coroutine without receiver and with result type [T].\n * This function creates a new, fresh instance of suspendable computation every time it is invoked.\n * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when coroutine completes with result or exception.\n * This function returns unintercepted continuation.\n * Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the\n * [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].\n * It is the invoker's responsibility to ensure that a proper invocation context is established.\n * Note that [completion] of this function may get invoked in an arbitrary context.\n * [Continuation.intercepted] can be used to acquire the intercepted continuation.\n *\n * Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of\n * both the coroutine and [completion] happens in the invocation context established by\n * [ContinuationInterceptor].\n *\n * Repeated invocation of any resume function on the resulting continuation corrupts the\n * state machine of the coroutine and may result in arbitrary behaviour or exception.\n */\n@SinceKotlin("1.3")\npublic actual fun <T> (suspend () -> T).createCoroutineUnintercepted(\n completion: Continuation<T>)\n): Continuation<Unit> =\n // Kotlin/JS suspend lambdas have an extra parameter `suspended`\n if (this.asDynamic().length == 2) {\n // When `suspended` is true the continuation is created, but not executed\n this.asDynamic()(completion, true)\n } else {\n createCoroutineFromSuspendFunction(completion) {\n this.asDynamic()(completion)\n }\n }\n)\n/**\n * Creates unintercepted coroutine with receiver type [R] and result type [T].\n * This function creates a new, fresh instance of suspendable computation every time it is invoked.\n * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when coroutine completes with result or exception.\n * This function returns unintercepted continuation.\n * Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the\n * [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].\n * It is the invoker's responsibility to ensure that a proper invocation context is established.\n * Note that [completion] of this function may get invoked in an arbitrary context.\n * [Continuation.intercepted] can be used to acquire the intercepted continuation.\n * Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of\n * both the coroutine and [completion] happens in the invocation context established by\n * [ContinuationInterceptor].\n *\n * Repeated invocation of any resume function on the resulting continuation corrupts the\n * state machine of the coroutine and may result in arbitrary behaviour or exception.\n */\n@SinceKotlin("1.3")\npublic actual fun <R, T> (suspend R.() -> T).createCoroutineUnintercepted(\n receiver: R,\n completion: Continuation<T>)\n): Continuation<Unit> =\n // Kotlin/JS suspend lambdas have an extra parameter `suspended`\n if (this.asDynamic().length == 3) {\n // When `suspended` is true the continuation is created, but not executed\n this.asDynamic()(receiver, completion, true)\n } else {\n createCoroutineFromSuspendFunction(completion) {\n this.asDynamic()(receiver, completion)\n }\n }\n)\n/**\n * Intercepts this continuation with [ContinuationInterceptor].\n * This function shall be used on the immediate result of [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn],\n

```

* in which case it checks for [ContinuationInterceptor] in the continuation's [context][Continuation.context],\n *
invokes [ContinuationInterceptor.interceptContinuation], caches and returns the result.\n * \n * If this function is
invoked on other [Continuation] instances it returns `this` continuation unchanged.\n
*/\n\n@SinceKotlin("1.3")\npublic actual fun <T> Continuation<T>.intercepted(): Continuation<T> =\n (this as?
CoroutineImpl)?.intercepted() ?: this\n\nprivate inline fun <T> createCoroutineFromSuspendFunction(\n
completion: Continuation<T>,\n crossinline block: () -> Any?)\n): Continuation<Unit> {\n
@Suppress("UNCHECKED_CAST")\n return object : CoroutineImpl(completion as Continuation<Any?>) {\n
override fun doResume(): Any? {\n exception?.let { throw it }\n return block()\n }\n
}\n}\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.js\n// Mirrors signature from JS IR BE\n// Used for
js.translator/testData/box/number/mulInt32.kt\n@library\n@jsName("imulEmulated")\n@Suppress("UNUSED_P
ARAMETER")\ninternal fun imul(x: Int, y: Int): Int =
definedExternally\n\n@Suppress("NOTHING_TO_INLINE")\ninternal inline fun isArrayish(o: dynamic) =
js("Kotlin").isArrayish(o)\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin\n// NOTE: Do not author your exceptions as they are written in
this file, instead use this template:\n/*\npublic open class MyException : Exception {\n constructor() : super()\n
constructor(message: String?) : super(message)\n constructor(message: String?, cause: Throwable?) :
super(message,
cause)\n constructor(cause: Throwable?) : super(cause)\n}\n*/\n\n// TODO: remove primary constructors, make
all secondary KT-22055\n\n@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")\npublic actual open class Error
actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {\n actual
constructor() : this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual
constructor(cause: Throwable?) : this(undefine
d, cause)\n}\n\n@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")\npublic actual open class Exception actual
constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {\n actual constructor() :
this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause:
Throwable?) : this(undefine
d, cause)\n}\n\npublic actual open class RuntimeException actual constructor(message:
String?, cause: Throwable?) : Exception(message, cause) {\n actual constructor()
: this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause:
Throwable?) : this(undefine
d, cause)\n}\n\npublic actual open class IllegalArgumentException actual
constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n actual constructor() :
this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause:
Throwable?) : this(undefine
d, cause)\n}\n\npublic actual open class IllegalStateException actual
constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n actual constructor() :
this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause:
Throwable?) : this(undefine
d, cause)\n}\n\npublic actual open class IndexOutOfBoundsException actual
constructor(message: String?) : RuntimeException(message) {\n actual constructor() : this(null)\n}\n\npublic
actual open class
ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) :
RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual constructor(message:
String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefine
d, cause)\n}\n\npublic actual
open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) :
RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual constructor(message:
String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefine
d, cause)\n}\n\n\npublic
actual open class NumberFormatException actual constructor(message: String?) :
IllegalArgumentException(message) {\n actual constructor() : this(null)\n}\n\n\npublic actual open class

```

```

NullPointerException actual constructor(message: String?) : RuntimeException(message) {\n  actual constructor() :
this(null)\n}\n\npublic actual open class ClassCastException
  actual constructor(message: String?) : RuntimeException(message) {\n  actual constructor() :
this(null)\n}\n\npublic actual open class AssertionError\n@SinceKotlin("1.4")\nconstructor(message: String?,
cause: Throwable?) : Error(message, cause) {\n  actual constructor() : this(null)\n  constructor(message: String?) :
this(message, null)\n  actual constructor(message: Any?) : this(message.toString(), message as?
Throwable)\n}\n\npublic actual open class NoSuchElementException actual constructor(message: String?) :
RuntimeException(message) {\n  actual constructor() : this(null)\n}\n\n@SinceKotlin("1.3")\npublic actual open
class ArithmeticException actual constructor(message: String?) : RuntimeException(message) {\n  actual
constructor() : this(null)\n}\n\npublic actual open class NoWhenBranchMatchedException actual
constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n  actual constructor() :
this(null, null)\n  actual
constructor(message: String?) : this(message, null)\n  actual constructor(cause: Throwable?) : this(undefine,
cause)\n}\n\npublic actual open class UninitializedPropertyAccessException actual constructor(message: String?,
cause: Throwable?) : RuntimeException(message, cause) {\n  actual constructor() : this(null, null)\n  actual
constructor(message: String?) : this(message, null)\n  actual constructor(cause: Throwable?) : this(undefine,
cause)\n}\n\n", /*\n * Copyright 2010-2019 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0
license\n * that can be found in the license/LICENSE.txt file.\n
*\n\n@file:Suppress("UNUSED_PARAMETER")\n\npackage kotlin.js\n\n@kotlin.internal.InlineOnly\n\ninternal
inline fun jsDeleteProperty(obj: Any, property: Any) {\n  js("delete
obj[property]")\n}\n\n@kotlin.internal.InlineOnly\n\ninternal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =\n
js("lhs | rhs").unsafeCast<Int>()", /*\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n *\npackage kotlin.math\n\n/**\n * Returns this value
with the sign bit same as of the [sign] value.\n *\n * If [sign] is `NaN` the sign of the result is undefined.\n
*\n@SinceKotlin("1.2")\npublic actual fun Double.withSign(sign: Double): Double {\n  val thisSignBit =
js("Kotlin").doubleSignBit(this).unsafeCast<Int>()\n  val newSignBit =
js("Kotlin").doubleSignBit(sign).unsafeCast<Int>()\n  return if (thisSignBit == newSignBit) this else -
this\n}\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\npackage kotlin\n\n/**\n * Returns a bit representation of the specified floating-point value as [Long]\n *
according to the IEEE 754 floating-point
\ndouble format bit layout.\n *\n@SinceKotlin("1.2")\n@library("doubleToBits")\n\npublic actual fun
Double.toBits(): Long = definedExternally\n\n/**\n * Returns a bit representation of the specified floating-point
value as [Long]\n * according to the IEEE 754 floating-point \ndouble format bit layout,\n * preserving `NaN`
values exact layout.\n *\n@SinceKotlin("1.2")\n@library("doubleToRawBits")\n\npublic actual fun
Double.toRawBits(): Long = definedExternally\n\n/**\n * Returns the [Double] value corresponding to a given bit
representation.\n *\n@SinceKotlin("1.2")\n@kotlin.internal.InlineOnly\n\npublic actual inline fun
Double.Companion.fromBits(bits: Long): Double =
js("Kotlin").doubleFromBits(bits).unsafeCast<Double>()\n\n/**\n * Returns a bit representation of the specified
floating-point value as [Int]\n * according to the IEEE 754 floating-point \nsingle format bit layout.\n *\n * Note
that in Kotlin/JS [Float] range is wider than \nsingle format bit layout
can represent,\n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits
and back.\n *\n@SinceKotlin("1.2")\n@library("floatToBits")\n\npublic actual fun Float.toBits(): Int =
definedExternally\n\n/**\n * Returns a bit representation of the specified floating-point value as [Int]\n *
according to the IEEE 754 floating-point \nsingle format bit layout,\n * preserving `NaN` values exact layout.\n
*\n * Note that in Kotlin/JS [Float] range is wider than \nsingle format bit layout can represent,\n * so some
[Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.\n

```



```

comparison: (a: dynamic, b: dynamic) -> Int = js(\undefined\)): Unit {\n  asDynamic().sort(comparison)\n}"/*\n
* Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.text\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n/\n\n// 1343 ranges totally\nprivate object Category {\n  val decodedRangeStart: IntArray\n  val decodedRangeCategory: IntArray\n  \n  init {\n    val toBase64 = \"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/\n    val fromBase64 = IntArray(128)\n    for (i in toBase64.indices) {\n      fromBase64[toBase64[i].code] = i\n    }\n    \n    // rangeStartDiff.length = 1482\n    val rangeStartDiff =\n    \"gBCFEDCKCDCaDDaDBhBCEEDDDDDDEDXBHYBH5BRwBGDCHDCIDFHDCHFDCDEIRTEE7BGHDDJI\n    CBbSEMOFGERwDEDDDDDECEFCRBjBhBFDcYFFCCzBvBjBBFC3BohDBmBDGpBDDcTBjJbEECLGDFC\n    LDCgBBKVKEdiDDHCFECECKCEODBebC5CLBOKhBJDDDDWEBHFCFCPBZDEL1BVBSLPBgBB2BDB\n    DICFBHKCKCPDBHEDWBHEDDDDEDEDIBDGDCKCCGDDDCGECCWBFMDDCDEDDCHDDHKDDDBK\n    DBHFCWBFGBDDDFEDBPDDKCHBGDCHEDWBFGBDCEDEDBHDDGDCKCGJEGDBFDDFDDDDDME\n    FDBFDCGBOKDFDFDCGFCXBQDDDDDBEGEDFDDKHBHDDGFCXBKBFCEFCFCHECCKDNCCFC\n    oBEDECFDDDDHDCKJBGDCSDYBJEHBFDDEBIGKDCMuBFHEBGBIBKCKBFBFBXEIFJDFDGCKCEgB\n    BDPEDGKKGECIBkBEOBDFFLBkBBIBEFFECIBrBCEBEGDBKGGDDDDCHDENDCFEKDDIBDDFrBCD\n    pKBECGEECPBBEChBBECGEECPB5BBECjCCDJUDQKG2CCGDsTCRbaCDrCDDIHNBEDLSDCJSCMLFC\n    CM0BDHGFLLBFDDKKGGEFDDDBKgjBB1BHfChBDFmCKfDDDDDDCGDCFDKcCFLsBEaGKBDiBXDDD1\n    BDGDEIGJEKKGHGBGMF/BEBvBCEDDFHEKHKJDDDeDDGDkSBFEDCIEkBIICCFDKDDKeGCJHrBCDI\n    IDBNBHEBEFDBFsB/BNBiBIB6BBF1EiDiJGCGCIIIGCGCIIIIOCIIIIIDFEDDBFEDDDDEBDIFDDFEDBLF\n    GCEECFBJCDEDCLDKBFBKCCGDDKDDNDgBQNEBDMPPFFDEDEBFHECEBEEDFBEDDQjBCEDEFFC\n    CJHBeEEfsIIEUCHCxCBZoBGICZLV8BuCW3FBjB2BiVDB4HOesBFCfkQgjEW/BEgBCiIwBVCGnBCgBBp\n    DvBBuBEDBHEFGCCjDCGEDCFCFIBDDF4BHC0BXJHBHBBHBBHBBHBBHBBgBCECGHGEDI FBKCEDM\n    EtBaB5CM2GaMEDDCKCGFCJEDFDDDC2CDDDB6CDCFrBB+CDEKgBkBMQfBKeIBPgBKnbPpKgGuGc9\n    vUDVB3jBD3BJoBGCsIBDQKCUuBDDKCCcCMCKCGIXJCNC/BBHGKDECEVFBEMCEEbqBDDGDGFDXD\n    CEBDGEG0BEICyBQCICKGSGDEBKcICXLCLBdDBvBDECCDNCKECFCJKFBpBFEDCJDBICCKCEQBG\n    DDByBEDCEFBYDCELEDDCKGCGGJHBBHrBBEJDeWcJIDCKGk9KMXExBEggCgoGuLcQDmBHMFFC\n    KBNBFBIsDQRrLCQgCC2BoBMCCQGEQGDCQDDDDFDGDECEEFbnEEBFEDCKCDCaDDaDBFCKBtBCf\n    DGCGFEDDDDCHECKDC\"\n\n    val diff = decodeVarLenBase64(rangeStartDiff, fromBase64, 1342)\n    val start = IntArray(diff.size + 1)\n    for (i in diff.indices) {\n      start[i + 1] = start[i] + diff[i]\n    }\n    decodedRangeStart = start\n    \n    // rangeCategory.length = 2033\n    val rangeCategory =\n    \"PsY44a41W54UYJZYB14W7XC15WZPsYa84b19Zw8b85Lr7C44brlerrYBZBCZCiBiBiBhCiiBhChiBhiCBhh\n    ChiCihBhChCChiBhChiCIBCfhjCiBiBihDhiBhCCihBiBhCCFCEbEbEb7EbGhCk7BixRkiCi4BRbh4BhRhCBR\n    BCiiBBCiBChiZBCBCiBeGHhChCiBRBxxEYC40Rxc6RGUm4GRFRFYRQZ44acG4wRYFEFGJYIIGFIYGwc\n    GmkEmcGFJfI8cYxwFGFRFGFRJFGkkcYkxRm6aFGEgmmEmEGRYRFGxxYFRFRFRGQGIFmIFIGIooGF\n    GFGYJ4EFmoIRFlxRlxRFRFxIRxIFIIIRxmFIGxxIoxRomFRIRxIFImGRJFaL86F4mRxmGoRFRFRFRFIIIRxGIGR\n    xmGxmGmxRxGRFIRrJmmFIIGYRmmIRFIIRIRFRFIIRFxxGFIGmmRoxImxRFRIIImxRJ4aRFGxmIoRFlxRlxR\n    FRFIIRFxxGIImoGmmRxoIxoIGRmmIRxIFImGRJ8FLRxmFFRFIIRIIIRxxFIRlxRxlFRFRFRooGRIooRomRxFRIR\n    JLC8aRmoIoGFIIIRIRFRFRImGmoIooRGRGRxmGFRIIImxRJR YL8IGooYFIIRIRFRFRFRmlIIXGooRGRIRlxFG\n    RJxIFRGIFIIIRIFImGIGxIooRomF8xRxxFIILFGRJLcFxmIoRFRFRFxIRFRxxGxxIooGmmRRIRJxxIoYRfIIIGG\n    RaFEGYJYRxlFRFRFIRFIIGlxFxRFRFRFcxY84c8mGcJL8G1WIFFRFGIGmmYFGRGRcGc88RYcYRFIGI\n    GmmIomGFJYFooGmlFIIGmmFIFIFGFmoIGIomFJIm8cBhRRxxBC4ECFRFRFIRFRFRFRFRFRFRFIRFRFRFRFR\n    FRGYLRFcRBRCxxUF8YFMF1WRFYKFRFRFRGFRGFRFIIRIRGRFmmIGIooGGY44E46FmxRJRLRY44\n    U44GmmQRJRFEFRFGFIGRFRFxGmoIooGmoIoxRxxIoGIGRxxcx4YJFRFRFRFRJLRcFmmIomRx4YFoGG\n    mRomIGIGmxRJRJRYEYRGmmHRGIFmIGmIooGFRJYcGcRmmIFomGmmIomGmlFJfmoGooGGIRYFFIGI\n    RYJRfJEYCRBRBYRGYGIGFGFIIGomGFRCECECEGRGHCCiBCBCRBRBCBCRBRcXBCBCRCDcDCD
  }
}

```



```

1\n}\n\n/**\n * Returns `true` if this character is a digit.\n */\ninternal fun Char.isDigitImpl(): Boolean {\n    return digitToIntImpl() >= 0\n}\n"/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n// 222 ranges totally\nprivate object Letter {\n    val decodedRangeStart: IntArray\n    val decodedRangeLength: IntArray\n    val decodedRangeCategory: IntArray\n\n    init {\n        val toBase64 =\n            \"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/\n            val fromBase64 =\n            IntArray(128)\n            for (i in toBase64.indices) {\n                fromBase64[toBase64[i].code] = i\n            }\n\n            //\n            rangeStartDiff.length = 356\n            val rangeStartDiff =\n            \"hCgBpCQGYHZH5BRpBPPPPPRMP5BPPICPP6BkEPPPPcXPzBvBrB3BOiDoBHwD+E3DauCnFmBmB2D\n            6E1BIBTiBmBIBP5BhBiBrBvBjBqBnBPRtBiCmCtBIB0BmB5BiB7BmBgEmChBZgCoEoGVpBsFrhBPqKQ2B\n            wBYoFgB4CJuTiEvBuCuDrF5DgEgFIJ1DgFmBQtBsBRGsB+BPiBID1EIjDPRPPPPPPPPGQSQS/DxENVNU+\n            B9zCwBwBPPCkDPNnBPqDYY1R8B7FkFgTgwGgwUwmBgKwBuBScmEP/BPPPPPPPrBP8B7F1B/ErBqC6B7B\n            iBmBfQsBUwCw/KwqIwLwETPcPjQgJxFgBIBsD\"\n\n            val diff = decodeVarLenBase64(rangeStartDiff, fromBase64, 222)\n            val start = IntArray(diff.size)\n            for (i in diff.indices) {\n                if (i == 0) start[i] = diff[i]\n                else start[i] = start[i - 1] + diff[i]\n            }\n            decodedRangeStart = start\n\n            // rangeLength.length = 328\n            val rangeLength =\n            \"aaMBXHYH5BRpBPPPPPRMP5BPPICPPzBDOOPPcXPzBvBjB3BOhDmBBpB7DoDYxB+EiBP1DoExBkB\n            QhBekBPmBgBhBctBiBMWOOXhCsBpBkBUV3Ba4BkB0DiCgBXgBtD4FSdBfPhBPpKP0vBXjEQ2CGsT8Dh\n            BtCqDpFvD1D3E0lrD2EkBJrBDOBsB+BPiBIB1EIjDPPPPPPPPPPGPPMNLsBNPNPKCvBvBPPCkDPBmBPh\n            DXXgD4B6FzEgDguG9vUtkB9JcuBSckEP/BPPPPPPBPf4FrBjEhBpC3B5BKaWPrBOWCk/KsCuLqDHPbPxPsFt\n            EaaqDL\"\n            decodedRangeLength = decodeVarLenBase64(rangeLength, fromBase64, 222)\n\n            //\n            rangeCategory.length = 959\n            val rangeCategory =\n            \"GFjgggUHGGFFZZmzpz5qB6s6020B60ptltB6smt2sB60mz22B1+vv+8BZZ5s2850BW5q1ymtB506smzBF3q1\n            q1qB1q1q1+Bgii4wDTm74g3KiggxqM60q1q1Bq1o1q1BF1qlqrBZ2q5wprBGFZWWZGHFsjiioLowgmOowjkw\n            CkgoiIk7ligGogiioBkwkiYkzj2oNoi+sbkwj04DghhkQ8wgiYkgoioDsgnkwC4gikQ//v+85BkwvoIsgoyI4ygu0whiw\n            Eowri4CoghsJowgqYowgm4DkwgsY/nwnzPowhmYkg6wI8yggZswikwHgXgmIoxgqYkwgk4DkxgmIkgoioBsgsso\n            BgzgyI8g9gL8g9ki0wgwJoxgkoC0wgioFkw/wI0w53iF4gioYowjmgBHGq1qkgwBF1q1q8qBHwghuIwghyKk0go\n            QkwgoQk3goQHGFHkyg0pBgxj6IoinkxDswno7Ikwhz9Bo0gioB8z48Rwli0xN0mpjoX8w78pDwltoqKHFGGwgg\n            sIHFH3q1q16BFHWFZ1q10q1B2qlwq1B1q10q1B2q1yq1B6q1gq1Biq1qhxBir1qp1Bqt1q1qB1g1q1+B//3q16B//q\n            1qBH/qlq9Bholqq9B1i00a1q10qD1op1HkwmigEigy6Cptogq1Bixo1kDq7/j00B2qgoBWGFm1lz50B6s5q1+BG\n            WhggzhwBFFhgk4//Bo2jigE8wguI8wguI8wgugUog1qoB4qjmIwwi2KkgYHHH4IBgiFWkgIWoghssMmz5smrBZ\n            3q1y50B5sm7gzBtz1smzB5smz50BqzqtmbZ5sgzqzBF2/9//5BowgoIwmnzkPkwgk4C8ys65BkgoqI0wgy6FghquZo\n            2giY0ghiIsgH24B4ghsQ8QF/v1q1OFs0O8iCHHF1qggz/B8wg6Iznv//B08QgohsjK0QGfK7hsQ4gB\"\n\n            decodedRangeCategory = decodeVarLenBase64(rangeCategory,\n            fromBase64, 222)\n    }\n}\n\n/**\n * Returns `true` if this character is a letter.\n */\ninternal fun Char.isLetterImpl(): Boolean {\n    return getLetterType() != 0\n}\n\n/**\n * Returns `true` if this character is a lower case letter, or it has contributory property `Other_Lowercase`.\n */\ninternal fun Char.isLowercaseImpl(): Boolean {\n    return getLetterType() == 1 || code.isOtherLowercase()\n}\n\n/**\n * Returns `true` if this character is an upper case letter, or it has contributory property `Other_Uppercase`.\n */\ninternal fun Char.isUppercaseImpl(): Boolean {\n    return getLetterType() == 2 || code.isOtherUppercase()\n}\n\n/**\n * Returns\n * - `1` if the character is a lower case letter,\n * - `2` if the character is an upper case letter,\n * - `3` if the character is a letter but not a lower or upper case letter,\n * - `0` otherwise.\n */\nprivate fun Char.getLetterType(): Int {\n    val ch = this.code\n    val index = binarySearchRange(Letter.decodedRangeStart, ch)\n    val rangeStart = Letter.decodedRangeStart[index]\n    val rangeEnd = rangeStart + Letter.decodedRangeLength[index] - 1\n    val code = Letter.decodedRangeCategory[index]\n    if (ch > rangeEnd)

```

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{\n    return 0\n }{\n    val lastTwoBits = code and 0x3\n    if (lastTwoBits == 0) { // gap pattern\n        var shift = 2\n        var threshold = rangeStart\n        for (i in 0..1) {\n            threshold += (code shr shift) and 0x7f\n            if (threshold > ch) {\n                return 3\n            }\n            shift += 7\n            threshold += (code shr shift) and 0x7f\n            if (threshold > ch) {\n                return 0\n            }\n            shift += 7\n        }\n        return 3\n    }\n    if (code <= 0x7) {\n        return lastTwoBits\n    }\n    val distance = (ch - rangeStart)\n    val shift = if (code <= 0x1F) distance % 2 else distance\n    return (code shr (2 * shift)) and 0x3\n}\n\n"/*\n * Copyright 2010-2021\n JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the\n Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/\n\nNOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n\nSee:\nhttps://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nprivate object OtherLowercase {\n    internal\n    val otherLowerStart = intArrayOf(\n        0x00aa, 0x00ba, 0x02b0, 0x02c0, 0x02e0, 0x0345, 0x037a, 0x1d2c,\n        0x1d78, 0x1d9b, 0x2071, 0x207f, 0x2090, 0x2170, 0x24d0, 0x2c7c, 0xa69c, 0xa770, 0xa7f8, 0xab5c, \n    )\n    internal val otherLowerLength = intArrayOf(\n        1, 1, 9, 2, 5, 1, 1, 63, 1, 37, 1, 1, 13, 16, 26, 2, 2, 1, 2, 4, \n    )\n}\n\ninternal fun Int.isOtherLowercase(): Boolean {\n    val index =\n        binarySearchRange(OtherLowercase.otherLowerStart, this)\n    return index >= 0 && this <\n        OtherLowercase.otherLowerStart[index] + OtherLowercase.otherLowerLength[index]\n}\n\n"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code\n is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage\n kotlin.text\n\n/\n\nNOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n\nSee:\nhttps://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\ninternal fun Int.isOtherUppercase(): Boolean\n {\n    return this in 0x2160..0x216f\n        || this in 0x24b6..0x24cf\n}\n\n"/*\n * Copyright 2010-2022 JetBrains\n s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0\n license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/\n\nNOTE: THIS FILE IS\n AUTO-GENERATED by the GenerateStandardLib.kt\n\nSee:\nhttps://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.js.*\n\n/**\n * Returns a\n character at the given [index] or throws an [IndexOutOfBoundsException]\n if the [index] is out of bounds of this char sequence.\n */\n\n @sample\n samples.collections.Collections.Elements.elementAt\n\npublic actual fun CharSequence.elementAt(index: Int):\n Char {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("\nindex: $index, length:\n $length\n") }\n}\n\n"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language\n contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the\n license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/\n\nNOTE: THIS FILE IS AUTO-GENERATED by the\n GenerateUnicodeData.kt\n\nSee: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n4 ranges\n totally\n\ninternal fun Char.titlecaseCharImpl(): Char {\n    val code = this.code\n    // Letters repeating <Lu, Lt, Ll>\n sequence and code of the Lt is a multiple of 3, e.g. <\u01c4, \u01c5, \u01c6>\n    if (code in 0x01c4..0x01cc || code\n        in 0x01f1..0x01f3) {\n        return\n        (3 * ((code + 1) / 3)).toChar()\n    }\n    // Lower case letters whose title case mapping equivalent is equal to the\n original letter\n    if (code in 0x10d0..0x10fa || code in 0x10fd..0x10ff) {\n        return this\n    }\n    return\n        uppercaseChar()\n}\n\n"/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language\n contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the\n license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/\n\nNOTE: THIS FILE IS AUTO-GENERATED\n by the GenerateStandardLib.kt\n\nSee: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport\n kotlin.js.*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns an element at the given\n [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n */\n\n @sample\n samples.collections.Collections.Elements.elementAt\n\n\n\n*/\n\n@SinceKotlin("1.3")\n\n@ExperimentalUnsignedTypes\n\npublic\n actual fun UIntArray.elementAt(index: Int): UInt {\n    return elementAtOrElse(index) { throw\n        IndexOutOfBoundsException("\nindex: $index, size: $size\n") }\n}\n\n"/*\n * Returns an element at the given

```

```

[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAt\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun ULongArray.elementAt(index: Int):
ULong {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")}
}\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun UByteArray.elementAt(index: Int):
UByte {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index,
size: $size")} }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException]
if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun UShortArray.elementAt(index: Int):
UShort {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")}
}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun UIntArray.asList(): List<UInt> {\n
return object : AbstractList<UInt>(), RandomAccess {\n    override val size: Int get() = this@asList.size\n
override fun isEmpty(): Boolean = this@asList.isEmpty()\n    override fun contains(element: UInt): Boolean =
this@asList.contains(element)\n    override fun get(index: Int): UInt {\n
AbstractList.checkElementIndex(index, size)\n
        return this@asList[index]\n    }\n    override fun indexOf(element: UInt): Int {\n
@Suppress("USELESS_CAST")\n        if ((element as Any?) !is UInt) return -1\n        return
this@asList.indexOf(element)\n    }\n    override fun lastIndexOf(element: UInt): Int {\n
@Suppress("USELESS_CAST")\n        if ((element as Any?) !is UInt) return -1\n        return
this@asList.lastIndexOf(element)\n    }\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun ULongArray.asList(): List<ULong>
{\n    return object : AbstractList<ULong>(), RandomAccess {\n    override val size: Int get() = this@asList.size\n
override fun isEmpty(): Boolean = this@asList.isEmpty()\n    override fun contains(element: ULong):
Boolean = this@asList.contains(element)\n    override fun get(index: Int): ULong {\n
AbstractList.checkElementIndex(index,
size)\n        return this@asList[index]\n    }\n    override fun indexOf(element: ULong): Int {\n
@Suppress("USELESS_CAST")\n        if ((element as Any?) !is ULong) return -1\n        return
this@asList.indexOf(element)\n    }\n    override fun lastIndexOf(element: ULong): Int {\n
@Suppress("USELESS_CAST")\n        if ((element as Any?) !is ULong) return -1\n        return
this@asList.lastIndexOf(element)\n    }\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun UByteArray.asList(): List<UByte>
{\n    return object : AbstractList<UByte>(), RandomAccess {\n    override val size: Int get() = this@asList.size\n
override fun isEmpty(): Boolean = this@asList.isEmpty()\n    override fun contains(element: UByte): Boolean
= this@asList.contains(element)\n    override fun get(index: Int): UByte {\n
AbstractList.checkElementIndex(index, size)\n        return this@asList[index]\n    }\n    override fun
indexOf(element: UByte): Int {\n        @Suppress("USELESS_CAST")\n        if ((element as Any?) !is
UByte) return -1\n        return this@asList.indexOf(element)\n    }\n    override fun lastIndexOf(element:
UByte): Int {\n        @Suppress("USELESS_CAST")\n        if ((element as Any?) !is UByte) return -1\n
return this@asList.lastIndexOf(element)\n    }\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun UShortArray.asList(): List<UShort>
{\n    return object : AbstractList<UShort>(), RandomAccess {\n    override val size: Int get() = this@asList.size\n
override fun isEmpty(): Boolean = this@asList.isEmpty()\n    override fun contains(element: UShort):
Boolean = this@asList.contains(element)\n    override
fun get(index: Int): UShort {\n        AbstractList.checkElementIndex(index, size)\n        return
this@asList[index]\n    }\n    override fun indexOf(element: UShort): Int {\n

```

```

@Suppress("USELESS_CAST")\n        if ((element as Any?) !is UShort) return -1\n        return
this@asList.indexOf(element)\n    }\n    override fun lastIndexOf(element: UShort): Int {\n
@Suppress("USELESS_CAST")\n        if ((element as Any?) !is UShort) return -1\n        return
this@asList.lastIndexOf(element)\n    }\n    }\n}\n\n",/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n// NOTE: THIS FILE IS AUTO-
GENERATED by the GenerateUnicodeData.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n// 9 ranges totally\n/**\n
 * Returns `true` if this character is a whitespace.\n */\ninternal fun Char.isWhitespaceImpl(): Boolean {\n    val ch =
this.code\n    return ch in 0x0009..0x000d\n        || ch in 0x001c..0x0020\n        || ch == 0x00a0\n        || ch >
0x1000 && (\n        ch == 0x1680\n        || ch in 0x2000..0x200a\n        || ch == 0x2028\n        ||
ch == 0x2029\n        || ch == 0x202f\n        || ch == 0x205f\n        || ch == 0x3000\n
)\n}\n\n",/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this
source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin\n\npublic actual fun interface Comparator<T> {\n    @JsName("compare")\n    public actual
fun compare(a: T, b: T): Int\n}\n\n",/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.js\n\nimport kotlin.annotation.AnnotationTarget.*\n\n@Target(FUNCTION)\n@Deprecated("Use inline
extension function with body using dynamic")\npublic annotation class
nativeGetter\n\n@Target(FUNCTION)\n@Deprecated("Use inline extension function with body using
dynamic")\npublic annotation class nativeSetter\n\n@Target(FUNCTION)\n@Deprecated("Use inline extension
function with body using dynamic")\npublic annotation class nativeInvoke\n\n@Target(CLASS, FUNCTION,
PROPERTY)\ninternal annotation class library(public val name: String = "")\n\n@Target(CLASS)\ninternal
annotation class marker\n\n/**\n * Gives a declaration (a function, a property or a class) specific name in
JavaScript.\n */\n * This may be useful in the following cases:\n */\n * * There are two functions for which the
compiler gives same name in JavaScript, you can\n * * mark one with `@JsName(...)` to prevent
the compiler from reporting error.\n * * You are writing a JavaScript library in Kotlin. The compiler produces
mangled names\n * * for functions with parameters, which is unnatural for usual JavaScript developer.\n * * You
can put `@JsName(...)` on functions you want to be available from JavaScript.\n * * For some reason you want to
rename declaration, e.g. there's common term in JavaScript\n * * for a concept provided by the declaration, which
is uncommon in Kotlin.\n */\n * Example:\n */\n * ``` kotlin\n * class Person(val name: String) {\n *     fun hello()
{\n *         println("Hello $name!")\n *     }\n *     @JsName("helloWithGreeting")\n *     fun hello(greeting:
String) {\n *         println("$greeting $name!")\n *     }\n * }\n * ```\n */\n * @property name the name which
compiler uses both for declaration itself and for all references to the declaration.\n *     It's required to denote a
valid JavaScript identifier.\n */\n * \n\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS,
FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)\npublic actual
annotation class JsName(actual val name: String)\n\n/**\n * Denotes an `external` declaration that must be imported
from native JavaScript library.\n */\n * The compiler produces the code relevant for the target module system, for
example, in case of CommonJS,\n * it will import the declaration via the `require(...)` function.\n */\n * The
annotation can be used on top-level external declarations (classes, properties, functions) and files.\n * In case of file
(which can't be `external`) the following rule applies: all the declarations in\n * the file must be `external`. By
applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object\n * that contain all the
declarations from the file.\n */\n * Example:\n */\n * ``` kotlin\n * @JsModule("jquery")\n * external abstract class
jQuery() {\n *     // some declarations here\n * }\n * @JsModule("jquery")\n
* external fun jQuery(element: Element): JQuery\n * ```\n */\n * @property import name of a module to import
declaration from.\n *     It is not interpreted by the Kotlin compiler, it's passed as is directly to the target module
system.\n */\n * @see JsNonModule\n */\n\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS,

```

PROPERTY, FUNCTION, FILE)\npublic annotation class JsModule(val import: String)\n\n**\n * Denotes an `external` declaration that can be used without module system.\n * By default, an `external` declaration is available regardless your target module system.\n * However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system.\n * Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available\n * as an npm package.\n * To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation.\n * For example:\n *\n * ``` kotlin\n * @JsModule("jquery")\n * @JsNonModule\n * @JsName("\$")\n * external abstract class JQuery() {\n * // some declarations here\n * }\n * @JsModule("jquery")\n * @JsNonModule\n * @JsName("\$")\n * external fun JQuery(element: Element): JQuery\n * ```\n * @see JsModule\n *\n * @Retention(AnnotationRetention.BINARY)\n * @Target(CLASS, PROPERTY, FUNCTION, FILE)\n * public annotation class JsNonModule\n\n**\n * Adds prefix to `external` declarations in a source file.\n * JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects.\n * The compiler turns references to `external` declarations either to plain unprefixed names (in case of *plain* modules)\n * or to plain imports.\n * However, if a JavaScript library provides its declarations in packages, you won't be satisfied with this.\n * You can tell the compiler to generate additional prefix before references to `external` declarations using the `@JsQualifier(...)`\n * annotation.\n * Note that a file marked with the `@JsQualifier(...)` annotation can't contain non-`external` declarations.\n * Example:\n *\n * ```\n * @file:JsQualifier("my.jsPackageName")\n * package some.kotlinPackage\n * external fun foo(x: Int)\n * external fun bar(): String\n * ```\n * @property value the qualifier to add to the declarations in the generated code.\n * It must be a sequence of valid JavaScript identifiers separated by the `.` character.\n * Examples of valid qualifiers are: `foo`, `bar.Baz`, `_\$0.f`\n *\n * @see JsModule\n *\n * @Retention(AnnotationRetention.BINARY)\n * @Target(AnnotationTarget.FILE)\n * public annotation class JsQualifier(val value: String)\n\n**\n * Exports top-level declaration on JS platform.\n * Compiled module exposes declarations that are marked with this annotation without name mangling.\n * This annotation can be applied to either files or top-level declarations.\n * It is currently prohibited to export the following kinds of declarations:\n * * `expect` declarations\n * * inline functions with reified type parameters\n * * suspend functions\n * * secondary constructors without `@JsName`\n * * extension properties\n * * enum classes\n * * annotation classes\n *\n * Signatures of exported declarations must only contain `exportable` types:\n * * `dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`\n * * `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`\n * * `Array<exportable-type>`\n * * Function types with exportable parameters and return types\n * * `external` or `@JsExport` classes and interfaces\n * * Nullable counterparts of types above\n * * Unit return type. Must not be nullable\n *\n * This annotation is experimental, meaning that restrictions mentioned above are subject to change.\n *\n * @ExperimentalJsExport\n * @Retention(AnnotationRetention.BINARY)\n * @Target(CLASS, PROPERTY, FUNCTION, FILE)\n * @SinceKotlin("1.3")\n * public actual annotation class JsExport\n\n**\n * Forces a top-level property to be initialized eagerly, opposed to lazily on the first access to file and/or property.\n *\n * @ExperimentalStdlibApi\n * @Retention(AnnotationRetention.BINARY)\n * @Target(AnnotationTarget.PROPERTY)\n * @SinceKotlin("1.6")\n * @Deprecated("This annotation is a temporal migration assistance and may be removed in the future releases, please consider filing an issue about the case where it is needed")\n * public annotation class EagerInitialization\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.jvm\n\n// these are used in common generated code in stdlib\n\n// TODO: find how to deprecate these\n\nones\n\n@Target(AnnotationTarget.FIELD)\n@Retention(AnnotationRetention.SOURCE)\npublic actual annotation class Volatile\n\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)\n@Retention(AnnotationRetention.SOURCE)\npublic actual annotation class Synchronized\n", "/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the

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license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the
[MutableCollection] interface.\n */\n * @param E the type of elements contained in the collection. The collection is
invariant in its element type.\n */\n\npublic actual abstract class AbstractMutableCollection<E> protected actual
constructor() : AbstractCollection<E>(), MutableCollection<E> {\n\n    actual abstract override fun add(element: E):
Boolean\n\n    actual override fun remove(element: E): Boolean {\n        checkIsMutable()\n        val iterator =
iterator()\n        while
(iterator.hasNext()) {\n            if (iterator.next() == element) {\n                iterator.remove()\n                return true\n            }\n        }\n        return false\n    }\n\n    actual override fun addAll(elements: Collection<E>): Boolean {\n        checkIsMutable()\n        var modified = false\n        for (element in elements) {\n            if (add(element)) modified =
true\n        }\n        return modified\n    }\n\n    actual override fun removeAll(elements: Collection<E>): Boolean {\n        checkIsMutable()\n        return (this as MutableIterable<E>).removeAll { it in elements }\n    }\n\n    actual
override fun retainAll(elements: Collection<E>): Boolean {\n        checkIsMutable()\n        return (this as
MutableIterable<E>).removeAll { it !in elements }\n    }\n\n    actual override fun clear(): Unit {\n        checkIsMutable()\n        val iterator = this.iterator()\n        while (iterator.hasNext()) {\n            iterator.next()\n            iterator.remove()\n        }\n    }\n\n    @Deprecated("Provided so that subclasses inherit this function", level =
DeprecationLevel.HIDDEN)\n    @JsName("toJSON")\n    protected fun toJSON(): Any = this.toArray()\n\n\n    /**\n     * This method is called every time when a mutating method is called on this mutable collection.\n     *
Mutable collections that are built (frozen) must throw `UnsupportedOperationException`.\n     */\n\n    internal open
fun checkIsMutable(): Unit { }\n\n\n    /*\n     * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n     * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n     */\n\n    /*\n     * Based on GWT AbstractList\n     * Copyright 2007 Google
Inc.\n     */\n\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the [MutableList]
interface.\n */\n * @param E the type of elements contained in the list. The list is invariant in its element type.\n
*/\n\npublic
actual abstract class AbstractMutableList<E> protected actual constructor() : AbstractMutableCollection<E>(),
MutableList<E> {\n    protected var modCount: Int = 0\n\n    abstract override fun add(index: Int, element: E):
Unit\n\n    abstract override fun removeAt(index: Int): E\n\n    abstract override fun set(index: Int, element: E): E\n\n
    /**\n     * Adds the specified element to the end of this list.\n     * @return `true` because the list is always
modified as the result of this operation.\n     */\n\n    actual override fun add(element: E): Boolean {\n        checkIsMutable()\n        add(size, element)\n        return true\n    }\n\n    actual override fun addAll(index: Int,
elements: Collection<E>): Boolean {\n        AbstractList.checkPositionIndex(index, size)\n\n        checkIsMutable()\n        var _index = index\n        var changed = false\n        for (e in elements) {\n            add(_index++, e)\n            changed = true\n        }\n        return changed\n    }\n\n    actual override fun clear() {\n        checkIsMutable()\n        removeRange(0, size)\n    }\n\n    actual
override fun removeAll(elements: Collection<E>): Boolean {\n        checkIsMutable()\n        return removeAll { it in
elements }\n    }\n\n    actual override fun retainAll(elements: Collection<E>): Boolean {\n        checkIsMutable()\n        return removeAll { it !in elements }\n    }\n\n    actual override fun iterator(): MutableIterator<E> =
IteratorImpl()\n\n    actual override fun contains(element: E): Boolean = indexOf(element) >= 0\n\n    actual
override fun indexOf(element: E): Int {\n        for (index in 0..lastIndex) {\n            if (get(index) == element) {\n                return index\n            }\n        }\n        return -1\n    }\n\n    actual override fun lastIndexOf(element: E): Int {\n        for (index in lastIndex downTo 0) {\n            if (get(index) == element) {\n                return index\n            }\n        }\n        return
-1\n    }\n\n    actual override fun listIterator(): MutableListIterator<E> = listIterator(0)\n\n    actual override fun
listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index)\n\n\n    actual override fun
subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex)\n\n    /**\n     * Removes
the range of elements from this list starting from [fromIndex] and ending with but not including [toIndex].\n     */\n\n    actual
protected open fun removeRange(fromIndex: Int, toIndex: Int) {\n        val iterator = listIterator(fromIndex)\n

```

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repeat(toIndex - fromIndex) {
    iterator.next()
    iterator.remove()
}

/**
 * Compares this list with another list instance with the ordered structural equality.
 * @return true, if [other] instance is a [List] of the same size, which contains the same elements in the same order.
 * override fun equals(other: Any?): Boolean {
    if (other == this) return true
    if (other !is List<*>) return false
    return AbstractList.orderedEquals(this, other)
}

/**
 * Returns the hash code value for this list.
 * override fun hashCode(): Int = AbstractList.orderedHashCode(this)

private open inner class IteratorImpl : MutableIterator<E> {
    /**
     * the index of the item that will be returned on the next call to [next]()
     * protected var index = 0
     * /**
     * the index of the item that was returned on the previous call to [next]()
     * or [ListIterator.previous]() (for `ListIterator`),
     * -1 if no such item exists
     * protected var last = -1
     * override fun hasNext(): Boolean = index < size
     * override fun next(): E {
        if (!hasNext()) throw NoSuchElementException()
        last = index++
        return get(last)
    }

    override fun remove() {
        check(last != -1) { "Call next() or previous() before removing element from the iterator." }
        removeAt(last)
        index = last
        last = -1
    }

    /**
     * Implementation of `MutableListIterator` for abstract lists.
     * private inner class ListIteratorImpl(index: Int) : IteratorImpl(), MutableListIterator<E> {
        init {
            AbstractList.checkPositionIndex(index, this@AbstractMutableList.size)
            this.index = index
        }

        override fun hasPrevious(): Boolean = index > 0
        override fun nextIndex(): Int = index
        override fun previous(): E {
            if (!hasPrevious()) throw NoSuchElementException()
            last = --index
            return get(last)
        }

        override fun previousIndex(): Int = index - 1
        override fun add(element: E) {
            add(index, element)
            index++
            last = -1
        }

        override fun set(element: E) {
            check(last != -1) { "Call next() or previous() before updating element value with the iterator." }
            set(last, element)
        }

        private class SubList<E>(private val list: AbstractMutableList<E>, private val fromIndex: Int, toIndex: Int) : AbstractMutableList<E>(), RandomAccess {
            private var _size: Int = 0
            init {
                AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size)
                this._size = toIndex - fromIndex
            }

            override fun add(index: Int, element: E) {
                AbstractList.checkPositionIndex(index, _size)
                list.add(fromIndex + index, element)
                _size++
            }

            override fun get(index: Int): E {
                AbstractList.checkElementIndex(index, _size)
                return list[fromIndex + index]
            }

            override fun removeAt(index: Int): E {
                AbstractList.checkElementIndex(index, _size)
                val result = list.removeAt(fromIndex + index)
                _size--
                return result
            }

            override fun set(index: Int, element: E): E {
                AbstractList.checkElementIndex(index, _size)
                return list.set(fromIndex + index, element)
            }

            override val size: Int get() = _size
            internal override fun checkIsMutable(): Unit = list.checkIsMutable()
        }
    }

    /**
     * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
     * Based on GWT AbstractMap
     * Copyright 2007 Google Inc.
     * package kotlin.collections
     * Provides a skeletal implementation of the [MutableMap] interface.
     * The implementor is required to implement [entries] property, which should return mutable set of map entries, and [put] function.
     * @param K the type of map keys.
     * The map is invariant in its key type.
     * @param V the type of map values. The map is invariant in its value type.
     * public actual abstract class AbstractMutableMap<K, V> protected actual constructor() : AbstractMap<K, V>(),
     * MutableMap<K, V> {
        /**
         * A mutable [Map.Entry] shared by several [Map] implementations.
         * internal open class SimpleEntry<K, V>(override val key: K, value: V) : MutableMap.MutableEntry<K, V> {
            constructor(entry: Map.Entry<K, V>) : this(entry.key, entry.value)
            private var _value = value
            override val value: V get() = _value
            override fun setValue(newValue: V): V {
                // Should check if the map containing this entry is mutable.
                // However, to not increase entry memory footprint it might be worthwhile not to check it here and
                // force subclasses that implement `build()` (freezing) operation to implement their own `MutableEntry`.
                this@AbstractMutableMap.checkIsMutable()
            }
        }
    }

```

```

        val oldValue = this._value\n        this._value = newValue\n        return oldValue\n    }\n\n    override fun hashCode(): Int = entryHashCode(this)\n    override fun toString(): String = entryToString(this)\n    override fun equals(other: Any?): Boolean = entryEquals(this, other)\n\n    // intermediate abstract class to\n    workaround KT-43321\n    internal abstract class AbstractEntrySet<E : Map.Entry<K, V>, K, V> :  
    AbstractMutableSet<E>() {\n        final override fun contains(element: E): Boolean = containsEntry(element)\n    abstract fun containsEntry(element: Map.Entry<K, V>): Boolean\n        final override fun remove(element: E):  
    Boolean = removeEntry(element)\n    abstract fun removeEntry(element: Map.Entry<K, V>): Boolean\n    }\n\n    actual override fun clear() {\n        entries.clear()\n    }\n\n    private var _keys: MutableSet<K>? = null\n    actual  
    override val keys: MutableSet<K>\n        get() {\n            if (_keys == null) {\n                _keys = object : AbstractMutableSet<K>() {\n                    override fun  
    add(element: K): Boolean = throw UnsupportedOperationException("Add is not supported on keys")\n                }\n            }\n            override  
    operator fun contains(element: K): Boolean = containsKey(element)\n\n            override operator fun iterator():  
    MutableIterator<K> {\n                val entryIterator = entries.iterator()\n                return object :  
    MutableIterator<K> {\n                    override fun hasNext(): Boolean = entryIterator.hasNext()\n                    override fun next(): K = entryIterator.next().key\n                    override fun remove() =  
    entryIterator.remove()\n                }\n            }\n            override fun remove(element: K): Boolean  
    {\n                checkIsMutable()\n                if (containsKey(element)) {\n                    this@AbstractMutableMap.remove(element)\n                    return true\n                }\n                return  
    false\n            }\n            override val size: Int get() = this@AbstractMutableMap.size\n\n            override fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()\n        }\n\n        return _keys!!\n    }\n\n    actual abstract override fun put(key: K, value: V): V?\n    actual override fun  
    putAll(from: Map<out K, V>) {\n        checkIsMutable()\n        for ((key, value) in from) {\n            put(key,  
    value)\n        }\n    }\n\n    private var _values: MutableCollection<V>? = null\n    actual override val values:  
    MutableCollection<V>\n        get() {\n            if (_values == null) {\n                _values = object :  
    AbstractMutableCollection<V>()\n            {\n                override fun add(element: V): Boolean = throw UnsupportedOperationException("Add is not  
    supported on values")\n                override fun clear() = this@AbstractMutableMap.clear()\n\n                override operator fun contains(element: V): Boolean = containsValue(element)\n\n                override operator fun  
    iterator(): MutableIterator<V> {\n                    val entryIterator = entries.iterator()\n                    return object :  
    MutableIterator<V> {\n                        override fun hasNext(): Boolean = entryIterator.hasNext()\n                        override fun next(): V = entryIterator.next().value\n                        override fun remove() =  
    entryIterator.remove()\n                    }\n                }\n                override val size: Int get() =  
    this@AbstractMutableMap.size\n\n                override fun checkIsMutable(): Unit =  
    this@AbstractMutableMap.checkIsMutable()\n            }\n            return _values!!\n        }\n\n        actual override fun remove(key: K): V? {\n            checkIsMutable()\n            val iter = entries.iterator()\n            while (iter.hasNext()) {\n                val entry = iter.next()\n                val k = entry.key\n                if (key == k) {\n                    val value = entry.value\n                    iter.remove()\n                    return value\n                }\n            }\n            return null\n        }\n\n        /**\n         * This method is called every time when a  
    mutating method is called on this mutable map.\n         * Mutable maps that are built (frozen) must throw  
    `UnsupportedOperationException`.\n         */\n        internal open fun checkIsMutable(): Unit {\n            //\n        }\n\n        /**\n         * Copyright  
    2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n         * Use of this source code is governed  
    by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n         */\n        package  
    kotlin.collections\n    }\n}

```

Provides a skeletal implementation of the [MutableSet] interface.

* @param E the type of elements contained in the set. The set is invariant in its element type.

public actual abstract class AbstractMutableSet<E>
protected actual constructor() : AbstractMutableCollection<E>(), MutableSet<E> {\n /**\n * Compares this set with another set instance with the unordered structural equality.\n * @return `true`, if [other] instance is


```

a [Set] of the same size, all elements of which are contained in this set.\n    */\n    override fun equals(other: Any?):
Boolean {\n        if (other === this) return true\n        if (other !is Set<*>) return false\n        return
AbstractSet.setEquals(this, other)\n    }\n\n    /**\n     * Returns the hash code value for this set.\n     */\n    override
fun hashCode(): Int = AbstractSet.unorderedHashCode(this)\n\n    "/**\n     * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n     * Use of this source
code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n     */\n\npackage
kotlin.collections\n\n/**\n     * Provides a [MutableList] implementation, which uses a resizable array as its backing
storage.\n     */\n     * This implementation doesn't provide a way to manage capacity, as backing JS array is resizable
itself.\n     * There is no speed advantage to pre-allocating array sizes in JavaScript, so this implementation does not
include any of the\n     * capacity and \"growth increment\" concepts.\n     */\n\npublic actual open class ArrayList<E>
internal constructor(private var array: Array<Any?>) : AbstractMutableList<E>(), MutableList<E>, RandomAccess
{\n    private var isReadOnly: Boolean = false\n\n    /**\n     * Creates an empty [ArrayList].\n     */\n    public actual
constructor() : this(emptyArray()) {\n\n    /**\n     * Creates an empty [ArrayList].\n     * @param initialCapacity
initial capacity (ignored)\n     */\n    public actual constructor(initialCapacity:
Int) : this(emptyArray()) {\n\n    /**\n     * Creates an [ArrayList] filled from the [elements] collection.\n     */\n    public actual constructor(elements: Collection<E>) : this(elements.toArray<Any?>()) {\n\n    @PublishedApi\n    internal fun build(): List<E> {\n        checkIsMutable()\n        isReadOnly = true\n        return
this\n    }\n\n    /** Does nothing in this ArrayList implementation. */\n    public actual fun trimToSize() {\n\n    /**
Does nothing in this ArrayList implementation. */\n    public actual fun ensureCapacity(minCapacity: Int) {\n\n    actual override val size: Int get() = array.size\n    @Suppress(\"UNCHECKED_CAST\")\n    actual override fun
get(index: Int): E = array[rangeCheck(index)] as E\n    actual override fun set(index: Int, element: E): E {\n
checkIsMutable()\n        rangeCheck(index)\n        @Suppress(\"UNCHECKED_CAST\")\n        return
array[index].apply { array[index] = element } as E\n    }\n\n    actual override fun add(element:
E): Boolean {\n        checkIsMutable()\n        array.asDynamic().push(element)\n        modCount++\n        return
true\n    }\n\n    actual override fun add(index: Int, element: E): Unit {\n        checkIsMutable()\n
array.asDynamic().splice(insertionRangeCheck(index), 0, element)\n        modCount++\n    }\n\n    actual override
fun addAll(elements: Collection<E>): Boolean {\n        checkIsMutable()\n        if (elements.isEmpty()) return
false\n\n        array += elements.toArray<Any?>()\n        modCount++\n        return true\n    }\n\n    actual
override fun addAll(index: Int, elements: Collection<E>): Boolean {\n        checkIsMutable()\n
insertionRangeCheck(index)\n        if (index == size) return addAll(elements)\n        if (elements.isEmpty()) return
false\n        when (index) {\n            size -> return addAll(elements)\n            0 -> array =
elements.toArray<Any?>() + array\n            else -> array = array.copyOfRange(0,
index).asDynamic().concat(elements.toArray<Any?>()),
array.copyOfRange(index, size))\n        }\n        modCount++\n        return true\n    }\n\n    actual override fun
removeAt(index: Int): E {\n        checkIsMutable()\n        rangeCheck(index)\n        modCount++\n        return if
(index == lastIndex)\n            array.asDynamic().pop()\n        else\n            array.asDynamic().splice(index, 1)[0]\n    }\n\n    actual override fun remove(element: E): Boolean {\n        checkIsMutable()\n        for (index in array.indices)
{\n            if (array[index] == element) {\n                array.asDynamic().splice(index, 1)\n                modCount++\n                return true\n            }\n        }\n        return false\n    }\n\n    override fun removeRange(fromIndex: Int,
toIndex: Int) {\n        checkIsMutable()\n        modCount++\n        array.asDynamic().splice(fromIndex, toIndex -
fromIndex)\n    }\n\n    actual override fun clear() {\n        checkIsMutable()\n
array = emptyArray()\n        modCount++\n    }\n\n\n    actual override fun indexOf(element: E): Int =
array.indexOf(element)\n\n    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)\n\n    override fun toString() = arrayToString(array)\n\n    @Suppress(\"UNCHECKED_CAST\")\n    override fun <T>
toArray(array: Array<T>): Array<T> {\n        if (array.size < size) {\n            return toArray() as Array<T>\n        }\n        (this.array as Array<T>).copyInto(array)\n        if (array.size > size) {\n            array[size] = null as T //
null-terminate\n        }\n        return array\n    }\n\n    override fun toArray(): Array<Any?> {\n        return
js(\"[]\").slice.call(array)\n    }\n\n\n    internal override fun checkIsMutable() {\n        if (isReadOnly) throw

```

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UnsupportedOperationException()\n }\n\n private fun rangeCheck(index: Int) = index.apply {\n
AbstractList.checkElementIndex(index, size)\n }\n\n private fun insertionRangeCheck(index:
Int) = index.apply {\n     AbstractList.checkPositionIndex(index, size)\n }\n}", "/*\n * Copyright 2010-2019
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\ninternal
fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {\n     if (getStableSortingIsSupported()) {\n
        array.asDynamic().sort(comparison)\n     } else {\n         mergeSort(array.unsafeCast<Array<T>>(), 0,
array.lastIndex, Comparator(comparison))\n     }\n}\n\ninternal fun <T> sortArrayWith(array: Array<out T>,
comparison: Comparator<in T>) {\n     if (getStableSortingIsSupported()) {\n         val comparison = { a: T, b: T ->
comparison.compare(a, b) }\n         array.asDynamic().sort(comparison)\n     } else {\n         mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)\n     }\n}\n\ninternal fun
<T> sortArrayWith(array: Array<out T>, fromIndex: Int, toIndex: Int, comparator: Comparator<in T>) {\n     if
(fromIndex < toIndex - 1) {\n         mergeSort(array.unsafeCast<Array<T>>(), fromIndex, toIndex - 1, comparator)\n
     }\n}\n\ninternal fun <T : Comparable<T>> sortArray(array: Array<out T>) {\n     if
(getStableSortingIsSupported()) {\n         val comparison = { a: T, b: T -> a.compareTo(b) }\n         array.asDynamic().sort(comparison)\n     } else {\n         mergeSort(array.unsafeCast<Array<T>>(), 0,
array.lastIndex, naturalOrder())\n     }\n}\n\nprivate var _stableSortingIsSupported: Boolean? = null\n\nprivate fun
getStableSortingIsSupported(): Boolean {\n     _stableSortingIsSupported?.let { return it }\n     _stableSortingIsSupported = false\n     val array = js("[ ]").unsafeCast<Array<Int>>()\n     // known
implementations may use stable sort for arrays of up to 512 elements\n     // so we create slightly more elements to
test stability\n     for (index in 0 until 600) array.asDynamic().push(index)\n     val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }\n     array.asDynamic().sort(comparison)\n     for (index
in 1 until array.size) {\n         val a = array[index - 1]\n         val b = array[index]\n         if ((a and 3) == (b and 3) &&
a >= b) return false\n     }\n     _stableSortingIsSupported = true\n     return true\n}\n\nprivate fun <T>
mergeSort(array: Array<T>, start: Int, endInclusive: Int, comparator: Comparator<in T>) {\n     val buffer =
arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>>()\n     val result = mergeSort(array, buffer, start,
endInclusive, comparator)\n     if (result != array) {\n         for (i in start..endInclusive) array[i] = result[i]\n     }\n}\n\n// Both start and end are inclusive indices.\n\nprivate fun <T> mergeSort(array: Array<T>, buffer: Array<T>,
start: Int, end: Int, comparator: Comparator<in T>): Array<T> {\n     if (start == end) {\n         return array\n     }\n     val median = (start + end) / 2\n     val left = mergeSort(array,
buffer, start, median, comparator)\n     val right = mergeSort(array, buffer, median + 1, end, comparator)\n     val
target = if (left == buffer) array else buffer\n     // Merge.\n     var leftIndex = start\n     var rightIndex = median +
1\n     for (i in start..end) {\n         when {\n             leftIndex <= median && rightIndex <= end -> {\n                 val
leftValue = left[leftIndex]\n                 val rightValue = right[rightIndex]\n                 if
(comparator.compare(leftValue, rightValue) <= 0) {\n                     target[i] = leftValue\n                     leftIndex++\n                 }\n                 else {\n                     target[i] = rightValue\n                     rightIndex++\n                 }\n             }\n             leftIndex <= median -> {\n                 target[i] = left[leftIndex]\n                 leftIndex++\n             }\n             else /*
rightIndex <= end */ -> {\n                 target[i] = right[rightIndex]\n                 rightIndex++\n             }\n         }\n     }\n     return target\n}", "/*\n * Copyright 2010-
2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.collections\n\n@OptIn(ExperimentalUnsignedTypes::class)\n@SinceKotlin("1.3")\n@kotlin.js.JsName("
contentDeepHashCodeImpl")\n\ninternal fun <T> Array<out T>?.contentDeepHashCodeImpl(): Int {\n     if (this ==
null) return 0\n     var result = 1\n     for (element in this) {\n         val elementHash = when {\n             element == null
-> 0\n             isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()\n             element is UByteArray -> element.contentHashCode()\n             element is UShortArray ->
element.contentHashCode()\n             element is UIntArray -> element.contentHashCode()\n             element is
ULongArray

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-> element.contentHashCode()\n\n        else                -> element.hashCode()\n\n    }\n\n    result = 31 *
result + elementHash\n\n    }\n\n    return result\n\n}", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *^\n\npackage kotlin.collections\n\ninternal interface EqualityComparator
{\n\n    /**\n     * Subclasses must override to return a value indicating\n     * whether or not two keys or values are
equal.\n     */\n     abstract fun equals(value1: Any?, value2: Any?): Boolean\n\n    /**\n     * Subclasses must
override to return the hash code of a given key.\n     */\n     abstract fun getHashCode(value: Any?): Int\n\n\n    object
HashCode : EqualityComparator {\n\n        override fun equals(value1: Any?, value2: Any?): Boolean = value1 ==
value2\n\n        override fun getHashCode(value: Any?): Int = value?.hashCode()
?: 0\n    }\n\n}", "/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*^\n\n/*\n * Based on GWT AbstractHashMap\n * Copyright 2008 Google Inc.\n *^\n\npackage
kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\n\n/**\n * Hash table based
implementation of the [MutableMap] interface.\n *^\n * This implementation makes no guarantees regarding the
order of enumeration of [keys], [values] and [entries] collections.\n *^\n// Classes that extend HashMap and
implement `build()` (freezing) operation\n// have to make sure mutating methods check `checkIsMutable`.\n\npublic
actual open class HashMap<K, V> : AbstractMutableMap<K, V>, MutableMap<K, V> {\n\n    private inner class
EntrySet : AbstractEntrySet<MutableEntry<K, V>, K, V>() {\n\n        override fun add(element: MutableEntry<K,
V>): Boolean = throw UnsupportedOperationException("Add
is not supported on entries")\n\n        override fun clear() {\n\n            this@HashMap.clear()\n\n        }\n\n        override
fun containsEntry(element: Map.Entry<K, V>): Boolean = this@HashMap.containsEntry(element)\n\n        override
operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()\n\n        override fun
removeEntry(element: Map.Entry<K, V>): Boolean {\n\n            if (contains(element)) {\n\n                this@HashMap.remove(element.key)\n\n                return true\n            }\n\n            return false\n        }\n\n        override
val size: Int get() = this@HashMap.size\n    }\n\n\n    /**\n     * Internal implementation of the map: either string-
based or hashcode-based.\n     */\n     private val internalMap: InternalMap<K, V>\n\n     private val equality:
EqualityComparator\n\n     internal constructor(internalMap: InternalMap<K, V>) : super() {\n\n         this.internalMap
= internalMap\n\n         this.equality
= internalMap.equality\n     }\n\n     /**\n      * Constructs an empty [HashMap] instance.\n      */\n     actual
constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))\n\n     /**\n      * Constructs an empty
[HashMap] instance.\n      */\n     * @param initialCapacity the initial capacity (ignored)\n     * @param loadFactor
the load factor (ignored)\n     * @throws IllegalArgumentException if the initial capacity or load factor are
negative\n     */\n     actual constructor(initialCapacity: Int, loadFactor: Float) : this() {\n\n         // This implementation
of HashMap has no need of load factors or capacities.\n         require(initialCapacity >= 0) { "Negative initial
capacity: $initialCapacity" }\n         require(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }\n     }\n\n     actual
constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n     /**\n      * Constructs an instance of
[HashMap] filled with the contents of the specified [original]
map.\n     */\n     actual constructor(original: Map<out K, V>) : this() {\n\n         this.putAll(original)\n     }\n\n     actual
override fun clear() {\n\n         internalMap.clear()\n\n         structureChanged(this)\n     }\n\n     actual override fun
containsKey(key: K): Boolean = internalMap.contains(key)\n\n     actual override fun containsValue(value: V):
Boolean = internalMap.any { equality.equals(it.value, value) }\n\n     private var _entries:
MutableSet<MutableMap.MutableEntry<K, V>>? = null\n\n     actual override val entries:
MutableSet<MutableMap.MutableEntry<K, V>>\n\n     get() {\n\n         if (_entries == null) {\n\n             _entries =
createEntrySet()\n\n         }\n\n         return _entries!!\n     }\n\n     internal open fun createEntrySet():
MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()\n\n     actual override operator fun get(key: K): V? =
internalMap.get(key)\n\n     actual override fun put(key: K, value: V): V? = internalMap.put(key, value)\n\n     actual
override fun remove(key: K): V? = internalMap.remove(key)\n\n     actual override val size: Int get() =
internalMap.size\n\n}\n\n\n/**\n * Constructs the specialized implementation of [HashMap] with [String] keys, which

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stores the keys as properties of JS object without hashing them.
public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
}
"/* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
Based on GWT HashSet
Copyright 2008 Google Inc.
package kotlin.collections
*/
The implementation of the [MutableSet] interface, backed by a [HashMap] instance.
Classes that extend HashSet and implement `build()` (freezing) operation
have to make sure mutating methods check `checkIsMutable`.
public actual open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {
    internal val map: HashMap<E, Any>
    /** Constructs a new empty [HashSet].
    actual constructor() {
        map = HashMap<E, Any>()
    }
    /** Constructs a new [HashSet] filled with the elements of the specified collection.
    actual constructor(elements: Collection<E>) {
        map = HashMap<E, Any>(elements.size)
        addAll(elements)
    }
    /** Constructs a new empty [HashSet].
    @param initialCapacity the initial capacity (ignored)
    @param loadFactor the load factor (ignored)
    @throws IllegalArgumentException if the initial capacity or load factor are negative
    actual constructor(initialCapacity: Int, loadFactor: Float) {
        map = HashMap<E, Any>(initialCapacity, loadFactor)
    }
    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)
    /** Protected constructor to specify the underlying map. This is used by
    LinkedHashSet.
    @param map underlying map to use.
    internal constructor(map: HashMap<E, Any>) {
        this.map = map
    }
    actual override fun add(element: E): Boolean {
        val old = map.put(element, this)
        return old == null
    }
    actual override fun clear() {
        map.clear()
    }
    public override fun clone(): Any {
        return HashSet<E>(this)
    }
    actual override operator fun contains(element: E): Boolean = map.containsKey(element)
    actual override fun isEmpty(): Boolean = map.isEmpty()
    actual override fun iterator(): MutableIterator<E> = map.keys.iterator()
    actual override fun remove(element: E): Boolean = map.remove(element) != null
    actual override val size: Int get() = map.size
}
*/
Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
which elements the keys as properties of JS object without hashing them.
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}
"/* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
Based on GWT InternalHashMap
Copyright 2008 Google Inc.
package kotlin.collections
import kotlin.collections.MutableMap.MutableEntry
import kotlin.collections.AbstractMutableMap.SimpleEntry
*/
A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any
key type.
Implementation notes:
A key's hashCode is the index in backingMap which should contain that key.
Since several keys may have the same hash, each value in hashCodeMap is actually an array containing all entries whose keys share the same hash.
internal class InternalHashMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {
    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
    private set
    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode)
        if (chainOrEntry == null) {
            // This is a new chain, put it to the map.
            backingMap[hashCode] = SimpleEntry(key, value)
        } else {
            if (chainOrEntry !is Array<*>) {
                // It is an entry
                val entry: SimpleEntry<K, V> = chainOrEntry
                if (equality.equals(entry.key, key)) {
                    return entry.setValue(value)
                } else {
                    backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
                }
            } else {
                // Chain already exists, perhaps key also exists.
                val chain: Array<MutableEntry<K, V>> = chainOrEntry
                val entry = chain.findEntryInChain(key)
                if (entry != null) {
                    return entry.setValue(value)
                }
            }
        }
    }
}

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        chain.asDynamic().push(SimpleEntry(key, value))\n        }\n        }\n        size++\n//
structureChanged(host)\n    return null\n    }\n\n    override fun remove(key: K): V? {\n        val hashCode =
equality.getHashCode(key)\n        val chainOrEntry = getChainOrEntryOrNull(hashCode)?: return null\n        if
(chainOrEntry !is Array<*>) {\n            val entry: MutableEntry<K, V> = chainOrEntry\n            if
(equality.equals(entry.key, key)) {\n                jsDeleteProperty(backingMap, hashCode)\n                size--\n            }
return entry.value\n        } else {\n            return null\n        }\n    } else {\n        val chain: Array<MutableEntry<K, V>> =
chainOrEntry\n        for (index in chain.indices) {\n            val entry = chain[index]\n            if
(equality.equals(key, entry.key)) {\n                if (chain.size == 1) {\n                    chain.asDynamic().length =
0\n                    // remove the whole array\n                    jsDeleteProperty(backingMap, hashCode)\n                }
else {\n                    // splice out the entry we're removing\n                    chain.asDynamic().splice(index, 1)\n                }\n                size--\n            }\n            structureChanged(host)\n            return entry.value\n        }\n    }\n    }\n    return null\n    }\n\n    override fun clear() {\n        backingMap = createJsMap()\n        size =
0\n    }\n    }\n\n    override fun contains(key: K):
Boolean = getEntry(key) != null\n\n    override fun get(key: K): V? = getEntry(key)?.value\n\n    private fun
getEntry(key: K): MutableEntry<K, V>? {\n        val chainOrEntry =
getChainOrEntryOrNull(equality.getHashCode(key))?: return null\n        if (chainOrEntry !is Array<*>) {\n            val
entry: MutableEntry<K, V> = chainOrEntry\n            if (equality.equals(entry.key, key)) {\n                return
entry\n            } else {\n                return null\n            }\n        } else {\n            val chain: Array<MutableEntry<K,
V>> = chainOrEntry\n            return chain.findEntryInChain(key)\n        }\n    }\n\n    private fun
Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? =\n        firstOrNull { entry ->
equality.equals(entry.key, key) }\n\n    override fun iterator(): MutableIterator<MutableEntry<K, V>> {\n        return
object : MutableIterator<MutableEntry<K, V>> {\n            var state = -1 // -1 not ready, 0 - ready, 1 -
done\n\n            val keys: Array<String> = js("Object").keys(backingMap)\n            var keyIndex = -1\n            var
chainOrEntry: dynamic = null\n            var isChain = false\n            var itemIndex = -1\n            var lastEntry:
MutableEntry<K, V>? = null\n\n            private fun computeNext(): Int {\n                if (chainOrEntry != null &&
isChain) {\n                    val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size\n                    if
(++itemIndex < chainSize)\n                        return 0\n                    }\n                    if (++keyIndex < keys.size)\n                        {\n                            chainOrEntry = backingMap[keys[keyIndex]]\n                            isChain = chainOrEntry is Array<*>\n                            itemIndex = 0\n                            return 0\n                        } else {\n                            chainOrEntry = null\n                            return 1\n                        }\n                    }\n                }\n                override fun hasNext(): Boolean {\n                    if (state == -1)\n                        state = computeNext()\n                    return state == 0\n                }\n            }\n\n            override fun next(): MutableEntry<K, V> {\n                if (!hasNext()) throw NoSuchElementException()\n                val lastEntry = if (isChain) {\n                    chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]\n                } else {\n                    chainOrEntry.unsafeCast<MutableEntry<K, V>>()\n                }\n                this.lastEntry = lastEntry\n                state = -1\n                return lastEntry\n            }\n\n            override fun
remove() {\n                checkNotNull(lastEntry)\n                this@InternalHashCodeMap.remove(lastEntry!!.key)\n                lastEntry = null\n                // the chain being iterated just got modified by InternalHashCodeMap.remove\n                itemIndex--\n            }\n\n            private fun getChainOrEntryOrNull(hashCode: Int): dynamic {\n                val chainOrEntry = backingMap[hashCode]\n                return if (chainOrEntry === undefined) null else
chainOrEntry\n            }\n        }\n    }\n\n    /**\n     * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n     * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n     */\n\n    package kotlin.collections\n\n    /**\n     * The common interface of
[InternalStringMap] and [InternalHashCodeMap].\n     */\n\n    internal interface InternalMap<K, V> :
MutableIterable<MutableMap.MutableEntry<K, V>> {\n        val equality: EqualityComparator\n        val size: Int\n        operator fun contains(key: K): Boolean\n        operator fun get(key: K): V?\n        fun put(key: K, value: V): V?\n        fun
remove(key: K): V?\n        fun clear(): Unit\n        fun createJsMap(): dynamic {\n            val result =

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js("Object.create(null)")\n // force to switch object representation to dictionary mode\n result["foo"] =
1\n jsDeleteProperty(result,
"foo")\n return result\n }\n}\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n * Based on GWT InternalStringMap\n * Copyright 2008 Google Inc.\n
*/\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\n\n/**\n * A simple wrapper
around JavaScript Map for key type is string.\n * Though this map is instantiated only with K=String, the K type
is not fixed to String statically,\n * because we want to have it erased to Any? in order not to generate type-safe
override bridges for\n * [get], [contains], [remove] etc, if they ever are generated.\n */\ninternal class
InternalStringMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {\n\n private var
backingMap: dynamic = createJsMap()\n override var size: Int = 0\n private set\n\n /**\n
* A mod count to track 'value' replacements in map to ensure that the 'value' that we have in the\n// * iterator
entry is guaranteed to be still correct.\n// * This is to optimize for the common scenario where the values are not
modified during\n// * iterations where the entries are never stale.\n// */\n private var valueMod: Int = 0\n\n
override operator fun contains(key: K): Boolean {\n if (key !is String) return false\n return
backingMap[key] !== undefined\n }\n\n override operator fun get(key: K): V? {\n if (key !is String) return
null\n val value = backingMap[key]\n return if (value !== undefined) value.unsafeCast<V>() else null\n
}\n\n override fun put(key: K, value: V): V? {\n require(key is String)\n val oldValue =
backingMap[key]\n backingMap[key] = value\n\n if (oldValue === undefined) {\n size++\n//
structureChanged(host)\n return null\n
}\n\n } else {\n// valueMod++\n return oldValue.unsafeCast<V>()\n }\n }\n\n override fun
remove(key: K): V? {\n if (key !is String) return null\n val value = backingMap[key]\n if (value !==
undefined) {\n jsDeleteProperty(backingMap, key)\n size--\n// structureChanged(host)\n
return value.unsafeCast<V>()\n } else {\n// valueMod++\n return null\n }\n }\n\n\n
override fun clear() {\n backingMap = createJsMap()\n size = 0\n }\n\n\n override fun iterator():
MutableIterator<MutableEntry<K, V>> {\n return object : MutableIterator<MutableEntry<K, V>> {\n
private val keys: Array<String> = js("Object").keys(backingMap)\n private val iterator = keys.iterator()\n
private var lastKey: String? = null\n\n override fun hasNext(): Boolean = iterator.hasNext()\n\n
override fun next():
MutableEntry<K, V> {\n val key = iterator.next()\n lastKey = key\n
@Suppress("UNCHECKED_CAST")\n return newMapEntry(key as K)\n }\n\n override
fun remove() {\n @Suppress("UNCHECKED_CAST")\n
this@InternalStringMap.remove(checkNotNull(lastKey) as K)\n }\n }\n }\n\n private fun
newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {\n override val key: K get() =
key\n override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()\n\n override fun
setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()\n\n override fun
hashCode(): Int = AbstractMap.entryHashCode(this)\n override fun toString(): String =
AbstractMap.entryToString(this)\n override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this,
other)\n }\n }\n", /*\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n * Based on GWT
LinkedHashMap\n * Copyright 2008 Google Inc.\n */\npackage kotlin.collections\n\nimport
kotlin.collections.MutableMap.MutableEntry\n\n/**\n * Hash table based implementation of the [MutableMap]
interface, which additionally preserves the insertion order\n * of entries during the iteration.\n * The insertion
order is preserved by maintaining a doubly-linked list of all of its entries.\n */\npublic actual open class
LinkedHashMap<K, V> : HashMap<K, V>, MutableMap<K, V> {\n\n /**\n * The entry we use includes
next/prev pointers for a doubly-linked circular\n * list with a head node. This reduces the special cases we have to
deal with\n * in the list operations.\n * Note that we duplicate the key from the underlying hash map so we

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can find\n    * the eldest
entry. The alternative would have been to modify HashMap so more\n    * of the code was directly usable here, but
this would have added some\n    * overhead to HashMap, or to reimplement most of the HashMap code here with\n
    * small modifications. Paying a small storage cost only if you use\n    * LinkedHashMap and minimizing code size
seemed like a better tradeoff\n
    */\n    private inner class ChainEntry<K, V>(key: K, value: V) :
AbstractMutableMap.SimpleEntry<K, V>(key, value) {\n        internal var next: ChainEntry<K, V>? = null\n
internal var prev: ChainEntry<K, V>? = null\n        override fun setValue(newValue: V): V {\n
this@LinkedHashMap.checkIsMutable()\n            return super.setValue(newValue)\n        }\n    }\n    private inner
class EntrySet : AbstractEntrySet<MutableEntry<K, V>, K, V>() {\n        private inner class EntryIterator :
MutableIterator<MutableEntry<K, V>> {\n            // The last entry that was returned from this iterator.\n
            private var last: ChainEntry<K, V>? = null\n                // The next entry to return from this iterator.\n
private var next: ChainEntry<K, V>? = null\n                init {\n                    next = head\n
recordLastKnownStructure(map, this)\n                }\n                override fun hasNext(): Boolean {\n                    return
next != null\n                }\n                override fun next(): MutableEntry<K, V> {\n
checkStructuralChange(map, this)\n                    if (!hasNext()) throw NoSuchElementException()\n                    val
current = next!!\n                    last = current\n                    next = current.next.takeIf { it != head }\n                    return
current\n                }\n                override fun remove() {\n                    check(last != null)\n
this@EntrySet.checkIsMutable()\n                    checkStructuralChange(map, this)\n                    last!!.remove()\n
                    map.remove(last!!.key)\n
                    recordLastKnownStructure(map, this)\n                    last = null\n                }\n            }\n            override fun
add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on
entries")\n            override fun clear() {\n                this@LinkedHashMap.clear()\n            }\n            override fun
containsEntry(element: Map.Entry<K, V>): Boolean = this@LinkedHashMap.containsEntry(element)\n            override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = EntryIterator()\n            override fun
removeEntry(element: Map.Entry<K, V>): Boolean {\n                checkIsMutable()\n                if (contains(element)) {\n
                    this@LinkedHashMap.remove(element.key)\n                    return true\n                }\n                return false\n
            }\n            override val size: Int get() = this@LinkedHashMap.size\n            override fun checkIsMutable(): Unit =
this@LinkedHashMap.checkIsMutable()\n        }\n    }\n
    /*\n    * The head of the insert order chain, which is a doubly-linked circular\n    * list.\n    * The most recently
inserted node is at the end of the chain, ie.\n    * chain.prev.\n    */\n    private var head: ChainEntry<K, V>? =
null\n
    /*\n    * Add this node to the end of the chain.\n    */\n    private fun ChainEntry<K, V>.addToEnd() {\n
        // This entry is not in the list.\n        check(next == null && prev == null)\n        val _head = head\n        if
(_head == null) {\n            head = this\n            next = this\n            prev = this\n        } else {\n            // Chain is
valid.\n            val _tail = checkNotNull(_head.prev)\n            // Update me.\n            prev = _tail\n            next =
_head\n            // Update my new siblings: current head and old tail\n            _head.prev = this\n            _tail.next =
this\n        }\n    }\n
    /*\n    * Remove this node from the chain it is a part of.\n    */\n    private fun
ChainEntry<K,
V>.remove() {\n        if (this.next === this) {\n            // if this is single element, remove head\n            head =
null\n        } else {\n            if (head === this) {\n                // if this is first element, move head to next\n
head = next\n            }\n            next!!.prev = prev\n            prev!!.next = next\n        }\n        next = null\n        prev =
null\n    }\n
    /*\n    * The hashmap that keeps track of our entries and the chain. Note that we\n    * duplicate the
key here to eliminate changes to HashMap and minimize the\n    * code here, at the expense of additional space.\n
    */\n    private val map: HashMap<K, ChainEntry<K, V>>\n    private var isReadOnly: Boolean = false\n
    /*\n    * Constructs an empty [LinkedHashMap] instance.\n    */\n    actual constructor(): super() {\n        map =
HashMap<K, ChainEntry<K, V>>()\n    }\n    internal constructor(backingMap: HashMap<K, Any>): super() {\n
        @Suppress("UNCHECKED_CAST")\n        // expected to work due to erasure\n        map = backingMap as HashMap<K, ChainEntry<K, V>>\n    }\n
    /*\n    * Constructs an empty [LinkedHashMap] instance.\n    * @param initialCapacity the initial capacity

```

```

(ignored)\n * @param loadFactor the load factor (ignored)\n *\n * @throws IllegalArgumentException if
the initial capacity or load factor are negative\n *\n actual constructor(initialCapacity: Int, loadFactor: Float) :
super(initialCapacity, loadFactor) {\n map = HashMap<K, ChainEntry<K, V>>()\n }\n\n actual
constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n /**\n * Constructs an instance of
[LinkedHashMap] filled with the contents of the specified [original] map.\n *\n actual constructor(original:
Map<out K, V>) {\n map = HashMap<K, ChainEntry<K, V>>()\n this.putAll(original)\n }\n\n
@PublishedApi\n internal fun build(): Map<K, V> {\n checkIsMutable()\n
isReadOnly = true\n return this\n }\n\n actual override fun clear() {\n checkIsMutable()\n
map.clear()\n head = null\n }\n\n// override fun clone(): Any {\n// return LinkedHashMap(this)\n//
}\n\n\n actual override fun containsKey(key: K): Boolean = map.containsKey(key)\n\n actual override fun
containsValue(value: V): Boolean {\n var node: ChainEntry<K, V> = head ?: return false\n do {\n if
(node.value == value) {\n return true\n }\n node = node.next!!\n } while (node !==
head)\n return false\n }\n\n\n internal override fun createEntrySet():
MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()\n\n actual override operator fun get(key: K): V? =
map.get(key)?.value\n\n actual override fun put(key: K, value: V): V? {\n checkIsMutable()\n val old =
map.get(key)\n if (old == null) {\n val newEntry
= ChainEntry(key, value)\n map.put(key, newEntry)\n newEntry.addToEnd()\n return null\n
} else {\n return old.setValue(value)\n }\n }\n\n actual override fun remove(key: K): V? {\n
checkIsMutable()\n val entry = map.remove(key)\n if (entry != null) {\n entry.remove()\n
return entry.value\n }\n return null\n }\n\n actual override val size: Int get() = map.size\n\n internal
override fun checkIsMutable() {\n if (isReadOnly) throw UnsupportedOperationException()\n }\n}\n\n/**\n *
Constructs the specialized implementation of [LinkedHashMap] with [String] keys, which stores the keys as
properties of\n * JS object without hashing them.\n */\n\npublic fun <V> linkedStringMapOf(vararg pairs:
Pair<String, V>): LinkedHashMap<String, V> {\n return LinkedHashMap<String,
V>(stringMapOf<Any>()).apply { putAll(pairs) }\n}\n\n", /*\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\n/*\n * Based on GWT LinkedHashMap\n * Copyright
2008 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * The implementation of the [MutableSet] interface,
backed by a [LinkedHashMap] instance.\n *\n * This implementation preserves the insertion order of elements
during the iteration.\n */\n\npublic actual open class LinkedHashMap<E> : HashSet<E>, MutableSet<E> {\n\n
internal constructor(map: LinkedHashMap<E, Any>) : super(map)\n\n /**\n * Constructs a new empty
[LinkedHashSet].\n *\n actual constructor() : super(LinkedHashMap<E, Any>())\n\n /**\n * Constructs a
new [LinkedHashSet] filled with the elements of the specified collection.\n *\n actual constructor(elements:
Collection<E>) : super(LinkedHashMap<E, Any>()) {\n addAll(elements)\n }\n\n /**\n * Constructs
a new empty [LinkedHashSet].\n *\n * @param initialCapacity the initial capacity (ignored)\n * @param
loadFactor the load factor (ignored)\n *\n * @throws IllegalArgumentException if the initial capacity or
load factor are negative\n *\n actual constructor(initialCapacity: Int, loadFactor: Float) :
super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))\n\n actual constructor(initialCapacity: Int) :
this(initialCapacity, 0.0f)\n\n @PublishedApi\n internal fun build(): Set<E> {\n (map as
LinkedHashMap<E, Any>).build()\n return this\n }\n\n internal override fun checkIsMutable(): Unit =
map.checkIsMutable()\n\n// public override fun clone(): Any {\n// return LinkedHashSet(this)\n//
}\n\n}\n\n\n/**\n * Creates a new instance of the specialized implementation of [LinkedHashSet] with the specified
[String] elements,\n * which elements the keys as properties of JS object without hashing them.\n */\n\npublic fun
linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {\n return
LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }\n}\n\n", /*\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport
kotlin.contracts.*\n\n\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@Deprecated(\"Synchronization on any

```



```

object is not supported in Kotlin/JS\",
ReplaceWith(\"run(block)\")\n@kotlin.internal.InlineOnly\n@Suppress(\"UNUSED_PARAMETER\")\npublic
inline fun <R> synchronized(lock: Any, block: () -> R): R {\n    contract {\n        callsInPlace(block,
InvocationKind.EXACTLY_ONCE)\n    }\n    return block()\n}\n\", \"/*\n * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt
file.\n */\n\npackage kotlin.io\n\ninternal abstract class BaseOutput {\n    open fun println() {\n        print(\"\\n\")\n    }\n\n    open fun println(message: Any?) {\n        print(message)\n        println()\n    }\n\n    abstract fun
print(message: Any?)\n\n    open fun flush() {\n    }\n}\n\n/** JsName used to make the declaration available outside of
module to test it */\n@JsName(\"NodeJsOutput\")\ninternal class NodeJsOutput(val outputStream: dynamic) :
BaseOutput() {\n    override fun print(message: Any?) {\n        // TODO: Using local variable because of bug in
block decomposition lowering in IR backend\n        val messageString = String(message)\n
outputStream.write(messageString)\n    }\n}\n\n/** JsName used to make the declaration available outside of
module to test it */\n@JsName(\"OutputToConsoleLog\")\ninternal class OutputToConsoleLog : BaseOutput() {\n
override fun print(message: Any?) {\n    console.log(message)\n }\n\n override fun println(message:
Any?) {\n    console.log(message)\n }\n\n override fun println() {\n    console.log(\"\")\n }\n}\n\n/**
JsName used to make the declaration available outside of module to test it and use at try.kotl.in
*/\n@JsName(\"BufferedOutput\")\ninternal open class BufferedOutput : BaseOutput() {\n    var buffer = \"\"\n\n
override fun print(message: Any?) {\n    buffer += String(message)\n }\n\n override fun flush() {\n    buffer
= \"\"\n }\n}\n\n/** JsName used to make the declaration available outside of module to test it
*/\n@JsName(\"BufferedOutputToConsoleLog\")\ninternal class BufferedOutputToConsoleLog : BufferedOutput()\n
{\n    override fun print(message: Any?) {\n        var s = String(message)\n        val i = s.nativeLastIndexOf(\"\\n\",
0)\n        if (i >= 0) {\n            buffer += s.substring(0, i)\n            flush()\n            s = s.substring(i + 1)\n        }\n
buffer += s\n }\n\n override fun flush() {\n
    console.log(buffer)\n    buffer = \"\"\n }\n}\n\n/** JsName used to make the declaration available outside of
module to test it and use at try.kotl.in */\n@JsName(\"output\")\ninternal var output = run {\n    val isNode: Boolean
= js(\"typeof process !== 'undefined' && process.versions && !process.versions.node\")\n    if (isNode)\n        NodeJsOutput(js(\"process.stdout\")) else\n        BufferedOutputToConsoleLog()\n}\n\n@kotlin.internal.InlineOnly\nprivate inline fun String(value: Any?): String =
js(\"String\") (value)\n\n/** Prints the line separator to the standard output stream. */\npublic actual fun println() {\n
output.println()\n}\n\n/** Prints the given [message] and the line separator to the standard output stream. */\npublic
actual fun println(message: Any?) {\n    output.println(message)\n}\n\n/** Prints the given [message] to the standard
output stream. */\npublic actual fun print(message: Any?) {\n
output.print(message)\n}\n\n@SinceKotlin(\"1.6\")\npublic actual fun readln():
String = throw UnsupportedOperationException(\"readln is not supported in
Kotlin/JS\")\n\n@SinceKotlin(\"1.6\")\npublic actual fun readlnOrNull(): String? = throw
UnsupportedOperationException(\"readlnOrNull is not supported in Kotlin/JS\")\n\", \"/*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines\n\nimport
kotlin.coroutines.intrinsics.CoroutineSingletons.\n\nimport
kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal
actual class SafeContinuation<in T>\n\ninternal actual constructor(\n    private val delegate: Continuation<T>,\n
initialResult: Any?\n) : Continuation<T> {\n    @PublishedApi\n    internal actual constructor(delegate:
Continuation<T>) : this(delegate, UNDECIDED)\n\n    public actual override val context: CoroutineContext\n
get() = delegate.context\n\n    private var result: Any? = initialResult\n\n    public actual override fun
resumeWith(result: Result<T>) {\n
val cur = this.result\n        when {\n            cur === UNDECIDED -> {\n                this.result = result.value\n
}\n            cur === COROUTINE_SUSPENDED -> {\n                this.result = RESUMED\n
}\n

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delegate.resumeWith(result)\n        }\n        else -> throw IllegalStateException("\Already resumed")\n    }\n}\n\n@PublishedApi\ninternal actual fun getOrThrow(): Any? {\n    if (result === UNDECIDED) {\n        result = COROUTINE_SUSPENDED\n        return COROUTINE_SUSPENDED\n    }\n    val result =\n        this.result\n    return when {\n        result === RESUMED -> COROUTINE_SUSPENDED // already called\n        continuation, indicate COROUTINE_SUSPENDED upstream\n        result is Result.Failure -> throw\n        result.exception\n        else -> result // either COROUTINE_SUSPENDED\n    }\n}\n}\n}\n\n"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language\n * contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the\n * license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.cancellation\n\n@SinceKotlin("1.4")\npublic actual\nopen class CancellationException : IllegalStateException {\n    actual constructor() : super()\n    actual\n    constructor(message: String?) : super(message)\n    constructor(message: String?, cause: Throwable?) :\n        super(message, cause)\n    constructor(cause: Throwable?) : super(cause)\n}\n"/*\n * Copyright 2010-2018 JetBrains\n * s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0\n * license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.js.internal\n\nimport\n    kotlin.coroutines.Continuation\nimport\n    kotlin.coroutines.EmptyCoroutineContext\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal\nval EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result ->\n    result.getOrThrow()\n}\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language\n * contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the\n * license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Exposes the [Date\n * API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.\n */\n\n@Suppress("NOT_DOCUMENTED")\npublic external class Date() {\n    public constructor(milliseconds:\n        Number)\n    public constructor(dateString: String)\n    public constructor(year: Int, month: Int)\n    public\n    constructor(year: Int, month: Int, day: Int)\n    public constructor(year: Int, month: Int, day: Int, hour: Int)\n    public\n    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)\n    public constructor(year: Int, month:\n        Int, day: Int, hour: Int, minute: Int, second: Int)\n\n    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)\n\n    public fun getDate(): Int\n    public fun getDay(): Int\n    public fun getFullYear(): Int\n    public fun\n        getHours(): Int\n    public fun getMilliseconds(): Int\n    public fun getMinutes(): Int\n    public fun\n        getMonth(): Int\n    public fun getSeconds(): Int\n    public fun getTime(): Double\n    public fun\n        getTimezoneOffset(): Int\n    public fun getUTCDate(): Int\n    public fun getUTCDay(): Int\n    public fun\n        getUTCFullYear(): Int\n    public fun getUTCHours(): Int\n    public fun getUTCMilliseconds(): Int\n    public\n        fun getUTCMinutes(): Int\n    public fun getUTCMonth(): Int\n    public fun getUTCSeconds(): Int\n    public\n        fun toDateString(): String\n    public fun toISOString(): String\n    public fun toJSON(): Json\n    public fun\n        toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions\n        = definedExternally): String\n    public fun toLocaleDateString(locales: String, options: LocaleOptions =\n        definedExternally): String\n    public fun toLocaleString(locales: Array<String> = definedExternally, options:\n        LocaleOptions = definedExternally): String\n    public fun toLocaleString(locales: String, options: LocaleOptions\n        = definedExternally): String\n    public fun toLocaleTimeString(locales: Array<String> = definedExternally,\n        options: LocaleOptions = definedExternally): String\n    public fun toLocaleTimeString(locales: String, options:\n        LocaleOptions = definedExternally): String\n    public fun toTimeString(): String\n    public fun toUTCString():\n        String\n    public companion object {\n        public fun now(): Double\n        public fun parse(dateString: String):\n            Double\n        public fun UTC(year: Int, month: Int): Double\n        public fun UTC(year: Int, month: Int, day:\n            Int): Double\n        public fun UTC(year: Int, month: Int, day: Int, hour:\n            Int): Double\n        public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double\n        public\n            fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int): Double\n        public fun UTC(year:\n            Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number): Double\n    }\n}\n\npublic\ninterface LocaleOptions {\n    public var localeMatcher: String?\n    public var timeZone: String?\n}

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public var hour12: Boolean?
public var formatMatcher: String?
public var weekday: String?
public var era: String?
public var year: String?
public var month: String?
public var day: String?
public var hour: String?
public var minute: String?
public var second: String?
public var timeZoneName: String?
}
public inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {
    val result = js("new Object()").unsafeCast<Date.LocaleOptions>()
    init(result)
    return result
}
/*
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Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/
package kotlin.dom
import org.w3c.dom.Document
import org.w3c.dom.Element
import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.appendElement as newAppendElement
import kotlinx.dom.createElement as newCreateElement
/**
 * Creates a new element with the specified [name].
 * The element is initialized with the specified [init] function.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.createElement' instead.",
    replaceWith = ReplaceWith("this.createElement(name, init)"),
    "kotlinx.dom.createElement")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6")
public inline fun Document.createElement(name: String, noinline init: Element.() -> Unit): Element =
    this.newCreateElement(name, init)
/**
 * Appends a newly created element with the specified [name] to this element.
 * The element is initialized with the specified [init] function.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.appendElement' instead.",
    replaceWith = ReplaceWith("this.appendElement(name, init)"),
    "kotlinx.dom.appendElement")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6")
public inline fun Element.appendElement(name: String, noinline init: Element.() -> Unit): Element =
    this.newAppendElement(name, init)
/*
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Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/
package kotlin.dom
import org.w3c.dom.Element
import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.addClass as newAddClass
import kotlinx.dom.hasClass as newHasClass
import kotlinx.dom.removeClass as newRemoveClass
/**
 * Returns true if the element has the given CSS class style in its 'class' attribute
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.hasClass' instead.",
    replaceWith = ReplaceWith("this.hasClass(cssClass)"),
    "kotlinx.dom.hasClass")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6")
inline fun Element.hasClass(cssClass: String): Boolean = this.newHasClass(cssClass)
/**
 * Adds CSS class to element. Has no effect if all specified classes are already in class attribute of the element
 */
@return true if at least one class has been added
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.addClass' instead.",
    replaceWith = ReplaceWith("this.addClass(cssClasses)"),
    "kotlinx.dom.addClass")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6")
inline fun Element.addClass(vararg cssClasses: String): Boolean = this.newAddClass(*cssClasses)
/**
 * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element
 */
@return true if at least one class has been removed
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.removeClass' instead.",
    replaceWith = ReplaceWith("this.removeClass(cssClasses)"),
    "kotlinx.dom.removeClass")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6")
inline fun Element.removeClass(vararg cssClasses: String): Boolean = this.newRemoveClass(*cssClasses)
/*
Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/
package kotlin.dom
import org.w3c.dom.Element
import org.w3c.dom.Node
import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.isElement as newIsElement

```

```

kotlinx.dom.isText as newIsText\n\n/**\n * Gets a value indicating whether this node is a TEXT_NODE or a
CDATA_SECTION_NODE.\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n message = \"This API
is moved to another package, use 'kotlinx.dom.isText' instead.\",\n replaceWith = ReplaceWith(\"this.isText\",
\"kotlinx.dom.isText\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic val
Node.isText: Boolean\n inline get() = this.newIsText\n\n/**\n * Gets a value indicating whether this node is an
[Element].\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n message = \"This API is moved to
another package, use 'kotlinx.dom.isElement'
instead.\",\n replaceWith = ReplaceWith(\"this.isElement\",
\"kotlinx.dom.isElement\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic val
Node.isElement: Boolean\n inline get() = this.newIsElement\n\n\",/*\n * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\npackage org.w3c.dom.events\n\npublic fun
EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)\n\nprivate class
EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {\n public override fun
handleEvent(event: Event) {\n handler(event)\n }\n\n public override fun toString(): String =
\"EventListenerHandler($handler)\"\n}\n\n\",/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache
2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage org.w3c.dom\n\npublic external
interface ItemArrayLike<out T> {\n val length: Int\n fun item(index: Int): T?\n}\n\n/**\n * Returns the view of
this `ItemArrayLike<T>` collection as `List<T>`\n */\n\npublic fun <T> ItemArrayLike<T>.asList(): List<T> =
object : AbstractList<T>() {\n override val size: Int get() = this@asList.length\n\n override fun get(index: Int): T
= when (index) {\n in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()\n else -> throw
IndexOutOfBoundsException(\"index $index is not in range [0..$lastIndex]\")\n }\n}\n\n\",/*\n * Copyright 2010-
2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport
org.w3c.dom.Element\nimport org.w3c.dom.Node\nimport
kotlin.internal.LowPriorityInOverloadResolution\nimport
kotlinx.dom.appendText as newAppendText\nimport kotlinx.dom.clear as newClear\n\n/** Removes all the
children from this node. *\n@LowPriorityInOverloadResolution\n@Deprecated(\n message = \"This API is
moved to another package, use 'kotlinx.dom.clear' instead.\",\n replaceWith = ReplaceWith(\"this.clear\"),
\"kotlinx.dom.clear\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic inline fun
Node.clear() = this.newClear()\n\n/**\n * Creates text node and append it to the element.\n */\n\n * @return this
element\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n message = \"This API is moved to another
package, use 'kotlinx.dom.appendText' instead.\",\n replaceWith = ReplaceWith(\"this.appendText(text)\",
\"kotlinx.dom.appendText\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\ninline fun
Element.appendText(text: String): Element = this.newAppendText(text)\n\n\",/*\n * Copyright 2010-2018 JetBrains
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Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Reinterprets this value as a value
of the [dynamic type](/docs/reference/dynamic-type.html).\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun
Any?.asDynamic(): dynamic = this\n\n/**\n * Reinterprets this value as a value of the specified type [T] without any
actual type checking.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Any?.unsafeCast():
@kotlin.internal.NoInfer T = this.asDynamic()\n\n/**\n * Reinterprets this `dynamic` value as a value of the
specified type [T] without any actual type checking.\n */\n\n@kotlin.internal.DynamicExtension\n@JsName(\"unsafeCastDynamic\")\n@kotlin.internal.InlineOnly\npublic
inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this\n\n/**\n * Allows to iterate this `dynamic`
object in the following cases:\n * - when it has an `iterator`

```

```

function, \n * - when it is an array\n * - when it is an instance of [kotlin.collections.Iterable]\n
*\n@kotlin.internal.DynamicExtension\npublic operator fun dynamic.iterator(): Iterator<dynamic> {\n    val r:
Any? = this\n    return when {\n        this[\"iterator\"] != null ->\n            this[\"iterator\"]()\n        isArrayish(r) ->\n            r.unsafeCast<Array<*>>().iterator()\n        else ->\n            (r as Iterable<*>).iterator()\n    }\n}\n\"/*\n *
Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n@package is
omitted to get declarations directly under the module\n\n@JsName(\"throwNPE\")\ninternal fun
throwNPE(message: String) {\n    throw NullPointerException(message)\n}\n\n@JsName(\"throwCCE\")\ninternal
fun throwCCE() {\n    throw ClassCastException(\"Illegal cast\")\n}\n\n@JsName(\"throwISE\")\ninternal
fun throwISE(message: String) {\n    throw
IllegalStateException(message)\n}\n\n@JsName(\"throwUPAE\")\ninternal fun throwUPAE(propertyName: String)
{\n    throw UninitializedPropertyAccessException(\"lateinit property \${propertyName} has not been
initialized\")\n}\n\"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n@package kotlin.collections\n\n/**\n * Groups elements from the [Grouping] source by key and counts elements
in each group.\n * @return a [Map] associating the key of each group with the count of elements in the group.\n
*\n * @sample samples.collections.Grouping.groupingByEachCount\n *\n@SinceKotlin(\"1.1\")\npublic actual fun
<T, K> Grouping<T, K>.eachCount(): Map<K, Int> =\n    fold(0) { acc, _ -> acc + 1 }\n\n/*\n *\n * Groups
elements from the [Grouping] source by key and sums values provided by
the [valueSelector] function for elements in each group.\n * @return a [Map] associating the key of each group
with the count of element in the group.\n *\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K> Grouping<T,
K>.eachSumOf(valueSelector: (T) -> Int): Map<K, Int> =\n    fold(0) { acc, e -> acc + valueSelector(e)
}\n\n/*\n *\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this
source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmName(\"GroupingKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage
kotlin.collections\n\n/**\n * Represents a source of elements with a [keyOf] function, which can be applied to each
element to get its key.\n * A [Grouping] structure serves as an intermediate step in group-and-fold operations:\n
 * they group elements by their keys and then fold each group with some aggregating operation.\n * It is created
by attaching
`keySelector: (T) -> K` function to a source of elements.\n * To get an instance of [Grouping] use one of
`groupingBy` extension functions:\n * - [Iterable.groupingBy]\n * - [Sequence.groupingBy]\n * -
[Array.groupingBy]\n * - [CharSequence.groupingBy]\n * For the list of group-and-fold operations available,
see the [extension functions](#extension-functions) for `Grouping`. \n *\n@SinceKotlin(\"1.1\")\npublic interface
Grouping<T, out K> {\n    /** Returns an [Iterator] over the elements of the source of this grouping. *\n    fun
sourceIterator(): Iterator<T>\n    /** Extracts the key of an [element]. *\n    fun keyOf(element: T): K}\n\n/**\n *
Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group
sequentially,\n * passing the previously accumulated value and the current element as arguments, and stores the
results in a new map.\n * The key for each element is provided by the [Grouping.keyOf] function.\n * \n *
@param operation
function is invoked on each element with the following parameters:\n * - `key`: the key of the group this element
belongs to;\n * - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first
`element` encountered in the group;\n * - `element`: the element from the source being aggregated;\n * - `first`:
indicates whether it's the first `element` encountered in the group.\n * \n * @return a [Map] associating the key of
each group with the result of aggregation of the group elements.\n * \n * @sample
samples.collections.Grouping.aggregateByRadix\n *\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R>
Grouping<T, K>.aggregate(\n    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R): Map<K,
R> {\n    return aggregateTo(mutableMapOf<K, R>(), operation)\n}\n\n/**\n * Groups elements from the
[Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the

```

previously accumulated value

and the current element as arguments, and stores the results in the given [destination] map. The key for each element is provided by the [Grouping.keyOf] function. @param operation a function that is invoked on each element with the following parameters: - `key`: the key of the group this element belongs to; - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group; - `element`: the element from the source being aggregated; - `first`: indicates whether it's the first `element` encountered in the group. If the [destination] map already has a value corresponding to some key, then the elements being aggregated for that key are never considered as `first`. @return the [destination] map associating the key of each group with the result of aggregation of the group elements. @sample samples.collections.Grouping.aggregateByRadixTo

```
inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(destination: M, operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R): M {
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key]
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}
```

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. An initial value of accumulator is provided by [initialValueSelector] function. @param initialValueSelector a function that provides an initial value of accumulator for each group. It's invoked with parameters: - `key`: the key of the group; - `element`: the first element being encountered in that group. @param operation a function that is invoked on each element with the following parameters: - `key`: the key of the group this element belongs to; - `accumulator`: the current value of the accumulator of the group; - `element`: the element from the source being accumulated. @return a [Map] associating the key of each group with the result of accumulating the group elements. @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue

```
inline fun <T, K, R> Grouping<T, K>.fold(initialValueSelector: (key: K, element: T) -> R, operation: (key: K, accumulator: R, element: T) -> R): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }
```

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map. An initial value of accumulator is provided by [initialValueSelector] function. @param initialValueSelector a function that provides an initial value of accumulator for each group. It's invoked with parameters: - `key`: the key of the group; - `element`: the first element being encountered in that group. If the [destination] map already has a value corresponding to some key, that value is used as an initial value of the accumulator for that group and the [initialValueSelector] function is not called for that group. @param operation a function that is invoked on each element with the following parameters: - `key`: the key of the group this element belongs to; - `accumulator`: the current value of the accumulator of the group; - `element`: the element from the source being accumulated. @return the [destination] map associating the key of each group with the result of accumulating the group elements. @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo

```
inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(destination: M, initialValueSelector: (key: K, element: T) -> R, operation: (key: K, accumulator: R, element: T) -> R): M =
    @Suppress("UNCHECKED_CAST")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }
```

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. An initial value of accumulator is the same [initialValue] for each group. @param operation a function that is invoked

on each element with the following parameters:

- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

@return a [Map] associating the key of each group with the result of accumulating the group elements.

@sample

```
samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue
```

`@SinceKotlin("1.1")`

```
public inline fun <T, K, R> Grouping<T, K>.fold(initialValue: R, operation: (accumulator: R, element: T) -> R): Map<K, R> =
```

@Suppress("UNCHECKED_CAST")

```
aggregate { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }
```

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map. An initial value of accumulator is the same [initialValue]

for each group.

- If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group.

@param operation a function that is invoked on each element with the following parameters:

- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

@return the [destination] map associating the key of each group with the result of accumulating the group elements.

@sample

```
samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
```

`@SinceKotlin("1.1")`

```
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(destination: M, initialValue: R, operation: (accumulator: R, element: T) -> R): M =
```

@Suppress("UNCHECKED_CAST")

```
aggregateTo(destination) { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }
```

Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. An initial value of accumulator is the first element of the group.

@param operation a function that is invoked on each subsequent element of the group with the following parameters:

- `key`: the key of the group this element belongs to;

- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

@return a [Map] associating the key of each group with the result of accumulating the group elements.

@sample

```
samples.collections.Grouping.reduceByMaxVowels
```

`@SinceKotlin("1.1")`

```
public inline fun <S, T : S, K> Grouping<T, K>.reduce(operation: (key: K, accumulator: S, element: T) -> S): Map<K, S> =
```

```
aggregate { key, acc, e, first -> @Suppress("UNCHECKED_CAST") if (first) e else operation(key, acc as S, e) }
```

Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map. An initial value of accumulator is the first element of the group.

If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group and the first element of that group is also subjected to the [operation].

@param operation a function that is invoked on each subsequent element of the group with the following parameters:

- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being folded;

@return the [destination] map associating the key of each group with the result of accumulating the group elements.

@sample

```
samples.collections.Grouping.reduceByMaxVowelsTo
```

`@SinceKotlin("1.1")`

```
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(destination: M, operation: (key: K, accumulator: S, element: T) -> S): M =
```

```
aggregateTo(destination) { key, acc, e, first -> @Suppress("UNCHECKED_CAST") if (first) e else operation(key, acc as S, e) }
```

Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.

- If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the counter for that group.

@return the [destination] map associating the key of each group with the count of elements


```

public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
public fun stringify(o: Any?, replacer: Array<String>, space: String): String
public fun <T> parse(text: String): T
public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?): T)
}
"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.math\nimport kotlin.internal.InlineOnly\nimport kotlin.js.JsMath as nativeMath\n// region ===== Double Math =====\n\n/** Computes the sine of the angle [x] given in radians.\n * \n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sin(x: Double): Double = nativeMath.sin(x)\n\n/** Computes the cosine of the angle [x] given in radians.\n * \n * Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun cos(x: Double): Double = nativeMath.cos(x)\n\n/** Computes the tangent of the angle [x] given in radians.\n * \n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun tan(x: Double): Double = nativeMath.tan(x)\n\n/** Computes the arc sine of the value [x];\n * the returned value is an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.\n * \n * Special cases:\n * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun asin(x: Double): Double = nativeMath.asin(x)\n\n/** Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from  $0.0$  to  $\pi$  radians.\n * \n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acos(x: Double): Double = nativeMath.acos(x)\n\n/** Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.\n * \n * Special cases:\n * - `atan(NaN)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atan(x: Double): Double = nativeMath.atan(x)\n\n/** Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value  $y / x$ ;\n * the returned value is an angle in the range from  $-\pi$  to  $\pi$  radians.\n * \n * Special cases:\n * - `atan2(0.0, 0.0)` is  $0.0$ \n * - `atan2(0.0, x)` is  $0.0$  for  $x > 0$  and  $\pi$  for  $x < 0$ \n * - `atan2(-0.0, x)` is  $-0.0$  for  $x > 0$  and  $-\pi$  for  $x < 0$ \n * - `atan2(y, +Inf)` is  $0.0$  for  $0 < y < +Inf$  and  $-0.0$  for  $-\infty < y < 0$ \n * - `atan2(y, -Inf)` is  $\pi$  for  $0 < y < +Inf$  and  $-\pi$  for  $-\infty < y < 0$ \n * - `atan2(y, 0.0)` is  $\pi/2$  for  $y > 0$  and  $-\pi/2$  for  $y < 0$ \n * - `atan2(+Inf, x)` is  $\pi/2$  for finite  $x$ \n * - `atan2(-Inf, x)` is  $-\pi/2$  for finite  $x$ \n * - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)\n\n/** Computes the hyperbolic sine of the value [x].\n * \n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is  $+\infty$ \n * - `sinh(-Inf)` is  $-\infty$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sinh(x: Double): Double = nativeSinh(x)\n\n/** Computes the hyperbolic cosine of the value [x].\n * \n * Special cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)` is  $+\infty$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun cosh(x: Double): Double = nativeCosh(x)\n\n/** Computes the hyperbolic tangent of the value [x].\n * \n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is  $1.0$ \n * - `tanh(-Inf)` is  $-1.0$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun tanh(x: Double): Double = nativeTanh(x)\n\n/** Computes the inverse hyperbolic sine of the value [x].\n * \n * The returned value is `y` such that  $\sinh(y) == x$ .\n * \n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * - `asinh(+Inf)` is  $+\infty$ \n * - `asinh(-Inf)` is  $-\infty$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun asinh(x: Double): Double = nativeAsinh(x)\n\n/** Computes the inverse hyperbolic cosine of the value [x].\n * \n * The returned value is positive `y` such that  $\cosh(y) == x$ .\n * \n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when  $x < 1$ \n * - `acosh(+Inf)` is  $+\infty$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acosh(x: Double): Double = nativeAcosh(x)\n\n/** Computes the inverse hyperbolic tangent of the value [x].\n * \n * The returned value is

```

`y`` such that `tanh(y) == x``.
`*`n` * Special cases:`n` * - tanh(NaN)` is NaN`n` * - tanh(x)` is NaN` when x > 1` or x < -1`n` * - tanh(1.0)` is +Inf`n` * - tanh(-1.0)` is -Inf`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun atanh(x: Double): Double = nativeAtanh(x)`n`/**`n` * Computes sqrt(x^2 + y^2)` without intermediate overflow or underflow.`n` *`n` * Special cases:`n` * - returns +Inf` if any of arguments is infinite`n` * - returns NaN` if any of arguments is NaN` and the other is not infinite`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun hypot(x: Double, y: Double): Double = nativeHypot(x, y)`n`/**`n` * Computes the positive square root of the value [x].`n` *`n` * Special cases:`n` * - sqrt(x)` is NaN` when x < 0` or x` is NaN`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)`n`/**`n` * Computes Euler's number e` raised to the power of the value [x].`n` *`n` * Special cases:`n` * - exp(NaN)` is NaN`n` * - exp(+Inf)` is +Inf`n` * - exp(-Inf)` is 0.0`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun exp(x: Double): Double = nativeMath.exp(x)`n`/**`n` * Computes exp(x) - 1`.`n` *`n` * This function can be implemented to produce more precise result for [x] near zero.`n` *`n` * Special cases:`n` * - expm1(NaN)` is NaN`n` * - expm1(+Inf)` is +Inf`n` * - expm1(-Inf)` is -1.0`n` *`n` * @see [exp] function.`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun expm1(x: Double): Double = nativeExp1(x)`n`/**`n` * Computes the logarithm of the value [x] to the given [base].`n` *`n` * Special cases:`n` * - log(x, b)` is NaN` if either x` or b` are NaN`n` * - log(x, b)` is NaN` when x < 0` or b <= 0` or b == 1.0`n` * - log(+Inf, +Inf)` is NaN`n` * - log(+Inf, b)` is +Inf` for b > 1` and -Inf` for b < 1`n` * - log(0.0, b)` is -Inf` for b > 1` and +Inf` for b > 1`n` *`n` * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].`n` *`n`@SinceKotlin("1.2")`n`public actual fun log(x: Double, base: Double): Double {`n` if (base <= 0.0 || base == 1.0) return Double.NaN`n` return nativeMath.log(x) / nativeMath.log(base)`n`}`n`/**`n` * Computes the natural logarithm (base E`) of the value [x].`n` *`n` * Special cases:`n` * - ln(NaN)` is NaN`n` * - ln(x)` is NaN` when x < 0.0`n` * - ln(+Inf)` is +Inf`n` * - ln(0.0)` is -Inf`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun ln(x: Double): Double = nativeMath.log(x)`n`/**`n` * Computes the common logarithm (base 10) of the value [x].`n` *`n` * @see [ln] function for special cases.`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun log10(x: Double): Double = nativeLog10(x)`n`/**`n` * Computes the binary logarithm (base 2) of the value [x].`n` *`n` * @see [ln] function for special cases.`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun log2(x: Double): Double = nativeLog2(x)`n`/**`n` * Computes ln(x + 1)`.`n` *`n` * This function can be implemented to produce more precise result for [x] near zero.`n` *`n` * Special cases:`n` * - ln1p(NaN)` is NaN`n` * - ln1p(x)` is NaN` where x < -1.0`n` * - ln1p(-1.0)` is -Inf`n` * - ln1p(+Inf)` is +Inf`n` *`n` * @see [ln] function`n` *`n` * @see [expm1] function`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun ln1p(x: Double): Double = nativeLog1p(x)`n`/**`n` * Rounds the given value [x] to an integer towards positive infinity.`n` *`n` * @return the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.`n` *`n` * Special cases:`n` * - ceil(x)` is x` where x` is NaN` or +Inf` or -Inf` or already a mathematical integer.`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun ceil(x: Double): Double = nativeMath.ceil(x)`n`/**`n` * Rounds the given value [x] to an integer towards negative infinity.`n` *`n` * @return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.`n` *`n` * Special cases:`n` * - floor(x)` is x` where x` is NaN` or +Inf` or -Inf` or already a mathematical integer.`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun floor(x: Double): Double = nativeMath.floor(x)`n`/**`n` * Rounds the given value [x] to an integer towards zero.`n` *`n` * @return the value [x] having its fractional part truncated.`n` *`n` * Special cases:`n` * - truncate(x)` is x` where x` is NaN` or +Inf` or -Inf` or already a mathematical integer.`n` *`n`@SinceKotlin("1.2")`n`@InlineOnly`n`public actual inline fun truncate(x: Double): Double = nativeTrunc(x)`n`/**`n` * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.`n` *`n` * Special cases:`n` * - round(x)` is x` where x` is NaN` or +Inf` or -Inf` or already a mathematical integer.`n` *`n`@SinceKotlin("1.2")`n`public actual fun round(x: Double):`

```

Double {
    if (x % 0.5 != 0.0) {
        return nativeMath.round(x)
    }
    val floor = floor(x)
    return if (floor % 2 == 0.0) floor else ceil(x)
}

/** Returns the absolute value of the given value [x].
 * Special cases:
 * - `abs(NaN)` is `NaN`
 * @see absoluteValue extension property for [Double]
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun abs(x: Double): Double =
    nativeMath.abs(x)

/** Returns the sign of the given value [x]:
 * - `-1.0` if the value is negative,
 * - zero if the value is zero,
 * - `1.0` if the value is positive
 * Special case:
 * - `sign(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Double): Double =
    nativeSign(x)

/** Returns the smaller of two values.
 * If either value is `NaN`, then the result is `NaN`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun min(a: Double, b: Double): Double =
    nativeMath.min(a, b)

/** Returns the greater of two values.
 * If either value is `NaN`, then the result is `NaN`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun max(a: Double, b: Double): Double =
    nativeMath.max(a, b)

// extensions
/** Raises this value to the power [x].
 * Special cases:
 * - `b.pow(0.0)` is `1.0`
 * - `b.pow(1.0) == b`
 * - `b.pow(NaN)` is `NaN`
 * - `NaN.pow(x)` is `NaN` for `x != 0.0`
 * - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`
 * - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Double.pow(x: Double): Double =
    nativeMath.pow(this, x)

/** Raises this value to the integer power [n].
 * See the other overload of [pow] for details.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Double.pow(n: Int): Double =
    nativeMath.pow(this, n.toDouble())

/** Returns the absolute value of this value.
 * Special cases:
 * - `NaN.absoluteValue` is `NaN`
 * @see abs function
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Double.absoluteValue: Double get() =
    nativeMath.abs(this)

/** Returns the sign of this value:
 * - `-1.0` if the value is negative,
 * - zero if the value is zero,
 * - `1.0` if the value is positive
 * Special case:
 * - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Double.sign: Double get() =
    nativeSign(this)

/** Returns this value with the sign bit same as of the [sign] value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Double.withSign(sign: Int): Double =
    this.withSign(sign.toDouble())

/** Returns the ulp (unit in the last place) of this value.
 * An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.
 * Special Cases:
 * - `NaN.ulp` is `NaN`
 * - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`
 * - `0.0.ulp` is `Double.MIN_VALUE`
 */
@SinceKotlin("1.2")
public actual val Double.ulp: Double get() = when {
    this < 0 -> (-this).ulp
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    this == Double.MAX_VALUE -> this - this.nextDown()
    else -> this.nextUp() - this
}

/** Returns the [Double] value nearest to this value in direction of positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextUp(): Double = when {
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    this == 0.0 -> Double.MIN_VALUE
    else -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1)
}

/** Returns the [Double] value nearest to this value in direction of negative infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextDown(): Double = when {
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this == 0.0 -> -Double.MIN_VALUE
    else -> Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)
}

/** Returns the [Double] value nearest to this value in direction from this value towards the value [to].
 * Special cases:
 * - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
 * - `x.nextTowards(x) == x`
 */
@SinceKotlin("1.2")
public actual fun Double.nextTowards(to: Double): Double = when {
    this.isNaN() || to.isNaN() -> Double.NaN
    to == this -> to
    to > this -> this.nextUp()
    else /* to < this */ -> this.nextDown()
}

/** Rounds this [Double] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`
 * - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`
 * @throws IllegalArgumentException when this value is `NaN`
 */
@SinceKotlin("1.2")
public actual fun Double.roundToInt(): Int = when {
    isNaN() -> throw
}

```

```

IllegalArgumentException("Cannot
round NaN value.")\n this > Int.MAX_VALUE -> Int.MAX_VALUE\n this < Int.MIN_VALUE ->
Int.MIN_VALUE\n else -> nativeMath.round(this).toInt()\n\n/**\n * Rounds this [Double] value to the nearest
integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * -
`x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n * - `x.roundToLong() ==
Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n * @throws IllegalArgumentException when this value
is `NaN`\n */\n@SinceKotlin("1.2")\npublic actual fun Double.roundToLong(): Long = when { \n isNaN() ->
throw IllegalArgumentException("Cannot round NaN value.")\n this > Long.MAX_VALUE ->
Long.MAX_VALUE\n this < Long.MIN_VALUE -> Long.MIN_VALUE\n else ->
nativeMath.round(this).toLong()\n}\n\n// endregion\n\n// region ===== Float Math
=====
\n\n/** Computes the sine of the angle [x] given in
radians.\n
*\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual
inline fun sin(x: Float): Float = nativeMath.sin(x.toDouble()).toFloat()\n\n/** Computes the cosine of the angle [x]
given in radians.\n * Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun cos(x: Float): Float =
nativeMath.cos(x.toDouble()).toFloat()\n\n/** Computes the tangent of the angle [x] given in radians.\n * Special
cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline
fun tan(x: Float): Float = nativeMath.tan(x.toDouble()).toFloat()\n\n/** Computes the arc sine of the value [x];\n *
the returned value is an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.\n * Special cases:\n * - `asin(x)` is
`NaN`, when  $abs(x) > 1$  or x is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun asin(x:
Float): Float
= nativeMath.asin(x.toDouble()).toFloat()\n\n/** Computes the arc cosine of the value [x];\n * the returned
value is an angle in the range from  $0.0$  to  $\pi$  radians.\n * Special cases:\n * - `acos(x)` is `NaN`, when
 $abs(x) > 1$  or x is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acos(x: Float): Float
= nativeMath.acos(x.toDouble()).toFloat()\n\n/** Computes the arc tangent of the value [x];\n * the returned
value is an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.\n * Special cases:\n * - `atan(NaN)` is `NaN`\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atan(x: Float): Float =
nativeMath.atan(x.toDouble()).toFloat()\n\n/** Returns the angle `theta` of the polar coordinates `(r, theta)` that
correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value  $y / x$ ;\n * the
returned value is an angle in the range from  $-\pi$  to  $\pi$  radians.\n * Special cases:\n *
- `atan2(0.0, 0.0)` is  $0.0$ \n * - `atan2(0.0, x)` is  $0.0$  for  $x > 0$  and  $\pi$  for  $x < 0$ \n * -
`atan2(-0.0, x)` is  $-0.0$  for  $x > 0$  and  $-\pi$  for  $x < 0$ \n * - `atan2(y, +Inf)` is  $0.0$  for  $0 < y < +Inf$  and  $-0.0$  for  $-\text{Inf} < y < 0$ \n *
- `atan2(y, -Inf)` is  $\pi$  for  $0 < y < +Inf$  and  $-\pi$  for  $-\text{Inf} < y < 0$ \n * - `atan2(y, 0.0)` is  $\pi/2$  for  $y > 0$  and  $-\pi/2$  for  $y < 0$ \n * -
`atan2(+Inf, x)` is  $\pi/2$  for finite  $x \neq 0$ \n * - `atan2(-Inf, x)` is  $-\pi/2$  for finite  $x$ \n * -
`atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun
atan2(y: Float, x: Float): Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()\n\n/** Computes the
hyperbolic sine of the value [x].\n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is  $+\text{Inf}$ \n *
- `sinh(-Inf)` is  $-\text{Inf}$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sinh(x: Float): Float =
nativeSinh(x.toDouble()).toFloat()\n\n/** Computes the hyperbolic cosine of the value [x].\n * Special cases:\n * -
`cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)` is  $+\text{Inf}$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual
inline fun cosh(x: Float): Float = nativeCosh(x.toDouble()).toFloat()\n\n/** Computes the hyperbolic tangent of the
value [x].\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is  $1.0$ \n * - `tanh(-Inf)` is  $-1.0$ \n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun tanh(x: Float): Float =
nativeTanh(x.toDouble()).toFloat()\n\n/** Computes the inverse hyperbolic sine of the value [x].\n * The
returned value is `y` such that  $\sinh(y) == x$ .\n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * -
`asinh(+Inf)` is  $+\text{Inf}$ \n * - `asinh(-Inf)` is  $-\text{Inf}$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline

```

```

fun asinh(x: Float): Float = nativeAsinh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic cosine
of the value [x].\n * The returned value is positive `y` such that `cosh(y) == x`.\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x < 1`\n * - `acosh(+Inf)` is `+Inf`\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acosh(x: Float): Float =
nativeAcosh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n * The returned value is `y` such that `tanh(y) == x`.\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)`
is `NaN` when `x > 1` or `x < -1`\n * - `tanh(1.0)` is `+Inf`\n * - `tanh(-1.0)` is `-Inf`\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atanh(x: Float): Float =
nativeAtanh(x.toDouble()).toFloat()\n\n/**\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or
underflow.\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite\n * - returns `NaN` if any of
arguments is `NaN` and the other is not infinite\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun hypot(x: Float, y: Float): Float =
nativeHypot(x.toDouble(), y.toDouble()).toFloat()\n\n/**\n * Computes the positive square root of the value [x].\n
*\n * Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sqrt(x: Float): Float =
nativeMath.sqrt(x.toDouble()).toFloat()\n\n/**\n * Computes Euler's number `e` raised to the power of the value
[x].\n * Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun exp(x: Float): Float =
nativeMath.exp(x.toDouble()).toFloat()\n\n/**\n * Computes `exp(x) - 1`.\n * This function can be implemented
to produce more precise result for [x] near zero.\n * Special cases:\n * - `expm1(NaN)` is `NaN`\n * -
`expm1(+Inf)` is `+Inf`\n * - `expm1(-Inf)` is `-1.0`\n * @see
[exp] function.\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun expm1(x: Float): Float =
nativeExp1(x.toDouble()).toFloat()\n\n/**\n * Computes the logarithm of the value [x] to the given [base].\n *
Special cases:\n * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n * - `log(x, b)` is `NaN` when `x < 0` or `b
<= 0` or `b == 1.0`\n * - `log(+Inf, +Inf)` is `NaN`\n * - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`\n
*\n * - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1`\n * See also logarithm functions for common fixed
bases: [ln], [log10] and [log2].\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun log(x: Float,
base: Float): Float = log(x.toDouble(), base.toDouble()).toFloat()\n\n/**\n * Computes the natural logarithm (base
`E`) of the value [x].\n * Special cases:\n * - `ln(NaN)` is `NaN`\n * - `ln(x)` is `NaN` when `x < 0.0`\n * -
`ln(+Inf)` is `+Inf`\n * - `ln(0.0)` is `-Inf`\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic
actual inline fun ln(x: Float): Float = nativeMath.log(x.toDouble()).toFloat()\n\n/**\n * Computes the common
logarithm (base 10) of the value [x].\n * @see [ln] function for special cases.\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun log10(x: Float): Float =
nativeLog10(x.toDouble()).toFloat()\n\n/**\n * Computes the binary logarithm (base 2) of the value [x].\n *
*\n * @see [ln] function for special cases.\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun log2(x:
Float): Float = nativeLog2(x.toDouble()).toFloat()\n\n/**\n * Computes `ln(a + 1)`.\n * This function can be
implemented to produce more precise result for [x] near zero.\n * Special cases:\n * - `ln1p(NaN)` is `NaN`\n *
- `ln1p(x)` is `NaN` where `x < -1.0`\n * - `ln1p(-1.0)` is `-Inf`\n * - `ln1p(+Inf)` is `+Inf`\n * @see [ln]
function\n * @see [expm1] function\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline
fun ln1p(x: Float): Float = nativeLog1p(x.toDouble()).toFloat()\n\n/**\n * Rounds the given value [x] to an integer
towards positive infinity.\n * @return the smallest Float value that is greater than or equal to the given value [x]
and is a mathematical integer.\n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or
already a mathematical integer.\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun ceil(x: Float):
Float = nativeMath.ceil(x.toDouble()).toFloat()\n\n/**\n * Rounds the given value [x] to an integer towards negative
infinity.\n * @return the largest Float value that is smaller than or equal to the given value [x] and is a
mathematical integer.\n * Special cases:\n * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a
mathematical integer.\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun floor(x: Float): Float =
nativeMath.floor(x.toDouble()).toFloat()\n\n/**\n * Rounds the

```

given value [x] to an integer towards zero.
 * @return the value [x] having its fractional part truncated.
 Special cases:
 * - truncate(x) is x where x is NaN or +Inf or -Inf or already a mathematical integer.
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun truncate(x: Float): Float =
 truncate(x.toDouble()).toFloat()
 * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.
 * Special cases:
 * - round(x) is x where x is NaN or +Inf or -Inf or already a mathematical integer.
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun round(x: Float): Float =
 round(x.toDouble()).toFloat()
 * Returns the absolute value of the given value [x].
 * Special cases:
 * - abs(NaN) is NaN
 * @see absoluteValue extension property for [Float]
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun abs(x: Float): Float =
 nativeMath.abs(x.toDouble()).toFloat()
 * Returns the sign of the given value [x]:
 * - -1.0 if the value is negative,
 * - zero if the value is zero,
 * - 1.0 if the value is positive
 * Special case:
 * - sign(NaN) is NaN
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun sign(x: Float): Float =
 nativeSign(x.toDouble()).toFloat()
 * Returns the smaller of two values.
 * If either value is NaN, then the result is NaN.
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun min(a: Float, b: Float): Float =
 nativeMath.min(a, b)
 * Returns the greater of two values.
 * If either value is NaN, then the result is NaN.
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun max(a: Float, b: Float): Float =
 nativeMath.max(a, b)
 // extensions
 * Raises this value to the power [x].
 * Special cases:
 * - b.pow(0.0) is 1.0
 * - b.pow(1.0) == b
 * - b.pow(NaN) is NaN
 * - NaN.pow(x) is NaN for x != 0.0
 * - b.pow(Inf) is NaN for abs(b) == 1.0
 * - b.pow(x) is NaN for b < 0 and x is finite and not an integer
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun Float.pow(x: Float): Float =
 nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()
 * Raises this value to the integer power [n].
 * See the other overload of [pow] for details.
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun Float.pow(n: Int): Float =
 nativeMath.pow(this.toDouble(), n.toDouble()).toFloat()
 * Returns the absolute value of this value.
 * Special cases:
 * - NaN.absoluteValue is NaN
 * @see abs function
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline val Float.absoluteValue: Float get() =
 nativeMath.abs(this.toDouble()).toFloat()
 * Returns the sign of this value:
 * - -1.0 if the value is negative,
 * - zero if the value is zero,
 * - 1.0 if the value is positive
 * Special case:
 * - NaN.sign is NaN
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline val Float.sign: Float get() =
 nativeSign(this.toDouble()).toFloat()
 * Returns this value with the sign bit same as of the [sign] value.
 * If [sign] is NaN the sign of the result is undefined.
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun Float.withSign(sign: Float): Float =
 this.toDouble().withSign(sign.toDouble()).toFloat()
 * Returns this value with the sign bit same as of the [sign] value.
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun Float.withSign(sign: Int): Float =
 this.toDouble().withSign(sign.toDouble()).toFloat()
 * Rounds this [Float] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - x.roundToInt() == Int.MAX_VALUE when x > Int.MAX_VALUE
 * - x.roundToInt() == Int.MIN_VALUE when x < Int.MIN_VALUE
 * @throws IllegalArgumentException when this value is NaN
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun Float.roundToInt(): Int =
 toDouble().roundToInt()
 * Rounds this [Float] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - x.roundToLong() == Long.MAX_VALUE when x > Long.MAX_VALUE
 * - x.roundToLong() == Long.MIN_VALUE when x < Long.MIN_VALUE
 * @throws IllegalArgumentException when this value is NaN
 * @SinceKotlin("1.2")
 @InlineOnly
 public actual inline fun Float.roundToLong(): Long =
 toDouble().roundToLong()
 // endregion
 // region ===== Integer Math
 =====
 * Returns the absolute value of the given value

```

[n].\n *\n * Special cases:\n * - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n *\n * @see
absoluteValue extension property
for [Int]\n *\n// TODO: remove manual 'or' when KT-19290 is fixed\n@SinceKotlin("1.2")\npublic actual fun
abs(n: Int): Int = if (n < 0) (-n or 0) else n\n\n**\n * Returns the smaller of two values.\n
*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun min(a: Int, b: Int): Int = nativeMath.min(a,
b)\n\n**\n * Returns the greater of two values.\n *\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun
max(a: Int, b: Int): Int = nativeMath.max(a, b)\n\n**\n * Returns the absolute value of this value.\n *\n * Special
cases:\n * - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow\n *\n * @see abs
function\n *\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Int.absoluteValue: Int get() =
abs(this)\n\n**\n * Returns the sign of this value:\n * - `-1` if the value is negative,\n * - `0` if the value is zero,\n
* - `1` if the value is positive\n *\n@SinceKotlin("1.2")\npublic actual val Int.sign: Int get() = when {\n
this < 0 -> -1\n this > 0 -> 1\n else -> 0}\n\n**\n * Returns the absolute value of the given value [n].\n
*\n * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n *\n * @see
absoluteValue extension property for [Long]\n *\n@SinceKotlin("1.2")\npublic actual fun abs(n: Long): Long = if
(n < 0) -n else n\n\n**\n * Returns the smaller of two values.\n
*\n@SinceKotlin("1.2")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun min(a: Long, b:
Long): Long = if (a <= b) a else b\n\n**\n * Returns the greater of two values.\n
*\n@SinceKotlin("1.2")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun max(a: Long, b:
Long): Long = if (a >= b) a else b\n\n**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * -
`Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow\n *\n * @see abs function\n
*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Long.absoluteValue: Long
get() = abs(this)\n\n**\n * Returns the sign of this value:\n * - `-1` if the value is negative,\n * - `0` if the value
is zero,\n * - `1` if the value is positive\n *\n@SinceKotlin("1.2")\npublic actual val Long.sign: Int get() = when
{\n this < 0 -> -1\n this > 0 -> 1\n else -> 0}\n\n\n// endregion\n", "/*\n * Copyright 2010-2021 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n *\n@npackage kotlin\n\n**\n * Returns `true` if the
specified number is a\n * Not-a-Number (NaN) value, `false` otherwise.\n *\npublic actual fun Double.isNaN():
Boolean = this != this\n\n**\n * Returns `true` if the specified number is a\n * Not-a-Number (NaN) value, `false`
otherwise.\n *\npublic actual fun Float.isNaN(): Boolean = this != this\n\n**\n * Returns `true` if this value is
infinitely large in magnitude.\n *\npublic actual fun Double.isInfinite():
Boolean = this == Double.POSITIVE_INFINITY || this == Double.NEGATIVE_INFINITY\n\n**\n * Returns
`true` if this value is infinitely large in magnitude.\n *\npublic actual fun Float.isInfinite(): Boolean = this ==
Float.POSITIVE_INFINITY || this == Float.NEGATIVE_INFINITY\n\n**\n * Returns `true` if the argument is a
finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).\n *\npublic actual fun
Double.isFinite(): Boolean = !isInfinite() && !isNaN()\n\n**\n * Returns `true` if the argument is a finite floating-
point value; returns `false` otherwise (for `NaN` and infinity arguments).\n *\npublic actual fun Float.isFinite():
Boolean = !isInfinite() && !isNaN()\n\n**\n * Counts the number of set bits in the binary representation of this
[Int] number.\n *\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Int.countOneBits(): Int {\n // Hacker's Delight 5-1 algorithm\n var v = this\n v =
(v and 0x55555555) + (v.ushr(1) and 0x55555555)\n v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)\n v
= (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)\n v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)\n
v = (v and 0x0000FFFF) + (v.ushr(16))\n return v\n}\n\n**\n * Counts the number of consecutive most
significant bits that are zero in the binary representation of this [Int] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
actual inline fun Int.countLeadingZeroBits(): Int = nativeClz32(this)\n\n**\n * Counts the number of consecutive
least significant bits that are zero in the binary representation of this [Int] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Int.countTrailingZeroBits(): Int =\n // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with

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countLeadingZeroBits\n Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,\n * or zero, if this number is zero.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public actual fun\n Int.takeHighestOneBit(): Int =\n     if (this == 0) 0 else 1.shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())\n\n /**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number,\n * or zero, if this number is zero.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public actual fun\n Int.takeLowestOneBit(): Int =\n     // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit\n     this and -\n     this\n\n /**\n * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of\n * bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the\n * right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Int.SIZE_BITS] (32) returns\n * the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 32)`\n *\n @SinceKotlin("1.6")\n @WasExperimental(ExperimentalStdlibApi::class)\n public actual fun\n Int.rotateLeft(bitCount: Int): Int =\n     shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)\n\n /**\n * Rotates the\n * binary representation of this [Int] number right by the specified [bitCount] number of bits.\n * The least significant\n * bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating\n * the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Int.SIZE_BITS] (32) returns\n * the same number,\n * or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 32)`\n *\n @SinceKotlin("1.6")\n @WasExperimental(ExperimentalStdlibApi::class)\n public actual fun\n Int.rotateRight(bitCount: Int): Int =\n     shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)\n\n /**\n * Counts the\n * number of set bits in the binary representation of this [Long] number.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public actual fun\n Long.countOneBits(): Int =\n     high.countOneBits() + low.countOneBits()\n\n /**\n * Counts the number of\n * consecutive most significant bits that are zero in the binary representation of this [Long] number.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public actual fun\n Long.countLeadingZeroBits(): Int =\n     when (val high = this.high) {\n         0 -> Int.SIZE_BITS +\n         low.countLeadingZeroBits()\n     }\n\n /**\n * Counts the number of\n * consecutive least significant bits\n * that are zero in the binary representation of this [Long] number.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public actual fun\n Long.countTrailingZeroBits(): Int =\n     when (val low = this.low) {\n         0 -> Int.SIZE_BITS +\n         high.countTrailingZeroBits()\n     }\n\n /**\n * Returns a number having a\n * single bit set in the position of the most significant set bit of this [Long] number,\n * or zero, if this number is\n * zero.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public actual fun\n Long.takeHighestOneBit(): Long =\n     when (val high = this.high) {\n         0 -> Long(low.takeHighestOneBit(),\n         0)\n     else -> Long(0, high.takeHighestOneBit())\n     }\n\n /**\n * Returns a number having a single bit set in the\n * position of the least significant set bit of this [Long] number,\n * or zero, if this number is zero.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public\n     actual fun Long.takeLowestOneBit(): Long =\n         when (val low = this.low) {\n             0 -> Long(0,\n             high.takeLowestOneBit())\n         else -> Long(low.takeLowestOneBit(), 0)\n         }\n\n /**\n * Rotates the binary\n * representation of this [Long] number left by the specified [bitCount] number of bits.\n * The most significant bits\n * pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the\n * number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-

```



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n) == number.rotateRight(n)`\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or
more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 64)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Long.rotateLeft(bitCount: Int): Long {\n    if ((bitCount and 31) != 0) {\n        val low = this.low\n        val high =
this.high\n
        val newLow = low.shl(bitCount) or high.ushr(-bitCount)\n        val newHigh = high.shl(bitCount) or low.ushr(-
bitCount)\n        return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)\n    }
else {\n        return if ((bitCount and 32) == 0) this else Long(high, low)\n    }\n}\n\n/**\n * Rotates the binary
representation of this [Long] number right by the specified [bitCount] number of bits.\n * The least significant bits
pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the
number right by a negative bit count is the same as rotating it left by the negated bit count:\n *
`number.rotateRight(-n) == number.rotateLeft(n)`\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns
the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 64)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c actual
inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)\n", "/*\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\nimport
kotlin.internal.LowPriorityInOverloadResolution\n\n/**\n * Exposes the JavaScript [Promise
object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.\n
*\n@Suppress("NOT_DOCUMENTED")\npublic open external class Promise<out T>(executor: (resolve: (T) ->
Unit, reject: (Throwable) -> Unit) -> Unit) {\n    @LowPriorityInOverloadResolution\n    public open fun <S>
then(onFulfilled: ((T) -> S)?): Promise<S>\n\n    @LowPriorityInOverloadResolution\n    public open fun <S>
then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>\n\n    public open fun <S>
catch(onRejected: (Throwable) -> S): Promise<S>\n\n    public
open fun finally(onFinally: () -> Unit): Promise<T>\n\n    companion object {\n        public fun <S> all(promise:
Array<out Promise<S>>): Promise<Array<out S>>\n\n        public fun <S> race(promise: Array<out
Promise<S>>): Promise<S>\n\n        public fun reject(e: Throwable): Promise<Nothing>\n\n        public fun <S>
resolve(e: S): Promise<S>\n\n        public fun <S> resolve(e: Promise<S>): Promise<S>\n    }\n}\n\n// It's workaround
for KT-19672 since we can fix it properly until KT-11265 isn't fixed.\n\ninline fun <T, S>
Promise<Promise<T>>.then(\n    noinline onFulfilled: ((T) -> S)?\n): Promise<S> {\n    return
this.unsafeCast<Promise<T>>().then(onFulfilled)\n}\n\ninline fun <T, S> Promise<Promise<T>>.then(\n    noinline
onFulfilled: ((T) -> S)?,\n    noinline onRejected: ((Throwable) -> S)?\n): Promise<S> {\n    return
this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)\n}\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\npackage kotlin.random\n\nimport kotlin.math.pow\n\ninternal actual fun defaultPlatformRandom(): Random
=\n    Random(js{"(Math.random() * Math.pow(2, 32)) | 0").unsafeCast<Int>())\n\nprivate val INV_2_26:
Double = 2.0.pow(-26)\nprivate val INV_2_53: Double = 2.0.pow(-53)\n\ninternal actual fun doubleFromParts(hi26:
Int, low27: Int): Double =\n    hi26 * INV_2_26 + low27 * INV_2_53", "/*\n * Copyright 2010-2020 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect\n\nimport
findAssociatedObject\n\n/**\n * The experimental marker for associated objects API.\n * Any usage of a
declaration annotated with `@ExperimentalAssociatedObjects` must be accepted either by\n * annotating that usage
with the [OptIn] annotation,
e.g. `@OptIn(ExperimentalAssociatedObjects::class)`\n * or by using the compiler argument `-opt-
in=kotlin.reflect.ExperimentalAssociatedObjects`\n * \n@RequiresOptIn(level =
RequiresOptIn.Level.ERROR)\n@Retention(value = AnnotationRetention.BINARY)\npublic annotation class

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ExperimentalAssociatedObjects\n\n/**\n * Makes the annotated annotation class an associated object key.\n *\n * An associated object key annotation should have single [KClass] parameter.\n * When applied to a class with reference to an object declaration as an argument, it binds\n * the object to the class, making this binding discoverable at runtime using [findAssociatedObject].\n\n *\n * @Retention(AnnotationRetention.BINARY)\n * @Target(AnnotationTarget.ANNOTATION_CLASS)\n * public annotation class AssociatedObjectKey\n *\n * If [T] is an @[AssociatedObjectKey]-annotated annotation class and [this] class is annotated with @[T] (`S::class`),\n * returns object `S`.\n *\n * Otherwise returns `null`.\n\n *\n * @ExperimentalAssociatedObjects\n * public inline fun <reified T : Annotation> KClass<*>.findAssociatedObject(): Any? =\n * this.findAssociatedObject(T::class)", /*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n * \n * package kotlin.js\n * \n * import getKClass\n * \n * import kotlin.reflect.KClass\n * \n * import kotlin.reflect.js.internal.KClassImpl\n *\n * Represents the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.\n\n *\n * \n * external interface JsClass<T : Any> {\n *     /**\n *      * Returns the unqualified name of the class represented by this instance.\n *      *\n *      * val name: String\n *     }\n *\n *     /**\n *      * Obtains a constructor reference for the given `KClass`.\n *      *\n *      * val <T : Any> KClass<T>.js: JsClass<T>\n *      * get() = (this as KClassImpl<T>).jClass\n *\n *     /**\n *      * Obtains a `KClass` instance for the given constructor reference.\n *      *\n *      * val <T : Any> JsClass<T>.kotlin: KClass<T>\n *      * get() = getKClass(this)\n *     }\n *\n *     Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *     Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n *     \n *     package kotlin.reflect.js.internal\n *     \n *     import kotlin.reflect.*\n *     \n *     internal abstract class KClassImpl<T : Any>(\n *         internal open val jClass: JsClass<T>\n *     ) : KClass<T> {\n *         \n *         override val qualifiedName: String?\n *         get() = TODO()\n *         \n *         override fun equals(other: Any?): Boolean {\n *             return other is KClassImpl<*> && jClass == other.jClass\n *         }\n *         \n *         // TODO: use FQN\n *         override fun hashCode(): Int = simpleName?.hashCode() ?: 0\n *         \n *         override fun toString(): String {\n *             // TODO: use FQN\n *             return "class $simpleName"\n *         }\n *     }\n *     \n *     internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass)\n *     {\n *         override val simpleName: String? = jClass.asDynamic().$metadata$.simpleName.unsafeCast<String?>()\n *         \n *         override fun isInstance(value: Any?): Boolean {\n *             return jsIsType(value, jClass)\n *         }\n *     }\n *     \n *     internal class PrimitiveKClassImpl<T : Any>(\n *         jClass: JsClass<T>,\n *         private val givenSimpleName: String,\n *         private val isInstanceFunction: (Any?) -> Boolean\n *     ) : KClassImpl<T>(jClass)\n *     {\n *         override fun equals(other: Any?): Boolean {\n *             if (other !is PrimitiveKClassImpl<*>) return false\n *             return super.equals(other) && givenSimpleName == other.givenSimpleName\n *         }\n *         \n *         override val simpleName: String? get() = givenSimpleName\n *         \n *         override fun isInstance(value: Any?): Boolean {\n *             return isInstanceFunction(value)\n *         }\n *     }\n *     \n *     internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {\n *         override val simpleName: String = "Nothing"\n *         \n *         override fun isInstance(value: Any?): Boolean = false\n *         \n *         override val jClass: JsClass<Nothing>\n *         get() = throw UnsupportedOperationException("There's no native JS class for Nothing type")\n *         \n *         override fun equals(other: Any?): Boolean = other === this\n *         \n *         override fun hashCode(): Int = 0\n *     }\n *     \n *     internal class ErrorKClass : KClass<Nothing> {\n *         override val simpleName: String? get() = error("Unknown simpleName for ErrorKClass")\n *         \n *         override val qualifiedName: String? get() = error("Unknown qualifiedName for ErrorKClass")\n *         \n *         override fun isInstance(value: Any?): Boolean = error("Can's check isInstance on ErrorKClass")\n *         \n *         override fun equals(other: Any?): Boolean = other === this\n *         \n *         override fun hashCode(): Int = 0\n *     }\n *\n *     Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *     Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n *     \n *     package kotlin.reflect\n *     \n *     internal actual inline val KClass<*>.qualifiedOrSimpleName: String? get()

```

```

= simpleName", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n// a package is omitted to get declarations directly under the module\n\n// TODO: Remove once
JsReflectionAPICallChecker supports more reflection types\n@file:Suppress("Unsupported")\n\nimport
kotlin.reflect.*\nimport kotlin.reflect.js.internal.*\n\n@JsName("createKType")\n\ninternal fun createKType(\n
classifier: KClassifier,\n arguments: Array<KTypeProjection>,\n isMarkedNullable: Boolean)\n =\n
KTypeImpl(classifier, arguments.asList(), isMarkedNullable)\n\n@JsName("createDynamicKType")\n\ninternal fun
createDynamicKType(): KType = DynamicKType\n\n@JsName("markKTypeNullable")\n\ninternal fun
markKTypeNullable(kType: KType) = KTypeImpl(kType.classifier!!, kType.arguments,
true)\n\n@JsName("createKTypeParameter")\n\ninternal fun createKTypeParameter(\n
name: String,\n upperBounds: Array<KType>,\n variance: String)\n: KTypeParameter {\n val kVariance =
when (variance) {\n "in" -> KVariance.IN\n "out" -> KVariance.OUT\n else ->
KVariance.INVARIANT\n }\n\n return KTypeParameterImpl(name, upperBounds.asList(), kVariance,
false)\n}\n\n@JsName("getStarKTypeProjection")\n\ninternal fun getStarKTypeProjection(): KTypeProjection =\n
KTypeProjection.STAR\n\n@JsName("createCovariantKTypeProjection")\n\ninternal fun
createCovariantKTypeProjection(type: KType): KTypeProjection =\n
KTypeProjection.covariant(type)\n\n@JsName("createInvariantKTypeProjection")\n\ninternal fun
createInvariantKTypeProjection(type: KType): KTypeProjection =\n
KTypeProjection.invariant(type)\n\n@JsName("createContravariantKTypeProjection")\n\ninternal fun
createContravariantKTypeProjection(type: KType): KTypeProjection =\n
KTypeProjection.contravariant(type)\n
/*\n * Copyright 2010-2019 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport
kotlin.reflect.*\n\ninternal class KTypeImpl(\n override val classifier: KClassifier,\n override val arguments:
List<KTypeProjection>,\n override val isMarkedNullable: Boolean)\n: KType {\n override fun equals(other:
Any?): Boolean =\n other is KTypeImpl &&\n classifier == other.classifier && arguments ==
other.arguments && isMarkedNullable == other.isMarkedNullable\n\n override fun hashCode(): Int =\n
(classifier.hashCode() * 31 + arguments.hashCode()) * 31 + isMarkedNullable.hashCode()\n\n override fun
toString(): String {\n val kClass = (classifier as? KClass<*>)\n val classifierName = when {\n kClass
== null -> classifier.toString()\n kClass.simpleName != null -> kClass.simpleName\n
else -> "(non-denotable type)"\n }\n\n val args =\n if (arguments.isEmpty()) ""\n else
arguments.joinToString(", ", "<", ">")\n val nullable = if (isMarkedNullable) "?" else ""\n\n return
classifierName + args + nullable\n }\n}\n\ninternal object DynamicKType : KType {\n override val classifier:
KClassifier? = null\n override val arguments: List<KTypeProjection> = emptyList()\n override val
isMarkedNullable: Boolean = false\n override fun toString(): String = "dynamic"\n}\n
/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.reflect.js.internal\n\nimport kotlin.reflect.*\n\ninternal data class KTypeParameterImpl(\n override val
name: String,\n override val upperBounds: List<KType>,\n override val variance: KVariance,\n
override val isReified: Boolean)\n: KTypeParameter {\n override fun toString(): String = name\n}\n
/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.reflect.js.internal\n\nimport kotlin.js.JsClass\n\n@JsName("PrimitiveClasses")\n\ninternal object
PrimitiveClasses {\n @JsName("anyClass")\n val anyClass =
PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })\n\n
@JsName("numberClass")\n val numberClass =
PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })\n\n
@JsName("nothingClass")\n val nothingClass = NothingKClassImpl\n\n @JsName("booleanClass")\n val

```

```

booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean
})\n\n @JsName("byteClass")\n
    val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })\n\n
@JsName("shortClass")\n    val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(),
"Short", { it is Short })\n\n @JsName("intClass")\n    val intClass =
PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })\n\n
@JsName("floatClass")\n    val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(),
"Float", { it is Float })\n\n @JsName("doubleClass")\n    val doubleClass =
PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })\n\n
@JsName("arrayClass")\n    val arrayClass =
PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<*> })\n\n
@JsName("stringClass")\n    val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(),
"String", { it is String })\n\n
    @JsName("throwableClass")\n    val throwableClass =
PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })\n\n
@JsName("booleanArrayClass")\n    val booleanArrayClass =
PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray
})\n\n @JsName("charArrayClass")\n    val charArrayClass =
PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray
})\n\n @JsName("byteArrayClass")\n    val byteArrayClass =
PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })\n\n
@JsName("shortArrayClass")\n    val shortArrayClass =
PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray
})\n\n @JsName("intArrayClass")\n    val intArrayClass =
PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray",
{ it is IntArray })\n\n @JsName("longArrayClass")\n    val longArrayClass =
PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })\n\n
@JsName("floatArrayClass")\n    val floatArrayClass =
PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray
})\n\n @JsName("doubleArrayClass")\n    val doubleArrayClass =
PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is
DoubleArray })\n\n @JsName("functionClass")\n    fun functionClass(arity: Int): KClassImpl<Any> {\n
return functionClasses.get(arity) ?: run {\n        val result =
PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity",\n
{ jsTypeOf(it) === "function" && it.asDynamic().length === arity })\n        functionClasses.asDynamic()[arity]
= result\n        result\n    }\n
    }\n\nprivate val functionClasses = arrayOfNulls<KClassImpl<Any>>(0), /*\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get
declarations directly under the module\n\nimport kotlin.reflect.*\nimport
kotlin.reflect.js.internal.*\n\n@JsName("getKClass")\ninternal fun <T : Any> getKClass(jClass: Any /*
JsClass<T> | Array<JsClass<T>> */): KClass<T> {\n    return if (js("Array").isArray(jClass)) {\n
getKClassM(jClass.unsafeCast<Array<JsClass<T>>>())\n    } else {\n
getKClass1(jClass.unsafeCast<JsClass<T>>())\n    }\n}\n\n@JsName("getKClassM")\ninternal fun <T : Any>
getKClassM(jClasses: Array<JsClass<T>>): KClass<T> = when (jClasses.size) {\n    1 ->
getKClass1(jClasses[0])\n    0 -> NothingKClassImpl.unsafeCast<KClass<T>>()\n    else ->
ErrorKClass().unsafeCast<KClass<T>>()\n}\n\n@JsName("getKClassFromExpression")\ninternal

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fun <T : Any> getKClassFromExpression(e: T): KClass<T> =\n  when (jsTypeOf(e)) {\n    \"string\" ->\n    PrimitiveClasses.stringClass\n    \"number\" -> if (jsBitwiseOr(e, 0).asDynamic() === e)\n    PrimitiveClasses.intClass else PrimitiveClasses.doubleClass\n    \"boolean\" -> PrimitiveClasses.booleanClass\n    \"function\" -> PrimitiveClasses.functionClass(e.asDynamic().length)\n    else -> {\n      when {\n        e\n        is BooleanArray -> PrimitiveClasses.booleanArrayClass\n        e is CharArray ->\n        PrimitiveClasses.charArrayClass\n        e is ByteArray -> PrimitiveClasses.byteArrayClass\n        e is\n        ShortArray -> PrimitiveClasses.shortArrayClass\n        e is IntArray -> PrimitiveClasses.intArrayClass\n        e is LongArray -> PrimitiveClasses.longArrayClass\n        e is FloatArray ->\n        PrimitiveClasses.floatArrayClass\n        e is DoubleArray -> PrimitiveClasses.doubleArrayClass\n        e is KClass<*> -> KClass::class\n        e is Array<*> -> PrimitiveClasses.arrayClass\n      } else -> {\n        val constructor = js(\"Object\").getPrototypeOf(e).constructor\n        when {\n          constructor === js(\"Object\") -> PrimitiveClasses.anyClass\n          constructor === js(\"Error\") ->\n          PrimitiveClasses.throwableClass\n          else -> {\n            val jsClass: JsClass<T> =\n            constructor\n            getKClass1(jsClass)\n          }\n        }\n      }\n    }\n  }.unsafeCast<KClass<T>>()\n\n@JsName(\"getKClass1\")\ninternal fun <T : Any> getKClass1(jClass:\nJsClass<T>): KClass<T> {\n  if (jClass === js(\"String\")) return\n  PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()\n  val metadata = jClass.asDynamic().`$metadata$`\n  return if (metadata\n    != null) {\n      if (metadata.`$kClass$` == null) {\n        val kClass = SimpleKClassImpl(jClass)\n        metadata.`$kClass$` = kClass\n      } else {\n        metadata.`$kClass$`\n      } else {\n        SimpleKClassImpl(jClass)\n      }\n    }, \"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming\nLanguage contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the\nlicense/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Exposes the JavaScript [RegExp\nobject](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/RegExp) to Kotlin.\n\n * \n\n@Suppress(\"NOT_DOCUMENTED\")\npublic external class RegExp(pattern: String, flags: String? =\n  definedExternally) {\n  public fun test(str: String): Boolean\n  public fun exec(str: String): RegExpMatch?\n\n  public override fun toString(): String\n\n  /**\n   * The lastIndex is a read/write integer property\nof regular expressions that specifies the index at which to start the next match.\n\n   */\n  public var lastIndex:\n  Int\n\n  public val global: Boolean\n  public val ignoreCase: Boolean\n  public val multiline:\n  Boolean\n}\n\n/**\n * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will\nmatch starting with the beginning of the input string.\n\n */\npublic fun RegExp.reset() {\n  lastIndex = 0\n}\n\n//\nTODO: Inherit from array or introduce asArray() extension\n\n/**\n * Represents the return value of\n[RegExp.exec].\n\n */\n@Suppress(\"NOT_DOCUMENTED\")\npublic external interface RegExpMatch {\n  public\n  val index: Int\n  public val input: String\n  public val length: Int\n}\n\n/**\n * Returns the entire text matched by\n[RegExp.exec] if the [index] parameter is 0, or the text matched by the capturing parenthesis\n * at the given\nindex.\n\n */\npublic inline operator fun RegExpMatch.get(index: Int): String? = asDynamic()[index]\n\n/**\n * Converts\nthe result of [RegExp.exec] to an array where the first element contains the entire matched text and each\nsubsequent\n * element is the text matched by each capturing parenthesis.\n\n */\npublic inline fun\nRegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()\n\n\"/*\n * Copyright 2010-2018\nJetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the\nApache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.sequences\n\ninternal\nactual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {\n  private\n  var sequenceRef: Sequence<T>? = sequence\n\n  actual override fun iterator(): Iterator<T> {\n    val sequence =\n    sequenceRef ?: throw IllegalStateException(\"This sequence can be consumed only once.\")\n    sequenceRef =\n    null\n    return sequence.iterator()\n  }\n}\n\n\"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin\nProgramming

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Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n@SinceKotlin("1.5")\npublic actual enum class
CharCategory(internal val value: Int, public actual val code: String) {\n    /**\n     * General category \"Cn\" in the
Unicode specification.\n     */\n    UNASSIGNED(0, \"Cn\"),\n    /**\n     * General category \"Lu\" in the Unicode
specification.\n     */\n    UPPERCASE_LETTER(1, \"Lu\"),\n    /**\n     * General category \"Ll\" in the Unicode
specification.\n     */\n    LOWERCASE_LETTER(2, \"Ll\"),\n    /**\n     * General category \"Lt\" in the Unicode
specification.\n     */\n    TITLECASE_LETTER(3, \"Lt\"),\n    /**\n     * General category \"Lm\" in the Unicode
specification.\n     */\n    MODIFIER_LETTER(4, \"Lm\"),\n    /**\n     * General category \"Lo\" in the Unicode
specification.\n     */\n    OTHER_LETTER(5, \"Lo\"),\n    /**\n     * General
category \"Mn\" in the Unicode specification.\n     */\n    NON_SPACING_MARK(6, \"Mn\"),\n    /**\n     *
General category \"Me\" in the Unicode specification.\n     */\n    ENCLOSING_MARK(7, \"Me\"),\n    /**\n     *
General category \"Mc\" in the Unicode specification.\n     */\n    COMBINING_SPACING_MARK(8, \"Mc\"),\n    /**\n     *
General category \"Nd\" in the Unicode specification.\n     */\n    DECIMAL_DIGIT_NUMBER(9,
\"Nd\"),\n    /**\n     * General category \"Nl\" in the Unicode specification.\n     */\n    LETTER_NUMBER(10,
\"Nl\"),\n    /**\n     * General category \"No\" in the Unicode specification.\n     */\n    OTHER_NUMBER(11,
\"No\"),\n    /**\n     * General category \"Zs\" in the Unicode specification.\n     */\n    SPACE_SEPARATOR(12,
\"Zs\"),\n    /**\n     * General category \"Zl\" in the Unicode specification.\n     */\n    LINE_SEPARATOR(13,
\"Zl\"),\n    /**\n     * General category \"Zp\" in the Unicode specification.\n     */\n    PARAGRAPH_SEPARATOR(14,
\"Zp\"),\n    /**\n     * General category \"Cc\" in the Unicode specification.\n     */\n    CONTROL(15,
\"Cc\"),\n    /**\n     * General category \"Cf\" in the Unicode specification.\n     */\n    FORMAT(16, \"Cf\"),\n    /**\n     *
General category \"Co\" in the Unicode specification.\n     */\n    PRIVATE_USE(18, \"Co\"),\n    /**\n     *
General category \"Cs\" in the Unicode specification.\n     */\n    SURROGATE(19, \"Cs\"),\n    /**\n     *
General category \"Pd\" in the Unicode specification.\n     */\n    DASH_PUNCTUATION(20, \"Pd\"),\n    /**\n     *
General category \"Ps\" in the Unicode specification.\n     */\n    START_PUNCTUATION(21, \"Ps\"),\n    /**\n     *
General category \"Pe\" in the Unicode specification.\n     */\n    END_PUNCTUATION(22, \"Pe\"),\n    /**\n     *
General category \"Pc\" in the Unicode specification.\n     */\n    CONNECTOR_PUNCTUATION(23,
\"Pc\"),\n    /**\n     * General category \"Po\" in the Unicode specification.\n     */\n    OTHER_PUNCTUATION(24, \"Po\"),\n    /**\n     *
General category \"Sm\" in the Unicode
specification.\n     */\n    MATH_SYMBOL(25, \"Sm\"),\n    /**\n     * General category \"Sc\" in the Unicode
specification.\n     */\n    CURRENCY_SYMBOL(26, \"Sc\"),\n    /**\n     * General category \"Sk\" in the
Unicode specification.\n     */\n    MODIFIER_SYMBOL(27, \"Sk\"),\n    /**\n     * General category \"So\" in the
Unicode specification.\n     */\n    OTHER_SYMBOL(28, \"So\"),\n    /**\n     * General category \"Pi\" in the
Unicode specification.\n     */\n    INITIAL_QUOTE_PUNCTUATION(29, \"Pi\"),\n    /**\n     * General
category \"Pf\" in the Unicode specification.\n     */\n    FINAL_QUOTE_PUNCTUATION(30, \"Pf\"),\n    /**\n     *
Returns `true` if [char] character belongs to this category.\n     */\n    public actual operator fun contains(char:
Char): Boolean = char.getCategoryValue() == this.value\n    companion object {\n        internal fun
valueOf(category: Int): CharCategory =\n            when (category) {\n                in 0..16 -> values()[category]\n
                in 18..30 -> values()[category - 1]\n                else -> throw IllegalArgumentException(\"Category #\$category is
not defined.\")\n            }\n    }\n}\n\n"/>\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n * The exception thrown when a character encoding
or decoding error occurs.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
actual open class CharacterCodingException(message: String?) : Exception(message) {\n    actual constructor() :
this(null)\n}\n\n"/>\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n * A mutable sequence of characters.\n
*/\n * String builder can be used to efficiently perform multiple string manipulation operations.\n */\n\npublic actual

```

```

class StringBuilder actual constructor(content: String) : Appendable, CharSequence {
    /**
     * Constructs an empty string builder with the specified initial [capacity].
     * In Kotlin/JS implementation of StringBuilder the initial capacity has no effect on the further performance of operations.
     */
    actual constructor(capacity: Int) : this()
    /**
     * Constructs a string builder that contains the same characters as the specified [content] char sequence.
     */
    actual constructor(content: CharSequence) : this(content.toString())
    /**
     * Constructs an empty string builder.
     */
    actual constructor() : this("")
    private var string: String = if (content !== undefined) content else ""
    actual override
        val length: Int
        get() = string.asDynamic().length
    actual override fun get(index: Int): Char = string.getOrNull(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
    actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence = string.substring(startIndex, endIndex)
    actual override fun append(value: Char): StringBuilder { string += value; return this }
    actual override fun append(value: CharSequence?): StringBuilder { string += value.toString(); return this }
    actual override fun append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder = this.appendRange(value ?: "null", startIndex, endIndex)
    /**
     * Reverses the contents of this string builder and returns this instance.
     * Surrogate pairs included in this string builder are treated as single characters.
     * Therefore, the order of the high-low surrogates is never reversed.
     * Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the operation.
     * For example, reversing "\uDC00\uD800" produces "\uD800\uDC00" which is a valid surrogate pair.
     */
    actual fun reverse(): StringBuilder {
        var reversed = ""
        var index = string.length - 1
        while (index >= 0) {
            val low = string[index--]
            if (low.isLowSurrogate() && index >= 0) {
                val high = string[index--]
                if (high.isHighSurrogate()) {
                    reversed = reversed + high + low
                } else {
                    reversed = reversed + low + high
                }
            } else {
                reversed += low
            }
        }
        string = reversed
        return this
    }
    /**
     * Appends the string representation of the specified object [value] to this string builder and returns this instance.
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.
     */
    actual fun append(value: Any?): StringBuilder { string += value.toString(); return this }
    /**
     * Appends the string representation of the specified boolean [value] to this string builder and returns this instance.
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.
     */
    @SinceKotlin("1.3")
    actual fun append(value: Boolean): StringBuilder { string += value; return this }
    /**
     * Appends characters in the specified character array [value] to this string builder and returns this instance.
     * Characters are appended in order, starting at the index 0.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun append(value: CharArray): StringBuilder { string += value.concatToString(); return this }
    @Deprecated("Provided for binary compatibility.", level = DeprecationLevel.HIDDEN)
    fun append(value: String): StringBuilder = append(value)
    /**
     * Appends the specified string [value] to this string builder and returns this instance.
     * If [value] is `null`, then the four characters `null` are appended.
     */
    @SinceKotlin("1.3")
    actual fun append(value: String?): StringBuilder {
        this.string += value ?: "null"
        return this
    }
    /**
     * Returns the current capacity of this string builder.
     * The capacity is the maximum length this string builder can have before an allocation occurs.
     * In Kotlin/JS implementation of StringBuilder the value returned from this method may not indicate the actual size of the backing storage.
     */
    @SinceKotlin("1.3")
    // @ExperimentalStdlibApi
    @Deprecated("Obtaining StringBuilder capacity is not supported in JS and common code.", level = DeprecationLevel.ERROR)
    actual fun capacity(): Int = length
    /**
     * Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].
     * If the current capacity is less than the [minimumCapacity], a new backing storage

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is allocated with greater capacity.\n * Otherwise, this method takes no action and simply returns.\n *\n * In Kotlin/JS implementation of StringBuilder the size of the backing storage is not extended to comply the given [minimumCapacity],\n * thus calling this method has no effect on the further performance of operations.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun ensureCapacity(minimumCapacity: Int) {\n }\n /**\n * Returns the index within this string builder of the first occurrence of the specified [string].\n *\n * Returns -1 if the specified [string] does not occur in this string builder.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun indexOf(string: String): Int = this.string.asDynamic().indexOf(string)\n /**\n * Returns the index within this string builder of the first occurrence of the specified [string],\n * starting at the specified [startIndex].\n *\n * Returns -1 if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun indexOf(string: String, startIndex: Int): Int = this.string.asDynamic().indexOf(string, startIndex)\n /**\n * Returns the index within this string builder of the last occurrence of the specified [string].\n * The last occurrence of empty string `""` is considered to be at the index equal to `this.length`.\n *\n * Returns -1 if the specified [string] does not occur in this string builder.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun lastIndexOf(string: String): Int = this.string.asDynamic().lastIndexOf(string)\n /**\n * Returns the index within this string builder of the last occurrence of the specified [string],\n * starting from the specified [startIndex] toward the beginning.\n *\n * Returns -1 if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun lastIndexOf(string: String, startIndex: Int): Int {\n if (string.isEmpty() && startIndex < 0) return -1\n return this.string.asDynamic().lastIndexOf(string, startIndex)\n }\n /**\n * Inserts the string representation of the specified boolean [value] into this string builder at the specified [index] and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then that string was inserted into this string builder at the specified [index].\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun insert(index: Int, value: Boolean): StringBuilder {\n AbstractList.checkPositionIndex(index, length)\n string = string.substring(0, index) + value + string.substring(index)\n return this\n }\n /**\n * Inserts the specified character [value] into this string builder at the specified [index] and returns this instance.\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun insert(index: Int, value: Char): StringBuilder {\n AbstractList.checkPositionIndex(index, length)\n string = string.substring(0, index) + value + string.substring(index)\n return this\n }\n /**\n * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters go in same order as in the [value] character array, starting at [index].\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun insert(index: Int, value: CharArray): StringBuilder {\n AbstractList.checkPositionIndex(index, length)\n string = string.substring(0, index) + value.concatToString() + string.substring(index)\n return this\n }\n /**\n * Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters go in the same order as in the [value] character sequence, starting at [index].\n *\n * @param index the position in this string builder to insert at.\n * @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters `"\u0000\u0000\u0000\u0000"` are inserted.\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of


```

this string builder.\n  *^n  @SinceKotlin("1.4")\n  @WasExperimental(ExperimentalStdlibApi::class)\n  actual fun insert(index: Int, value: CharSequence?): StringBuilder\n  {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) +\n    value.toString() + string.substring(index)\n    return this\n  }\n  /**\n   * Inserts the string representation of\n   the specified object [value] into this string builder at the specified [index] and returns this instance.\n   * The\n   overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n   * and then\n   that string was inserted into this string builder at the specified [index].\n   * @throws\n   IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n   *^n\n   @SinceKotlin("1.4")\n   @WasExperimental(ExperimentalStdlibApi::class)\n   actual fun insert(index: Int, value:\n   Any?): StringBuilder {\n     AbstractList.checkPositionIndex(index, length)\n     string = string.substring(0,\n     index) + value.toString() + string.substring(index)\n     return this\n   }\n   @Deprecated("Provided for binary compatibility.", level =\n   DeprecationLevel.HIDDEN)\n   fun insert(index: Int, value: String): StringBuilder = insert(index, value)\n   /**\n    * Inserts the string [value] into this string builder at the specified [index] and returns this instance.\n    * If\n    [value] is `null`, then the four characters `\\null` are inserted.\n    * @throws IndexOutOfBoundsException\n    if [index] is less than zero or greater than the length of this string builder.\n    *^n\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun insert(index: Int, value: String?): StringBuilder\n    {\n      AbstractList.checkPositionIndex(index, length)\n      val toInsert = value ?: "\\null"\n      this.string =\n      this.string.substring(0, index) + toInsert + this.string.substring(index)\n      return this\n    }\n    /**\n     * Sets\n     the length of this string builder to the specified [newLength].\n     *\n     * If the [newLength] is less than the current length, it is changed to the specified [newLength].\n     *\n     Otherwise, null characters `\\u0000` are appended to this string builder until its length is less than the [newLength].\n     *\n     * Note that in Kotlin/JS [set] operator function has non-constant execution time complexity.\n     *\n     Therefore, increasing length of this string builder and then updating each character by index may slow down your\n     program.\n     * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less\n     than zero.\n     *^n\n     @SinceKotlin("1.4")\n     @WasExperimental(ExperimentalStdlibApi::class)\n     actual fun\n     setLength(newLength: Int) {\n       if (newLength < 0) {\n         throw IllegalArgumentException("Negative new\n         length: $newLength.")\n       }\n       if (newLength <= length) {\n         string = string.substring(0,\n         newLength)\n       } else {\n         for (i in length\n         until newLength) {\n           string += "\\u0000"\n         }\n       }\n     }\n     /**\n      * Returns a new [String]\n      that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).\n      * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string\n      builder.\n      *^n\n      @SinceKotlin("1.4")\n      @WasExperimental(ExperimentalStdlibApi::class)\n      actual fun\n      substring(startIndex: Int): String {\n        AbstractList.checkPositionIndex(startIndex, length)\n        return\n        string.substring(startIndex)\n      }\n      /**\n       * Returns a new [String] that contains characters in this string builder\n       at [startIndex] (inclusive) and up to the [endIndex] (exclusive).\n       * @throws IndexOutOfBoundsException\n       or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when\n       `startIndex > endIndex`.\n       *^n\n       @SinceKotlin("1.4")\n       @WasExperimental(ExperimentalStdlibApi::class)\n       actual fun substring(startIndex: Int, endIndex: Int): String\n       {\n        AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n        return string.substring(startIndex,\n        endIndex)\n      }\n      /**\n       * Attempts to reduce storage used for this string builder.\n       * If the backing\n       storage of this string builder is larger than necessary to hold its current contents,\n       * then it may be resized to\n       become more space efficient.\n       * Calling this method may, but is not required to, affect the value of the [capacity]\n       property.\n       * In Kotlin/JS implementation of String Builder the size of the backing storage is always equal\n       to the length of the string builder.\n       *^n\n       @SinceKotlin("1.4")\n       @WasExperimental(ExperimentalStdlibApi::class)\n       actual fun trimToSize() {\n      }\n      override fun toString():\n      String = string\n      /**\n       * Clears the content of this string

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builder making it empty and returns this instance.\n
 * \n
 * @sample samples.text.Strings.clearStringBuilder\n
 * \n
 * @SinceKotlin("1.3")\n
 public fun clear(): StringBuilder {\n
     string = ""\n
     return this\n
 }\n
 /**\n
 * Sets the character at the specified [index] to the specified [value].\n
 * \n
 * @throws\n
 IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n
 * \n
 * @SinceKotlin("1.4")\n
 @WasExperimental(ExperimentalStdlibApi::class)\n
 public operator fun set(index: Int, value: Char) {\n
     AbstractList.checkElementIndex(index, length)\n
     string = string.substring(0, index) + value +\n
     string.substring(index + 1)\n
 }\n
 /**\n
 * Replaces characters in the specified range of this string builder with\n
 characters in the specified string [value] and returns this instance.\n
 * \n
 * @param startIndex the beginning\n
 (inclusive) of the range to replace.\n
 * @param endIndex\n
 the end (exclusive) of the range to replace.\n
 * @param value the string to replace with.\n
 * \n
 * @throws\n
 IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length\n
 of this string builder, or `startIndex > endIndex`.\n
 * \n
 * @SinceKotlin("1.4")\n
 @WasExperimental(ExperimentalStdlibApi::class)\n
 public fun setRange(startIndex: Int, endIndex: Int, value:\n
 String): StringBuilder {\n
     checkReplaceRange(startIndex, endIndex, length)\n
     this.string =\n
     this.string.substring(0, startIndex) + value + this.string.substring(endIndex)\n
     return this\n
 }\n
 private fun\n
 checkReplaceRange(startIndex: Int, endIndex: Int, length: Int) {\n
     if (startIndex < 0 || startIndex > length) {\n
         throw IndexOutOfBoundsException("startIndex: $startIndex, length: $length")\n
     }\n
     if (startIndex >\n
     endIndex) {\n
         throw IllegalArgumentException("startIndex($startIndex) >\n
         endIndex($endIndex)")\n
     }\n
 }\n
 /**\n
 * Removes the character at the specified [index] from this\n
 string builder and returns this instance.\n
 * \n
 * If the `Char` at the specified [index] is part of a supplementary\n
 code point, this method does not remove the entire supplementary character.\n
 * \n
 * @param index the index of\n
 `Char` to remove.\n
 * \n
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string\n
 builder.\n
 * \n
 * @SinceKotlin("1.4")\n
 @WasExperimental(ExperimentalStdlibApi::class)\n
 public fun\n
 deleteAt(index: Int): StringBuilder {\n
     AbstractList.checkElementIndex(index, length)\n
     string =\n
     string.substring(0, index) + string.substring(index + 1)\n
     return this\n
 }\n
 /**\n
 * Removes characters in\n
 the specified range from this string builder and returns this instance.\n
 * \n
 * @param startIndex the beginning\n
 (inclusive) of the range to remove.\n
 * @param endIndex\n
 the end (exclusive) of the range to remove.\n
 * \n
 * @throws IndexOutOfBoundsException or\n
 [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex >\n
 endIndex`.\n
 * \n
 * @SinceKotlin("1.4")\n
 @WasExperimental(ExperimentalStdlibApi::class)\n
 public fun\n
 deleteRange(startIndex: Int, endIndex: Int): StringBuilder {\n
     checkReplaceRange(startIndex, endIndex,\n
     length)\n
     string = string.substring(0, startIndex) + string.substring(endIndex)\n
     return this\n
 }\n
 /**\n
 * Copies characters from this string builder into the [destination] character array.\n
 * \n
 * @param\n
 destination the array to copy to.\n
 * @param destinationOffset the position in the array to copy to, 0 by default.\n
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.\n
 * @param endIndex the end\n
 (exclusive) of the range to copy, length of this string builder by default.\n
 * \n
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is\n
 out of range of this string builder indices or when `startIndex > endIndex`.\n
 * \n
 * @throws\n
 IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified\n
 [destinationOffset],\n
 * or when that index is out of the [destination] array indices range.\n
 * \n
 * \n
 * @SinceKotlin("1.4")\n
 @WasExperimental(ExperimentalStdlibApi::class)\n
 public fun\n
 toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {\n
     AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n
     AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)\n
     var dstIndex = destinationOffset\n
     for (index in startIndex until endIndex) {\n
         destination[dstIndex++]\n
         = string[index]\n
     }\n
 }\n
 /**\n
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this\n
 instance.\n
 * \n
 * Characters are appended in order, starting at specified [startIndex].\n
 * \n
 * @param value

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the array from which characters are appended.\n    * @param startIndex the beginning (inclusive) of the subarray to
append.\n    * @param endIndex the end (exclusive) of the subarray to append.\n    *\n    * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
[value] array indices or when `startIndex > endIndex`.\n    */\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    public fun appendRange(value: CharArray, startIndex: Int,
endIndex: Int): StringBuilder {\n        string += value.concatToString(startIndex, endIndex)\n        return this\n    }\n\n    /**\n    * Appends a subsequence of the specified character sequence [value] to this
string builder and returns this instance.\n    *\n    * @param value the character sequence from which a
subsequence is appended.\n    * @param startIndex the beginning (inclusive) of the subsequence to append.\n    *
@param endIndex the end (exclusive) of the subsequence to append.\n    *\n    * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
[value] character sequence indices or when `startIndex > endIndex`.\n    */\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    public fun appendRange(value: CharSequence, startIndex:
Int, endIndex: Int): StringBuilder {\n        val stringCsq = value.toString()\n        AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)\n        string +=
stringCsq.substring(startIndex, endIndex)\n        return this\n    }\n\n    /**\n    * Inserts characters in a subarray of
the specified character array [value] into this string
builder at the specified [index] and returns this instance.\n    *\n    * The inserted characters go in same order as in
the [value] array, starting at [index].\n    *\n    * @param index the position in this string builder to insert at.\n    *
@param value the array from which characters are inserted.\n    * @param startIndex the beginning (inclusive) of
the subarray to insert.\n    * @param endIndex the end (exclusive) of the subarray to insert.\n    *\n    * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
[value] array indices or when `startIndex > endIndex`.\n    * @throws IndexOutOfBoundsException if [index] is
less than zero or greater than the length of this string builder.\n    */\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    public fun insertRange(index: Int, value: CharArray,
startIndex: Int, endIndex: Int): StringBuilder {\n        AbstractList.checkPositionIndex(index,
this.length)\n        string = string.substring(0, index) + value.concatToString(startIndex, endIndex) +
string.substring(index)\n        return this\n    }\n\n    /**\n    * Inserts characters in a subsequence of the specified
character sequence [value] into this string builder at the specified [index] and returns this instance.\n    *\n    * The
inserted characters go in the same order as in the [value] character sequence, starting at [index].\n    *\n    *
@param index the position in this string builder to insert at.\n    * @param value the character sequence from which
a subsequence is inserted.\n    * @param startIndex the beginning (inclusive) of the subsequence to insert.\n    *
@param endIndex the end (exclusive) of the subsequence to insert.\n    *\n    * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
[value] character sequence indices or when `startIndex > endIndex`.\n    *
@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n
*/\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    public fun
insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {\n
        AbstractList.checkPositionIndex(index, length)\n        val stringCsq = value.toString()\n        AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)\n        string = string.substring(0, index)
+ stringCsq.substring(startIndex, endIndex) + string.substring(index)\n        return this\n    }\n\n    /**\n    * Clears
the content of this string builder making it empty and returns this instance.\n    */\n    @sample
samples.text.Strings.clearStringBuilder\n\n    */\n    @SinceKotlin("1.3")\n    @Suppress("EXTENSION_SHADOWED_BY_MEMBER",
"NOTHING_TO_INLINE")\n    public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()\n\n    /**\n    *
Sets the character at
the specified [index] to the specified [value].\n    *\n    * @throws IndexOutOfBoundsException if [index] is out of
bounds of this string builder.\n

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*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline operator fun
StringBuilder.set(index: Int, value: Char) = this.set(index, value)\n\n/**\n * Replaces characters in the specified
range of this string builder with characters in the specified string [value] and returns this instance.\n *\n * @param
startIndex the beginning (inclusive) of the range to replace.\n * @param endIndex the end (exclusive) of the range to
replace.\n * @param value the string to replace with.\n *\n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or
`startIndex > endIndex`.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER",
"NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value:
String): StringBuilder =\n this.setRange(startIndex, endIndex, value)\n\n/**\n * Removes the character at the
specified [index] from this string builder and returns this instance.\n *\n * If the `Char` at the specified [index] is
part of a supplementary code point, this method does not remove the entire supplementary character.\n *\n *
@param index the index of `Char` to remove.\n *\n * @throws IndexOutOfBoundsException if [index] is out of
bounds of this string builder.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.deleteAt(index:
Int): StringBuilder = this.deleteAt(index)\n\n/**\n * Removes characters in the specified range from this string
builder and returns this instance.\n *\n * @param startIndex the
beginning (inclusive) of the range to remove.\n * @param endIndex the end (exclusive) of the range to remove.\n
*\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of
this string builder indices or when `startIndex > endIndex`.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder = this.deleteRange(startIndex,
endIndex)\n\n/**\n * Copies characters from this string builder into the [destination] character array.\n *\n *
@param destination the array to copy to.\n * @param destinationOffset the position in the array to copy to, 0 by
default.\n * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.\n * @param endIndex
the end (exclusive) of the range to copy, length of this string builder by default.\n *\n * @throws
IndexOutOfBoundsException
or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when
`startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the
[destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination]
array indices range.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE",
"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun
StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int =
this.length) =\n this.toCharArray(destination, destinationOffset, startIndex, endIndex)\n\n/**\n * Appends
characters in a subarray of the specified character array [value] to this string builder and returns this instance.\n
*\n * Characters are appended in order, starting at specified [startIndex].\n
*\n * @param value the array from which characters are appended.\n * @param startIndex the beginning
(inclusive) of the subarray to append.\n * @param endIndex the end (exclusive) of the subarray to append.\n *\n *
@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
range of the [value] array indices or when `startIndex > endIndex`.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun

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StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =\n
this.appendRange(value, startIndex, endIndex)\n\n/**\n * Appends a subsequence of the specified character
sequence [value] to this string builder and returns this instance.\n *\n * @param value the character sequence from
which a subsequence is appended.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n
* @param endIndex the end (exclusive) of the subsequence to append.\n *\n * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
[value] character sequence indices or when `startIndex > endIndex`.\n
*\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =\n
this.appendRange(value, startIndex, endIndex)\n\n/**\n * Inserts characters in a subarray of the specified character
array [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters
go in same order as in the [value] array, starting at [index].\n *\n * @param index the position in this string builder
to insert at.\n * @param value the array from which characters are inserted.\n * @param startIndex the
beginning (inclusive) of the subarray to insert.\n * @param endIndex the end (exclusive) of the subarray to insert.\n
*\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out
of range of the [value] array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if
[index] is less than zero or greater than the length of this string builder.\n
*\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =\n
this.insertRange(index, value, startIndex, endIndex)\n\n/**\n * Inserts characters in a subsequence of the specified
character sequence [value] into this string builder at the specified [index] and returns this instance.\n *\n * The
inserted characters go in the same order as in the [value] character
sequence, starting at [index].\n *\n * @param index the position in this string builder to insert at.\n * @param value
the character sequence from which a subsequence is inserted.\n * @param startIndex the beginning (inclusive) of the
subsequence to insert.\n * @param endIndex the end (exclusive) of the subsequence to insert.\n *\n * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
[value] character sequence indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if
[index] is less than zero or greater than the length of this string builder.\n
*\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =\n
this.insertRange(index, value, startIndex, endIndex)\n\n"/**\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n *
Returns `true` if the content of this string is equal to the word `true`, ignoring case, and `false` otherwise.\n
*\n * @param value the content of this string.\n *\n * @return `true` if the content of this string is equal to the word
`true`, ignoring case, and `false` otherwise.\n *\n * @throws IllegalArgumentException if [value] is null.\n
*\n\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation
warning.")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\n@kotlin.internal.InlineOnly\npublic actual inline
fun String.toBoolean(): Boolean = this.toBoolean()\n\n/**\n * Returns `true` if this string is not `null` and its content
is equal to the word `true`, ignoring case, and `false` otherwise.\n *\n * There are also strict versions of the
function available on non-nullable String, [toBooleanStrict] and [toBooleanStrictOrNull].\n
*\n\n@SinceKotlin("1.4")\npublic actual fun String?.toBoolean(): Boolean = this != null && this.lowercase() ==
`true`\n\n/**\n * Parses the string as
a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n *\n\n@SinceKotlin("1.4")\npublic actual fun String.toByte(): Byte = toByteOrNull() ?:
numberFormatError(this)\n\n/**\n * Parses the string as a signed [Byte] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid representation of a number.\n * @throws

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IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun
String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatException(this)\n\n/**\n * Parses the string as a
[Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n */\npublic actual fun String.toShort(): Short = toShortOrNull() ?:
numberFormatException(this)\n\n/**\n * Parses the string as a [Short] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid
representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to
number conversion.\n */\npublic actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?:
numberFormatException(this)\n\n/**\n * Parses the string as an [Int] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun
String.toInt(): Int = toIntOrNull() ?: numberFormatException(this)\n\n/**\n * Parses the string as an [Int] number and
returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n *
@throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic
actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatException(this)\n\n/**\n * Parses the string
as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation
of a number.\n */\npublic actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatException(this)\n\n/**\n
* Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is
not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for
string to number conversion.\n */\npublic actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?:
numberFormatException(this)\n\n/**\n * Parses the string as a [Double] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun
String.toDouble(): Double = +(this.asDynamic()).unsafeCast<Double>().also { \n    if (it.isNaN() && !this.isNaN())
|| it == 0.0 && this.isBlank())\n        numberFormatException(this)\n}\n\n/**\n * Parses the string as a [Float] number
and returns the result.\n * @throws NumberFormatException if the string is not a valid representation
of a number.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toFloat(): Float =
toDouble().unsafeCast<Float>()\n\n/**\n * Parses the string as a [Double] number and returns the result\n * or `null`
if the string is not a valid representation of a number.\n */\npublic actual fun String.toDoubleOrNull(): Double? =
+(this.asDynamic()).unsafeCast<Double>().takeIf { \n    !(it.isNaN() && !this.isNaN() || it == 0.0 &&
this.isBlank())\n}\n\n/**\n * Parses the string as a [Float] number and returns the result\n * or `null` if the string is
not a valid representation of a number.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun
String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()\n\n/**\n * Returns a string representation
of this [Byte] value in the specified [radix].\n * \n * @throws IllegalArgumentException when [radix] is not a valid
radix for number to string conversion.\n */\n@SinceKotlin("1.2")\n@kotlin.internal.InlineOnly\npublic
actual inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string
representation of this [Short] value in the specified [radix].\n * \n * @throws IllegalArgumentException when [radix]
is not a valid radix for number to string conversion.\n */\n@SinceKotlin("1.2")\n@kotlin.internal.InlineOnly\npublic
actual inline fun Short.toString(radix: Int): String =
this.toInt().toString(radix)\n\n/**\n * Returns a string representation of this [Int] value in the specified [radix].\n *
\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin("1.2")\npublic actual fun Int.toString(radix: Int): String =
asDynamic().toString(checkRadix(radix))\n\nprivate fun String.isNaN(): Boolean = when (this.lowercase()) {\n
\n    "nan", "+nan", "-nan" -> true\n    else -> false\n}\n\n/**\n * Checks whether the given [radix] is valid radix for
string to number and number to string conversion.\n */\n@PublishedApi\ninternal
actual fun checkRadix(radix: Int): Int {\n    if (radix !in 2..36) {\n        throw IllegalArgumentException("radix
$radix was not in valid range 2..36")\n    }\n    return radix\n}\n\ninternal actual fun digitOf(char: Char, radix: Int):
Int = when {\n    char >= '0' && char <= '9' -> char - '0'\n    char >= 'A' && char <= 'Z' -> char - 'A' + 10\n    char >=
'a' && char <= 'z' -> char - 'a' + 10\n    char < "\u0080" -> -1\n    char >= "\uFF21" && char <= "\uFF3A" -> char -

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'\uFF21' + 10 // full-width latin capital letter
char >= '\uFF41' && char <= '\uFF5A' -> char - '\uFF41' + 10 //
full-width latin small letter
else -> char.digitToIntImpl()}.let { if (it >= radix) -1 else it }},"/\n * Copyright
2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\nimport
kotlin.js.RegExp\n\n/**\n
 * Provides enumeration values to use to set regular expression options.\n */\n\npublic actual enum class
RegexOption(val value: String) {\n
 /** Enables case-insensitive matching. *\n IGNORE_CASE("\i"),\n
 /** Enables multiline mode.\n
 * In multiline mode the expressions `^` and `$` match just after or just before,\n
 * respectively, a line terminator or the end of the input sequence. *\n MULTILINE("\m")\n}\n\nprivate fun
Iterable<RegexOption>.toFlags(prepend: String): String = joinToString("\", prefix = prepend) { it.value
}\n\n/**\n
 * Represents the results from a single capturing group within a [MatchResult] of [Regex].\n *\n
 * @param value The value of captured group.\n */\n\npublic actual data class MatchGroup(actual val value:
String)\n\n/**\n
 * Returns a named group with the specified [name].\n *\n
 * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.\n
 * @throws
IllegalArgumentException
if there is no group with the specified [name] defined in the regex pattern.\n
 * @throws
UnsupportedOperationException if this match group collection doesn't support getting match groups by name,\n
 * for example, when it's not supported by the current platform.\n
 * @since Kotlin("1.7")\n\npublic operator fun
MatchGroupCollection.get(name: String): MatchGroup? {\n
 val namedGroups = this as?
MatchNamedGroupCollection\n
 ?: throw UnsupportedOperationException("\Retrieving groups by name is not
supported on this platform.")\n
 return namedGroups[name]\n}\n\n/**\n
 * Represents a compiled regular
expression.\n
 * Provides functions to match strings in text with a pattern, replace the found occurrences and split
text around matches.\n
 * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)\n
 * and
[http://www.w3schools.com/jsref/jsref_obj_regexp.asp](https://www.w3schools.com/jsref/jsref_obj_regexp.asp).\n
 * Note that `RegExp` objects under the hood are constructed with [the "\u"
flag](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp/unicode)\n
 * that enables Unicode-related features in regular expressions. This also makes the pattern syntax more strict,\n
 * for example, prohibiting unnecessary escape sequences.\n
 * @constructor Creates a regular expression from the
specified [pattern] string and the specified set of [options].\n
 */\n\npublic actual class Regex actual
constructor(pattern: String, options: Set<RegexOption>) {\n
 /** Creates a regular expression from the specified
[pattern] string and the specified single [option]. *\n
 public actual constructor(pattern: String, option:
RegexOption) : this(pattern, setOf(option))\n
 /** Creates a regular expression from the specified [pattern] string
and the default options. *\n
 public actual constructor(pattern:
String) : this(pattern, emptySet())\n
 /** The pattern string of this regular expression. *\n
 public actual val
pattern: String = pattern\n
 /** The set of options that were used to create this regular expression. *\n
 public
actual val options: Set<RegexOption> = options.toSet()\n
 private val nativePattern: RegExp = RegExp(pattern,
options.toFlags("\gu"))\n
 private var nativeStickyPattern: RegExp? = null\n
 private fun initStickyPattern():
RegExp =\n
 nativeStickyPattern ?: RegExp(pattern, options.toFlags("\yu")).also { nativeStickyPattern = it }\n
 private var nativeMatchesEntirePattern: RegExp? = null\n
 private fun initMatchesEntirePattern(): RegExp =\n
 nativeMatchesEntirePattern ?: run {\n
 if (pattern.startsWith('^') && pattern.endsWith('$'))\n
 nativePattern\n
 else\n
 return RegExp("\^{pattern.trimStart('^').trimEnd('$')}\$",
options.toFlags("\gu"))\n
 }.also { nativeMatchesEntirePattern
= it }\n
 /** Indicates whether the regular expression matches the entire [input]. *\n
 public actual infix fun
matches(input: CharSequence): Boolean {\n
 nativePattern.reset()\n
 val match =
nativePattern.exec(input.toString())\n
 return match != null && match.index == 0 && nativePattern.lastIndex ==
input.length\n
 }\n
 /** Indicates whether the regular expression can find at least one match in the specified

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[input]. */n public actual fun containsMatchIn(input: CharSequence): Boolean {n nativePattern.reset()\n
return nativePattern.test(input.toString())\n }n\n @SinceKotlin("1.7")\n
@WasExperimental(ExperimentalStdlibApi::class)n public actual fun matchesAt(input: CharSequence, index:
Int): Boolean {n if (index < 0 || index > input.length) {n throw IndexOutOfBoundsException("index
out of bounds: $index, input length: ${input.length}")\n }n val pattern = initStickyPattern()\n
pattern.lastIndex = index\n return pattern.test(input.toString())\n }n\n /**\n * Returns the first match
of a regular expression in the [input], beginning at the specified [startIndex].\n * \n * @param startIndex An
index to start search with, by default 0. Must be not less than zero and not greater than `input.length()`\n *
@return An instance of [MatchResult] if match was found or `null` otherwise.\n * @throws
IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char
sequence.\n * @sample samples.text.Regexps.find\n */n
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")n public actual fun find(input:
CharSequence, startIndex: Int = 0): MatchResult? {n if (startIndex < 0 || startIndex > input.length) {n
throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")\n
}\n return nativePattern.findNext(input.toString(),
startIndex, nativePattern)\n }n\n /**\n * Returns a sequence of all occurrences of a regular expression within
the [input] string, beginning at the specified [startIndex].\n * \n * @throws IndexOutOfBoundsException if
[startIndex] is less than zero or greater than the length of the [input] char sequence.\n * \n * @sample
samples.text.Regexps.findAll\n */n
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")n public actual fun findAll(input:
CharSequence, startIndex: Int = 0): Sequence<MatchResult> {n if (startIndex < 0 || startIndex > input.length)
{\n throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length:
${input.length}")\n }\n return generateSequence({ find(input, startIndex) }, { match -> match.next() })\n
}\n\n /**\n * Attempts to match the entire [input] CharSequence against the pattern.\n * \n * @return An
instance of [MatchResult] if the
entire input matches or `null` otherwise.\n */n public actual fun matchEntire(input: CharSequence):
MatchResult? =\n initMatchesEntirePattern().findNext(input.toString(), 0, nativePattern)\n\n
@SinceKotlin("1.7")\n @WasExperimental(ExperimentalStdlibApi::class)n public actual fun matchAt(input:
CharSequence, index: Int): MatchResult? {n if (index < 0 || index > input.length) {n throw
IndexOutOfBoundsException("index out of bounds: $index, input length: ${input.length}")\n }n return
initStickyPattern().findNext(input.toString(), index, nativePattern)\n }n\n\n /**\n * Replaces all occurrences
of this regular expression in the specified [input] string with specified [replacement] expression.\n * \n * The
replacement string may contain references to the captured groups during a match. Occurrences of `${name}` or
`${index}`\n * in the replacement string will be substituted with the subsequences corresponding
to the captured groups with the specified name or index.\n * In case of `${index}`, the first digit after '$' is always
treated as a part of group reference. Subsequent digits are incorporated\n * into `index` only if they would form a
valid group reference. Only the digits '0'..'9' are considered as potential components\n * of the group reference.
Note that indexes of captured groups start from 1, and the group with index 0 is the whole match.\n * In case of
`${name}`, the `name` can consist of latin letters 'a'..'z' and 'A'..'Z', or digits '0'..'9'. The first character must be\n *
a letter.\n * \n * Backslash character '\\' can be used to include the succeeding character as a literal in the
replacement string, e.g, `\\$` or `\\\\`. \n * [Regex.escapeReplacement] can be used if [replacement] have to be
treated as a literal string.\n * \n * @param input the char sequence to find matches of this regular expression
in\n * @param replacement the expression
to replace found matches with\n * @return the result of replacing each occurrence of this regular expression in
[input] with the result of evaluating the [replacement] expression\n * @throws RuntimeException if
[replacement] expression is malformed, or capturing group with specified `name` or `index` does not exist\n */n
public actual fun replace(input: CharSequence, replacement: String): String {n if (!replacement.contains("\\\\")
&& !replacement.contains('$')) {\n return input.toString().nativeReplace(nativePattern, replacement)\n
}

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}\n    return replace(input) { substituteGroupRefs(it, replacement) }\n }\n\n /**\n  * Replaces all
occurrences of this regular expression in the specified [input] string with the result of\n  * the given function
[transform] that takes [MatchResult] and returns a string to be used as a\n  * replacement for that match.\n  */\n
public actual fun replace(input: CharSequence, transform:
(MatchResult) -> CharSequence): String {\n    var match = find(input)\n    if (match == null) return
input.toString()\n    var lastStart = 0\n    val length = input.length\n    val sb = StringBuilder(length)\n
do {\n    val foundMatch = match!!\n    sb.append(input, lastStart, foundMatch.range.start)\n
sb.append(transform(foundMatch))\n    lastStart = foundMatch.range.endInclusive + 1\n    match =
foundMatch.next()\n    } while (lastStart < length && match != null)\n    if (lastStart < length) {\n
sb.append(input, lastStart, length)\n    }\n    return sb.toString()\n }\n\n /**\n  * Replaces the first
occurrence of this regular expression in the specified [input] string with specified [replacement] expression.\n  */\n
  * The replacement string may contain references to the captured groups during a match. Occurrences of `${name}`
or `${index}`\n  * in the replacement string
will be substituted with the subsequences corresponding to the captured groups with the specified name or index.\n
  * In case of `${index}`, the first digit after '$' is always treated as a part of group reference. Subsequent digits are
incorporated\n  * into `index` only if they would form a valid group reference. Only the digits '0'..'9' are considered
as potential components\n  * of the group reference. Note that indexes of captured groups start from 1, and the
group with index 0 is the whole match.\n  * In case of `${name}`, the `name` can consist of latin letters 'a'..'z' and
'A'..'Z', or digits '0'..'9'. The first character must be\n  * a letter.\n  */\n  * Backslash character '\\' can be used to
include the succeeding character as a literal in the replacement string, e.g, `\\$` or `\\\\`.
[Regex.escapeReplacement] can be used if [replacement] have to be treated as a literal string.\n  */\n  * @param
input the char sequence to find a match of
this regular expression in\n  * @param replacement the expression to replace the found match with\n  * @return
the result of replacing the first occurrence of this regular expression in [input] with the result of evaluating the
[replacement] expression\n  * @throws RuntimeException if [replacement] expression is malformed, or capturing
group with specified `name` or `index` does not exist\n  */\n public actual fun replaceFirst(input: CharSequence,
replacement: String): String {\n    if (!replacement.contains("\\\\") && !replacement.contains('$')) {\n    val
nonGlobalOptions = options.toFlags("u")\n    return input.toString().nativeReplace(RegExp(pattern,
nonGlobalOptions), replacement)\n    }\n    val match = find(input) ?: return input.toString()\n    return
buildString {\n    append(input.substring(0, match.range.first))\n    append(substituteGroupRefs(match,
replacement))\n    append(input.substring(match.range.last
+ 1, input.length))\n    }\n }\n\n /**\n  * Splits the [input] CharSequence to a list of strings around matches
of this regular expression.\n  */\n  * @param limit Non-negative value specifying the maximum number of
substrings the string can be split to.\n  * Zero by default means no limit is set.\n  */\n
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n public actual fun split(input:
CharSequence, limit: Int = 0): List<String> {\n    requireNonNegativeLimit(limit)\n    val matches =
findAll(input).let { if (limit == 0) it else it.take(limit - 1) }\n    val result = mutableListOf<String>()\n    var
lastStart = 0\n    for (match in matches) {\n    result.add(input.subSequence(lastStart,
match.range.start).toString())\n    lastStart = match.range.endInclusive + 1\n    }\n
result.add(input.subSequence(lastStart, input.length).toString())\n    return result\n }\n\n /**\n  * Splits the
[input] CharSequence to a sequence of strings around matches of this regular expression.\n  */\n  * @param limit
Non-negative value specifying the maximum number of substrings the string can be split to.\n  * Zero by default
means no limit is set.\n  * @sample samples.text.Regexps.splitToSequence\n  */\n @SinceKotlin("1.6")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n public actual fun
splitToSequence(input: CharSequence, limit: Int = 0): Sequence<String> {\n
requireNonNegativeLimit(limit)\n    return sequence {\n    var match = find(input)\n    if (match ==
null || limit == 1) {\n    yield(input.toString())\n    return@sequence\n    }\n    var

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nextStart = 0\n      var splitCount = 0\n      do {\n          val foundMatch = match!!\n      yield(input.substring(nextStart, foundMatch.range.first))\n          nextStart = foundMatch.range.endInclusive + 1\n          match = foundMatch.next()\n      } while\n      ( ++splitCount != limit - 1 && match != null)\n      yield(input.substring(nextStart, input.length))\n  }\n  }\n  /**\n   * Returns the string representation of this regular expression, namely the [pattern] of this regular\n   * expression.\n   * Note that another regular expression constructed from the same pattern string may have\n   * different [options] * and may match strings differently.\n   */\n  public override fun toString(): String =\n    nativePattern.toString()\n  actual companion object {\n    /**\n     * Returns a regular expression that\n     * matches the specified [literal] string literally.\n     * No characters of that string will have special meaning when\n     * searching for an occurrence of the regular expression.\n     */\n    public actual fun fromLiteral(literal: String):\n    Regex = Regex(escape(literal))\n\n    /**\n     * Returns a regular expression pattern string that matches the specified [literal] string literally.\n     * No characters of that string will have special meaning when searching for an occurrence of the regular\n     * expression.\n     */\n    public actual fun escape(literal: String): String = literal.nativeReplace(patternEscape,\n    '\\\\\\\\$&\\')\n\n    /**\n     * Returns a literal replacement expression for the specified [literal] string.\n     * No\n     * characters of that string will have special meaning when it is used as a replacement string in [Regex.replace]\n     * function.\n     */\n    public actual fun escapeReplacement(literal: String): String =\n    literal.nativeReplace(replacementEscape, '\\\\\\\\$&\\')\n\n    private val patternEscape =\n    RegExp("\\\\\\""\n    private val replacementEscape = RegExp("\\\\\\""\n    private val nativeReplacementEscape = RegExp("\\\\\\""\n\n    private fun\n    RegExp.findNext(input: String, from: Int, nextPattern: Regex): MatchResult? {\n      this.lastIndex = from\n      val\n      match = exec(input)\n      if (match == null) return null\n      val range = match.index..lastIndex - 1\n      return object :\n      MatchResult {\n        override val range: IntRange = range\n        override val value: String\n          get() =\n          match[0]!\n        override val groups: MatchGroupCollection = object : MatchNamedGroupCollection,\n        AbstractCollection<MatchGroup?>() {\n          override val size: Int get() = match.length\n          override fun\n          iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()\n          override fun get(index:\n          Int): MatchGroup? = match[index]?.let { MatchGroup(it) }\n          override fun get(name: String): MatchGroup?\n          {\n            // An object\n            of named capturing groups whose keys are the names and values are the capturing groups\n            // or undefined\n            if no named capturing groups were defined.\n            val groups = match.asDynamic().groups\n            ?:  
            throw IllegalArgumentException("Capturing group with name {$name} does not exist. No named capturing group\n            was defined in Regex")\n            // If the match was successful but the group specified failed to match any part\n            of the input sequence,\n            // the associated value is 'undefined'. Value for a non-existent key is also\n            'undefined'. Thus, explicitly check if the key exists.\n            if (!hasOwnProperty(groups, name))\n            throw IllegalArgumentException("Capturing group with name {$name} does not exist")\n            val\n            value = groups[name]\n            return if (value == undefined) null else MatchGroup(value as String)\n          }\n        }\n        private fun hasOwnProperty(o:\n        Any?, name: String): Boolean {\n          return js("Object").prototype.hasOwnProperty.call(o,\n          name).unsafeCast<Boolean>()\n        }\n        private var groupValues_: List<String?> = null\n        override\n        val groupValues: List<String>\n          get() {\n            if (groupValues_ == null) {\n              groupValues_ =\n              object : AbstractList<String>() {\n                override val size: Int get() = match.length\n                override\n                fun get(index: Int): String = match[index] ?: ""\n              }\n              return groupValues_!!\n            }\n            override fun next(): MatchResult? =\n            nextPattern.findNext(input, if (range.isEmpty())\n            advanceToNextCharacter(range.start) else range.endInclusive + 1, nextPattern)\n            private fun\n            advanceToNextCharacter(index: Int): Int {\n              if (index < input.lastIndex) {\n                val code1 =\n                input.asDynamic().charCodeAt(index).unsafeCast<Int>()\n
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        if (code1 in 0xD800..0xDBFF) {\n            val code2 = input.asDynamic().charCodeAt(index +
1).unsafeCast<Int>()\n            if (code2 in 0xDC00..0xDFFF) {\n                return index + 2\n            }\n        }\n        return index + 1\n    }\n}\n\n// The same code from K/N
Regex.kt\nprivate fun substituteGroupRefs(match: MatchResult, replacement: String): String {\n    var index = 0\n    val result = StringBuilder()\n    while (index < replacement.length) {\n        val char = replacement[index++]\n        if (char == '\\\\') {\n            if (index == replacement.length)\n                throw IllegalArgumentException(\"The Char\n            to be escaped is missing\")\n            result.append(replacement[index++])\n        } else if (char == '$') {\n            if\n            (index == replacement.length)\n                throw IllegalArgumentException(\"Capturing group index\n            is missing\")\n            if (replacement[index] == '{') {\n                val endIndex =\n                replacement.readGroupName(++index)\n                if (index == endIndex)\n                    throw\n                    IllegalArgumentException(\"Named capturing group reference should have a non-empty name\")\n                if\n                (endIndex == replacement.length || replacement[endIndex] !=}')\n                    throw\n                    IllegalArgumentException(\"Named capturing group reference is missing trailing '}'\")\n                val groupName\n                = replacement.substring(index, endIndex)\n                result.append(match.groups[groupName]?.value ?: \"\")\n                index = endIndex + 1 // skip past '}'\n            } else {\n                if (replacement[index] !in '0'..'9')\n                    throw IllegalArgumentException(\"Invalid capturing group reference\")\n                val groups = match.groups\n                val endIndex = replacement.readGroupIndex(index, groups.size)\n                val groupIndex = replacement.substring(index, endIndex).toInt()\n                if (groupIndex >= groups.size)\n                    throw IndexOutOfBoundsException(\"Group with index $groupIndex does not exist\")\n                result.append(groups[groupIndex]?.value ?: \"\")\n                index = endIndex\n            }\n        } else {\n            result.append(char)\n        }\n    }\n    return result.toString()\n}\n\n// The name must be a legal JavaScript identifier.\n// See https://262.ecma-international.org/5.1/#sec-7.6\n// Don't try to validate the referenced group name as it may be\n// time-consuming.\n// If the name is invalid, it won't be found in `match.groups` anyway and will throw.\n// Group\n// names in the target Regex are validated at creation time.\nprivate fun String.readGroupName(startIndex: Int): Int {\n    var index = startIndex\n    while (index < length) {\n        if (this[index] ==}')\n            break\n        } else {\n            index++\n        }\n    }\n    return index\n}\n\nprivate fun String.readGroupIndex(startIndex: Int, groupCount: Int): Int {\n    // at least\n    // one digit after '$' is always captured\n    var index = startIndex + 1\n    var groupIndex = this[startIndex] - '0'\n    //\n    // capture the largest valid group index\n    while (index < length && this[index] in '0'..'9') {\n        val newGroupIndex\n        = (groupIndex * 10) + (this[index] - '0')\n        if (newGroupIndex in 0 until groupCount) {\n            groupIndex =\n            newGroupIndex\n            index++\n        } else {\n            break\n        }\n    }\n    return index\n}\n\n/*\n * Copyright\n * 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed\n * by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n@file:Suppress(\"EXTENSI\nON_SHADOWED_BY_MEMBER\")\npackage kotlin.text\nimport kotlin.contracts.*\n\n * A mutable sequence of characters.\n * String builder can be used to efficiently perform multiple string\n * manipulation operations.\n * expect class StringBuilder : Appendable, CharSequence {\n * /** Constructs an\n * empty string builder.\n * constructor()\n * /** Constructs an empty string builder with the specified initial\n * [capacity].\n * constructor(capacity: Int)\n * /** Constructs a string builder that contains the same characters as\n * the specified [content] char sequence.\n * constructor(content: CharSequence)\n * /** Constructs a string\n * builder that contains the same characters as the specified [content] string.\n * @SinceKotlin(\"1.3\")\n * @ExperimentalStdlibApi\n * constructor(content: String)\n * override val length: Int\n * override operator fun\n * get(index: Int): Char\n * override fun subSequence(startIndex: Int, endIndex: Int): CharSequence\n * override\n * fun append(value: Char): StringBuilder\n * override fun append(value: CharSequence?):\n * StringBuilder\n * override fun append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder\n * /**\n * * Reverses the contents of this string builder and returns this instance.\n * * Surrogate pairs included\n * in this string builder are treated as single characters.\n * * Therefore, the order of the high-low surrogates is never\n * reversed.\n * * Note that the reverse operation may produce new surrogate pairs that were unpaired low-

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surrogates and high-surrogates before the operation.\n * For example, reversing `""` produces `""` which is a valid surrogate pair.\n */\n fun reverse(): StringBuilder\n\n /**\n * Appends the string representation of the specified object [value] to this string builder and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then that string was appended

to this string builder.\n */\n fun append(value: Any?): StringBuilder\n\n /**\n * Appends the string representation of the specified boolean [value] to this string builder and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then that string was appended to this string builder.\n */\n @SinceKotlin("1.3")\n fun append(value: Boolean): StringBuilder\n\n /**\n * Appends characters in the specified character array [value] to this string builder and returns this instance.\n *\n * Characters are appended in order, starting at the index 0.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun append(value: CharArray): StringBuilder\n\n /**\n * Appends the specified string [value] to this string builder and returns this instance.\n *\n * If [value] is `null`, then the four characters `""`

are appended.\n */\n @SinceKotlin("1.3")\n fun append(value: String?): StringBuilder\n\n /**\n * Returns the current capacity of this string builder.\n *\n * The capacity is the maximum length this string builder can have before an allocation occurs.\n */\n @SinceKotlin("1.3")\n// @ExperimentalStdlibApi\n @Deprecated("Obtaining StringBuilder capacity is not supported in JS and common code.", level = DeprecationLevel.ERROR)\n fun capacity(): Int\n\n /**\n * Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].\n *\n * If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.\n * Otherwise, this method takes no action and simply returns.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun ensureCapacity(minimumCapacity: Int)\n\n /**\n * Returns the index

within this string builder of the first occurrence of the specified [string].\n *\n * Returns `-1` if the specified [string] does not occur in this string builder.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun indexOf(string: String): Int\n\n /**\n * Returns the index within this string builder of the first occurrence of the specified [string],\n * starting at the specified [startIndex].\n *\n * Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun indexOf(string: String, startIndex: Int): Int\n\n /**\n * Returns the index within this string builder of the last occurrence of the specified [string].\n * The last occurrence of empty string `""` is considered to be at the index equal to `this.length`.
*\n * Returns `-1` if the specified [string] does not occur in this string builder.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun lastIndexOf(string: String): Int\n\n /**\n * Returns the index within this string builder of the last occurrence of the specified [string],\n * starting from the specified [startIndex] toward the beginning.\n *\n * Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun lastIndexOf(string: String, startIndex: Int): Int\n\n /**\n * Inserts the string representation of the specified boolean [value] into this string builder at the specified [index] and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then that string was inserted into this string builder

at the specified [index].\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: Boolean): StringBuilder\n\n /**\n * Inserts the specified character [value] into this string builder at the specified [index] and returns this instance.\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun

```

insert(index: Int, value: Char): StringBuilder\n\n /**\n * Inserts characters in the specified character array
[value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters
go in same order as in the [value] character array, starting at [index].\n *\n *
@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n
*\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int,
value: CharArray): StringBuilder\n\n /**\n * Inserts characters in the specified character sequence [value] into
this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters go in the
same order as in the [value] character sequence, starting at [index].\n *\n * @param index the position in this
string builder to insert at.\n * @param value the character sequence from which characters are inserted. If [value]
is `null`, then the four characters `"\u0000\u0000\u0000\u0000"` are inserted.\n *\n * @throws IndexOutOfBoundsException if
[index] is less than zero or greater than the length of this string builder.\n *\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n fun
insert(index: Int, value: CharSequence?): StringBuilder\n\n /**\n * Inserts the string representation of the
specified object [value] into this string builder at the specified [index] and returns this instance.\n *\n * The
overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then
that string was inserted into this string builder at the specified [index].\n *\n * @throws
IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n *\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value:
Any?): StringBuilder\n\n /**\n * Inserts the string [value] into this string builder at the specified [index] and
returns this instance.\n *\n * If [value] is `null`, then the four characters `"\u0000\u0000\u0000\u0000"` are inserted.\n *\n *
@throws IndexOutOfBoundsException if [index] is less than zero
or greater than the length of this string builder.\n *\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: String?): StringBuilder\n\n
/**\n * Sets the length of this string builder to the specified [newLength].\n *\n * If the [newLength] is less
than the current length, it is changed to the specified [newLength].\n * Otherwise, null characters `'\u0000'` are
appended to this string builder until its length is less than the [newLength].\n *\n * Note that in Kotlin/JS [set]
operator function has non-constant execution time complexity.\n * Therefore, increasing length of this string
builder and then updating each character by index may slow down your program.\n *\n * @throws
IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less than zero.\n *\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun setLength(newLength:
Int)\n\n /**\n * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive)
and up to the [length] (exclusive).\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than
zero or greater than the length of this string builder.\n *\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n fun substring(startIndex: Int): String\n\n /**\n * Returns
a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex]
(exclusive).\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex]
or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n *\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun substring(startIndex: Int,
endIndex: Int): String\n\n /**\n * Attempts to reduce storage used for this string builder.\n
*\n * If the backing storage of this string builder is larger than necessary to hold its current contents,\n *
then it may be resized to become more space efficient.\n * Calling this method may, but is not required to, affect
the value of the [capacity] property.\n *\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n fun trimToSize()\n\n\n /**\n * Clears the content of this
string builder making it empty and returns this instance.\n *\n * @sample samples.text.Strings.clearStringBuilder\n
*\n @SinceKotlin("1.3")\n public expect fun StringBuilder.clear(): StringBuilder\n\n\n /**\n * Sets the character at
the specified [index] to the specified [value].\n *\n * @throws IndexOutOfBoundsException if [index] is out of
bounds of this string builder.\n
*\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public expect operator fun

```

`StringBuilder.set(index: Int, value: Char)` Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.

 @param startIndex the beginning (inclusive) of the range to replace.

 @param endIndex the end (exclusive) of the range to replace.

 @param value the string to replace with.

 @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.

 *Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun

`StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder` Removes the character at the specified [index] from this string builder and returns this instance.

 If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.

 @param index the index of `Char` to remove.

 @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

 *Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun

`StringBuilder.deleteAt(index: Int): StringBuilder` Removes characters in the specified range from this string builder and returns this instance.

 @param startIndex the beginning (inclusive) of the range to remove.

 @param endIndex the end (exclusive) of the range to remove.

 @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

 *Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun

`StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder` Copies characters from this string builder into the [destination] character array.

 @param destination the array to copy to.

 @param destinationOffset the position in the array to copy to, 0 by default.

 @param startIndex the beginning (inclusive) of the range to copy, 0 by default.

 @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.

 @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

 @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

 *Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun

`StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length)` Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.

 Characters are appended in order, starting at specified [startIndex].

 @param value the array from which characters are appended.

 @param startIndex the beginning (inclusive) of the subarray to append.

 @param endIndex the end (exclusive) of the subarray to append.

 @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

 *Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun

`StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder` Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.

 @param value the character sequence from which a subsequence is appended.

 @param startIndex the beginning (inclusive) of the subsequence to append.

 @param endIndex the end (exclusive) of the subsequence to append.

 @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

 *Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun

`StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder` Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.

 The inserted characters go in same order as in the [value] array, starting at [index].

 @param index the position in this string builder to insert at.

 @param value the array from which characters

are inserted.\n * @param startIndex the beginning (inclusive) of the subarray to insert.\n * @param endIndex the end (exclusive) of the subarray to insert.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n

```

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder\n\n/**\n * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n * The inserted characters go in the same order as in the [value] character sequence, starting at [index].\n * @param index the position in this string builder to insert at.\n * @param value the character sequence from which a subsequence is inserted.\n * @param startIndex the beginning (inclusive) of the subsequence to insert.\n * @param endIndex the end (exclusive) of the subsequence to insert.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n
```

```

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int):
StringBuilder\n\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER")\n@Deprecated("Use
append(value: Any?) instead", ReplaceWith("append(value = obj)"),
DeprecationLevel.WARNING)\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.append(obj: Any?):
StringBuilder = this.append(obj)\n\n/**\n * Builds new string by populating newly created [StringBuilder] using provided [builderAction]\n * and then converting it to [String].\n *\n@kotlin.internal.InlineOnly\npublic inline fun
buildString(builderAction: String Builder.() -> Unit):
String {\n    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n    return
StringBuilder().apply(builderAction).toString()\n}\n\n/**\n * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity]\n * using provided [builderAction] and then converting it to [String].\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun buildString(capacity: Int,
builderAction: String Builder.() -> Unit): String {\n    contract { callsInPlace(builderAction,
InvocationKind.EXACTLY_ONCE) }\n    return
StringBuilder(capacity).apply(builderAction).toString()\n}\n\n/**\n * Appends all arguments to the given
StringBuilder.\n *\n@public fun StringBuilder.append(vararg value: String?): String Builder {\n    for (item in
value)\n        append(item)\n    return this\n}\n\n/**\n * Appends all arguments to the given String Builder.\n
*\n@public fun StringBuilder.append(vararg value: Any?): String Builder {\n    for (item in value)\n        append(item)\n    return this\n}\n\n/**\n * Appends a line feed character (`\n`) to this String Builder.
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine():
StringBuilder = append("\n")\n\n/**\n * Appends [value] to this [StringBuilder], followed by a line feed character (`\n`).\n *\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine(value:
CharSequence?): String Builder = append(value).appendLine()\n\n/**\n * Appends [value] to this [StringBuilder], followed by a line feed character (`\n`).\n *\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
StringBuilder.appendLine(value: String?): String Builder = append(value).appendLine()\n\n/**\n * Appends [value] to this [StringBuilder], followed by a line feed character (`\n`).\n *\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
StringBuilder.appendLine(value: Any?):
StringBuilder = append(value).appendLine()\n\n/**\n * Appends [value] to this [StringBuilder], followed by a line feed character (`\n`).\n *\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
StringBuilder.appendLine(value:
CharArray): String Builder = append(value).appendLine()\n\n/**\n * Appends [value] to this [StringBuilder], followed by a line feed character (`\n`).\n *\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun

```

StringBuilder.appendLine(value: Char): StringBuilder = append(value).appendLine()\n\n** Appends [value] to this [StringBuilder], followed by a line feed character (`\n`).

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine(value: Boolean): StringBuilder = append(value).appendLine()\n"/\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\npackage kotlin.text\n\nimport kotlin.js.RegExp\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(), fromIndex)\n\n/**\n * Returns `true` if this string starts with the specified prefix.\n *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase)\n        return nativeStartsWith(prefix, 0)\n    else\n        return regionMatches(0, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.\n *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase)\n        return nativeStartsWith(prefix, startIndex)\n    else\n        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if this string ends with the specified suffix.\n *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase)\n        return nativeEndsWith(suffix)\n    else\n        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)\n}\n\n@Deprecated("Use Regex.matches() instead", ReplaceWith("regex.toRegex().matches(this)"))\n@DeprecatedSinceKotlin(warningSince = "1.6")\npublic fun String.matches(regex: String): Boolean {\n    @Suppress("DEPRECATION")\n    val result = this.match(regex)\n    return result != null && result.size != 0\n}\n\n/**\n * Returns `true` if this string is empty or consists solely of whitespace characters.\n *\n * @sample samples.text.Strings.stringIsBlank\n *\npublic actual fun CharSequence.isBlank(): Boolean = length == 0 || indices.all { this[it].isWhitespace() }\n\n/**\n * Returns `true` if this string is equal to [other], optionally ignoring character case.\n *\n * Two strings are considered to be equal if they have the same length and the same character at the same index.\n *\n * If [ignoreCase] is true, the result of `Char.toUpperCaseChar().toLowerCaseChar()` on each character is compared.\n *\n * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.\n *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean {\n    if (this == null) return other == null\n    if (other == null) return false\n    if (!ignoreCase) return this == other\n    if (this.length != other.length) return false\n    for (index in 0 until this.length) {\n        val thisChar = this[index]\n        val otherChar = other[index]\n        if (!thisChar.equals(otherChar, ignoreCase)) {\n            return false\n        }\n    }\n    return true\n}\n\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean =\n    regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)\n\n/**\n * Returns a copy of this string having its first letter titlecased using the rules of the default locale,\n * or the original string if it's empty or already starts with a title case letter.\n *\n * The title case of a character is usually the same as its upper case with several exceptions.\n *\n * The particular list of characters with the special title case form depends on the underlying platform.\n *\n * @sample samples.text.Strings.capitalize\n *\n@Deprecated("Use replaceFirstChar instead.", ReplaceWith("replaceFirstChar { if (it.isLowerCase()) it.titlecase() else it.toString() }"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic actual fun String.capitalize(): String {\n    return if (isEmpty()) substring(0, 1).uppercase() + substring(1) else this\n}\n\n/**\n * Returns a copy of this string having its first letter lowercased using the rules of the default locale,\n * or the original string if it's empty or already starts with a lower case letter.\n *\n * @sample samples.text.Strings.decapitalize\n
```



```

*\n@Deprecated("Use replaceFirstChar instead.", ReplaceWith("replaceFirstChar { it.lowercase()
}"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic actual fun String.decapitalize(): String {\n    return
if (isEmpty()) substring(0, 1).lowercase() + substring(1) else this\n}\n\n/**\n * Returns a string containing this
char sequence repeated [n] times.\n * @throws [IllegalArgumentException] when n < 0.\n * @sample
samples.text.Strings.repeat\n *\npublic actual fun CharSequence.repeat(n: Int): String {\n    require(n
>= 0) {\n        "Count 'n' must be non-negative, but was $n.\n    }\n    return when (n) {\n        0 -> ""\n        1 ->
this.toString()\n        else -> {\n            var result = ""\n            if (!isEmpty()) {\n                var s = this.toString()\n
                var count = n\n                while (true) {\n                    if ((count and 1) == 1) {\n                        result += s\n
                    }\n                    count = count ushr 1\n                    if (count == 0) {\n                        break\n                    }\n
                    s += s\n                }\n            }\n            return result\n        }\n    }\n}\n\n/**\n * Returns a new string
obtained by replacing all occurrences of the [oldValue] substring in this string\n * with the specified [newValue]
string.\n * @sample samples.text.Strings.replace\n
*\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun
String.replace(oldValue: String, newValue: String,
ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gui"
else "gu"), Regex.nativeEscapeReplacement(newValue))\n\n/**\n * Returns a new string with all occurrences of
[oldChar] replaced with [newChar].\n * @sample samples.text.Strings.replace\n
*\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun
String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =\n
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "gui" else "gu"),
    newChar.toString())\n\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual
fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "ui" else "u"),
    Regex.nativeEscapeReplacement(newValue))\n\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGU
MENTS")\npublic actual fun String.replaceFirst(oldChar: Char, newChar:
Char, ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if
(ignoreCase) "ui" else "u"), newChar.toString())\n\n/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\npackage kotlin.text\n\n/**\n * Returns the negative [size] if
[throwOnMalformed] is false, throws [CharacterCodingException] otherwise. *\nprivate fun malformed(size: Int,
index: Int, throwOnMalformed: Boolean): Int {\n    if (throwOnMalformed) throw
CharacterCodingException("Malformed sequence starting at ${index - 1}")\n    return -size\n}\n\n/**\n * Returns
code point corresponding to UTF-16 surrogate pair,\n * where the first of the pair is the [high] and the second is in
the [string] at the [index].\n * Returns zero if the pair is malformed and [throwOnMalformed] is false.\n *\n *
@throws CharacterCodingException
if the pair is malformed and [throwOnMalformed] is true.\n *\nprivate fun codePointFromSurrogate(string: String,
high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n    if (high !in 0xD800..0xDBFF || index
>= endIndex) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    val low = string[index].code\n    if
(low !in 0xDC00..0xDFFF) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    return 0x10000 +
((high and 0x3FF) shl 10) or (low and 0x3FF)\n}\n\n/**\n * Returns code point corresponding to UTF-8 sequence of
two bytes,\n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the
[index].\n * Returns zero if the sequence is malformed and [throwOnMalformed] is false.\n *\n * @throws
CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.\n
*\nprivate fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed:
Boolean): Int {\n    if (byte1 and 0x1E == 0 || index >= endIndex) {\n        return malformed(0, index,
throwOnMalformed)\n    }\n    val byte2 = bytes[index].toInt()\n    if (byte2 and 0xC0 != 0x80) {\n        return
malformed(0, index, throwOnMalformed)\n    }\n    return (byte1 shl 6) xor byte2 xor 0xF80\n}\n\n/**\n * Returns
code point corresponding to UTF-8 sequence of three bytes,\n * where the first byte of the sequence is the [byte1]

```

and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n *\n * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.\n */\nprivate fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n if (index >= endIndex) {\n return malformed(0, index, throwOnMalformed)\n }\n val byte2 = bytes[index].toInt()\n if (byte1 and 0xF == 0) {\n if (byte2 and 0xE0 != 0xA0) {\n // Non-shortest form\n return malformed(0, index, throwOnMalformed)\n } else if (byte1 and 0xF == 0xD) {\n if (byte2 and 0xE0 != 0x80) {\n // Surrogate code point\n return malformed(0, index, throwOnMalformed)\n } else if (byte2 and 0xC0 != 0x80) {\n return malformed(0, index, throwOnMalformed)\n }\n }\n if (index + 1 == endIndex) {\n return malformed(1, index, throwOnMalformed)\n }\n val byte3 = bytes[index + 1].toInt()\n if (byte3 and 0xC0 != 0x80) {\n return malformed(1, index, throwOnMalformed)\n }\n return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -0x1E080\n }\n\n **\n * Returns code point corresponding to UTF-8 sequence of four bytes,\n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n *\n * @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.\n */\nprivate fun codePointFrom4(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n if (index >= endIndex) {\n return malformed(0, index, throwOnMalformed)\n }\n val byte2 = bytes[index].toInt()\n if (byte1 and 0xF == 0x0) {\n if (byte2 and 0xF0 <= 0x80) {\n // Non-shortest form\n return malformed(0, index, throwOnMalformed)\n } else if (byte1 and 0xF == 0x4) {\n if (byte2 and 0xF0 != 0x80) {\n // Out of Unicode code points domain (larger than U+10FFFF)\n return malformed(0, index, throwOnMalformed)\n } else if (byte1 and 0xF > 0x4) {\n return malformed(0, index, throwOnMalformed)\n } else if (byte2 and 0xC0 != 0x80) {\n return malformed(0, index, throwOnMalformed)\n }\n }\n if (index + 1 == endIndex) {\n return malformed(1, index, throwOnMalformed)\n }\n val byte3 = bytes[index + 1].toInt()\n if (byte3 and 0xC0 != 0x80) {\n return malformed(1, index, throwOnMalformed)\n }\n if (index + 2 == endIndex) {\n return malformed(2, index, throwOnMalformed)\n }\n val byte4 = bytes[index + 2].toInt()\n if (byte4 and 0xC0 != 0x80) {\n return malformed(2, index, throwOnMalformed)\n }\n return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80\n }\n\n **\n * Maximum number of bytes needed to encode a single char.\n *\n * Code points in `0..0x7F` are encoded in a single byte.\n * Code points in `0x80..0x7FF` are encoded in two bytes.\n * Code points in `0x800..0xD7FF` or in `0xE000..0xFFFF` are encoded in three bytes.\n * Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.\n * Code points in `0x10000..0x10FFFF` are represented by a pair of surrogate `Char`s and are encoded in four bytes.\n */\nprivate const val MAX_BYTES_PER_CHAR = 3\n\n **\n * The byte sequence a malformed UTF-16 char sequence is replaced by.\n */\nprivate val REPLACEMENT_BYTE_SEQUENCE: ByteArray = arrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())\n\n **\n * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].\n *\n * @param string the string to encode.\n * @param startIndex the start offset (inclusive) of the substring to encode.\n * @param endIndex the end offset (exclusive) of the substring to encode.\n * @param throwOnMalformed whether to throw on malformed char sequence or replace by the [REPLACEMENT_BYTE_SEQUENCE].\n *\n * @throws CharacterCodingException if the char sequence is malformed and [throwOnMalformed] is true.\n */\nprivate fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {\n require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)\n val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)\n var byteIndex = 0\n var charIndex = startIndex\n while (charIndex < endIndex) {\n val code = string[charIndex++].code\n when {\n code < 0x80 -> {\n bytes[byteIndex++] = code.toByte()\n }\n code < 0x800 -> {\n bytes[byteIndex++] = ((code shr 6) or

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0xC0).toByte()\n        bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()\n        }\n        code <
0xD800 || code >= 0xE000 -> {\n        bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()\n
bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()\n        bytes[byteIndex++] = ((code and 0x3F)
or 0x80).toByte()\n        }\n        else -> { // Surrogate char value\n
        val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)\n
        if (codePoint <= 0) {\n        bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]\n
bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]\n        bytes[byteIndex++] =
REPLACEMENT_BYTE_SEQUENCE[2]\n        } else {\n        bytes[byteIndex++] = ((codePoint shr
18) or 0xF0).toByte()\n        bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()\n
        bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()\n        bytes[byteIndex++] =
(((codePoint and 0x3F) or 0x80).toByte()\n        charIndex++\n        }\n        }\n        }\n        }\n
return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)\n}\n\n/**\n * The character a malformed
UTF-8 byte sequence is replaced by.\n */\nprivate const val REPLACEMENT_CHAR
= "\uFFFF"\n\n/**\n * Decodes the UTF-8 [bytes] array and returns the resulting [String].\n */\n * @param bytes
the byte array to decode.\n * @param startIndex the start offset (inclusive) of the array to be decoded.\n * @param
endIndex the end offset (exclusive) of the array to be encoded.\n * @param throwOnMalformed whether to throw
on malformed byte sequence or replace by the [REPLACEMENT_CHAR].\n */\n * @throws
CharacterCodingException if the array is malformed UTF-8 byte sequence and [throwOnMalformed] is true.\n
*/\ninternal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String
{\n    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)\n    var byteIndex =
startIndex\n    val stringBuilder = StringBuilder()\n    while (byteIndex < endIndex) {\n        val byte =
bytes[byteIndex++].toInt()\n        when {\n            byte >= 0 ->\n                stringBuilder.append(byte.toChar())\n
            byte
            shr 5 == -2 -> {\n                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)\n
                if (code <= 0) {\n                    stringBuilder.append(REPLACEMENT_CHAR)\n                    byteIndex += -
code\n                } else {\n                    stringBuilder.append(code.toChar())\n                    byteIndex += 1\n
                }\n            }\n            byte shr 4 == -2 -> {\n                val code = codePointFrom3(bytes, byte, byteIndex, endIndex,
throwOnMalformed)\n                if (code <= 0) {\n                    stringBuilder.append(REPLACEMENT_CHAR)\n
                    byteIndex += -code\n                } else {\n                    stringBuilder.append(code.toChar())\n
                    byteIndex += 2\n                }\n            }\n            byte shr 3 == -2 -> {\n                val code = codePointFrom4(bytes,
byte, byteIndex, endIndex, throwOnMalformed)\n                if (code <= 0) {\n                    stringBuilder.append(REPLACEMENT_CHAR)\n
                    byteIndex += -code\n                } else {\n                    val high = (code - 0x10000) shr 10 or 0xD800\n
                    val low = (code and 0x3FF) or 0xDC00\n                    stringBuilder.append(high.toChar())\n                    stringBuilder.append(low.toChar())\n                    byteIndex +=
3\n                }\n            }\n            else -> {\n                malformed(0, byteIndex, throwOnMalformed)\n
                stringBuilder.append(REPLACEMENT_CHAR)\n            }\n        }\n    }\n    return
stringBuilder.toString()\n}

"/**\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\npackage kotlin\n\n/**\n * Returns the detailed description of this throwable with
its stack trace.\n */\n * The detailed description includes:\n * - the short
description (see [Throwable.toString]) of this throwable;\n * - the complete stack trace;\n * - detailed descriptions
of the exceptions that were [suppressed][suppressedExceptions] in order to deliver this exception;\n * - the detailed
description of each throwable in the [Throwable.cause] chain.\n */\n@SinceKotlin("1.4")\npublic actual fun
Throwable.stackTraceToString(): String = ExceptionTraceBuilder().buildFor(this)\n\n/**\n * Prints the [detailed
description][Throwable.stackTraceToString] of this throwable to console error output.\n
*/\n@SinceKotlin("1.4")\npublic actual fun Throwable.printStackTrace() {\n
console.error(this.stackTraceToString())\n}\n\n/**\n * Adds the specified exception to the list of exceptions that
were\n * suppressed in order to deliver this exception.\n */\n@SinceKotlin("1.4")\npublic actual fun

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Throwable.addSuppressed(exception: Throwable) {\n    if (this !== exception) {\n        val suppressed =
this.asDynamic()._suppressed.unsafeCast<MutableList<Throwable>?>()\n
        if (suppressed == null) {\n            this.asDynamic()._suppressed = mutableListOf(exception)\n        } else {\n
suppressed.add(exception)\n        }\n    }\n}\n\n/**\n * Returns a list of all exceptions that were suppressed in
order to deliver this exception.\n */\n@SinceKotlin("1.4")\npublic actual val Throwable.suppressedExceptions:
List<Throwable>\n    get() {\n        return this.asDynamic()._suppressed?.unsafeCast<List<Throwable>>()\n    } ?:
emptyList()\n}\n\nprivate class ExceptionTraceBuilder {\n    private val target = StringBuilder()\n    private val
visited = arrayOf<Throwable>()\n    private var topStack: String = ""\n    private var topStackStart: Int = 0\n\n    fun buildFor(exception: Throwable): String {\n        exception.dumpFullTrace("\\", "\\")\n        return
target.toString()\n    }\n\n    private fun hasSeen(exception: Throwable): Boolean = visited.any { it === exception
}\n\n    private fun Throwable.dumpFullTrace(indent:
String, qualifier: String) {\n        this.dumpSelfTrace(indent, qualifier) || return\n\n        var cause = this.cause\n
while (cause != null) {\n            cause.dumpSelfTrace(indent, "Caused by: ") || return\n            cause =
cause.cause\n        }\n    }\n\n    private fun Throwable.dumpSelfTrace(indent: String, qualifier: String): Boolean {\n
        target.append(indent).append(qualifier)\n        val shortInfo = this.toString()\n        if (hasSeen(this)) {\n
target.append("[CIRCULAR REFERENCE, SEE ABOVE: ").append(shortInfo).append("\\n\\n")\n            return
false\n        }\n        visited.asDynamic().push(this)\n\n        var stack = this.asDynamic().stack as String?\n        if
(stack != null) {\n            val stackStart = stack.indexOf(shortInfo).let { if (it < 0) 0 else it + shortInfo.length }\n
            if (stackStart == 0) target.append(shortInfo).append("\\n\\n")\n                if (topStack.isEmpty()) {\n                    topStack
= stack\n
                    topStackStart = stackStart\n                } else {\n                    stack = dropCommonFrames(stack, stackStart)\n
                }\n                if (indent.isNotEmpty()) {\n                    // indent stack, but avoid indenting exception message lines\n
                    val messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { c -> c == "\\n" }\n
                    stack.lineSequence().forEachIndexed { index: Int, line: String -> }\n                        if (index >= messageLines)\n
target.append(indent)\n                            target.append(line).append("\\n\\n")\n                        }\n                    } else {\n
target.append(stack).append("\\n\\n")\n                    }\n                } else {\n                    target.append(shortInfo).append("\\n\\n")\n
                }\n                val suppressed = suppressedExceptions\n                if (suppressed.isNotEmpty()) {\n                    val
suppressedIndent = indent + "  "\n                    for (s in suppressed) {\n                        s.dumpFullTrace(suppressedIndent,
"\nSuppressed:
\n")\n                    }\n                }\n                return true\n            }\n\n            private fun dropCommonFrames(stack: String, stackStart: Int):
String {\n                var commonFrames: Int = 0\n                var lastBreak: Int = 0\n                var preLastBreak: Int = 0\n                for
(pos in 0 until minOf(topStack.length - topStackStart, stack.length - stackStart)) {\n                    val c =
stack[stack.lastIndex - pos]\n                    if (c != topStack[topStack.lastIndex - pos]) break\n                    if (c == "\\n") {\n
                        commonFrames += 1\n                        preLastBreak = lastBreak\n                        lastBreak = pos\n                    }\n
                }\n                if (commonFrames <= 1) return stack\n                while (preLastBreak > 0 && stack[stack.lastIndex - (preLastBreak - 1)]
== '\\n')\n                    preLastBreak -= 1\n                // leave 1 common frame to ease matching with the top exception stack\n
                return stack.dropLast(preLastBreak) + "... and ${commonFrames - 1} more common stack frames skipped"\n
            }\n        }\n    }\n\n    /**\n     * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n     * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n     */\n\n    @package
kotlin.time\n    @import kotlin.js.json\n    @import kotlin.math.*\n\n    @internal actual inline val durationAssertionsEnabled:
Boolean get() = true\n\n    @internal actual fun formatToExactDecimals(value: Double, decimals: Int): String {\n        val
rounded = if (decimals == 0) {\n            value\n        } else {\n            val pow = 10.0.pow(decimals)\n
JsMath.round(abs(value) * pow) / pow * sign(value)\n        }\n        return if (abs(rounded) < 1e21) {\n            // toFixed
switches to scientific format after 1e21\n            rounded.asDynamic().toFixed(decimals).unsafeCast<String>()\n        }\n        else {\n            // toPrecision outputs the specified number of digits, but only for positive numbers\n            val positive =
abs(rounded)\n            val positiveString = positive.asDynamic().toFixed(ceil(log10(positive)))

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+ decimals).unsafeCast<String>()\n    if (rounded < 0) \"-$positiveString\" else positiveString\n
}\n}\n\ninternal actual fun formatUpToDecimals(value: Double, decimals: Int): String {\n    return
value.asDynamic().toLocaleString(\"en-us\", json(\"maximumFractionDigits\" to
decimals)).unsafeCast<String>()\n}\n\"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage
kotlin.time\n\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\n\npublic actual enum class
DurationUnit(internal val scale: Double) {\n    /**\n     * Time unit representing one nanosecond, which is 1/1000 of
a microsecond.\n     */\n    NANOSECONDS(1e0),\n    /**\n     * Time unit representing one microsecond, which is
1/1000 of a millisecond.\n     */\n    MICROSECONDS(1e3),\n    /**\n     * Time unit representing one millisecond,
which is 1/1000 of a second.\n     */\n    MILLISECONDS(1e6),\n    /**\n     * Time unit representing one second.\n     */\n    SECONDS(1e9),\n    /**\n     * Time unit representing one minute.\n     */\n    MINUTES(60e9),\n    /**\n     * Time unit representing one hour.\n     */\n    HOURS(3600e9),\n    /**\n     * Time unit representing one day,
which is always equal to 24 hours.\n     */\n    DAYS(86400e9);\n}\n\n@SinceKotlin(\"1.3\")\n\ninternal actual fun
convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {\n    val
sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n    return when {\n
sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)\n    sourceCompareTarget < 0 -> value /
(targetUnit.scale / sourceUnit.scale)\n    else -> value\n    }\n}\n\n@SinceKotlin(\"1.5\")\n\ninternal actual fun
convertDurationUnitOverflow(value: Long, sourceUnit: DurationUnit, targetUnit: DurationUnit):
Long {\n    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n    return when {\n
sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale).toLong()\n    sourceCompareTarget < 0
-> value / (targetUnit.scale / sourceUnit.scale).toLong()\n    else -> value\n    }\n}\n\n@SinceKotlin(\"1.5\")\n\ninternal actual fun convertDurationUnit(value: Long, sourceUnit: DurationUnit,
targetUnit: DurationUnit): Long {\n    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n
return when {\n    sourceCompareTarget > 0 -> {\n        val scale = (sourceUnit.scale /
targetUnit.scale).toLong()\n        val result = value * scale\n        when {\n            result / scale == value ->
result\n            value > 0 -> Long.MAX_VALUE\n            else -> Long.MIN_VALUE\n        }\n    }\n    sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale).toLong()\n    else -> value\n    }\n}\n\n\n\"/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport org.w3c.performance.GlobalPerformance\nimport
org.w3c.performance.Performance\nimport kotlin.math.truncate\nimport
kotlin.time.Duration.Companion.milliseconds\nimport
kotlin.time.TimeSource.Monotonic.ValueTimeMark\n\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\") //
visibility\n\ninternal actual typealias ValueTimeMarkReading = Any\n\n@ExperimentalTime\n\ninternal interface
DefaultTimeSource : TimeSource {\n    override fun markNow(): ValueTimeMark\n    fun elapsedFrom(timeMark:
ValueTimeMark): Duration\n    fun adjustReading(timeMark: ValueTimeMark, duration: Duration):
ValueTimeMark\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n\ninternal actual object MonotonicTimeSource
: DefaultTimeSource, TimeSource { // TODO: interface should not be
required here\n\n    private val actualSource: DefaultTimeSource = run {\n        val isNode: Boolean = js(\"typeof
process !== 'undefined' && process.versions && !process.versions.node\")\n\n        if (isNode)\n            HrTimeSource(js(\"process\").unsafeCast<Process>())\n        else\n            js(\"self\").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource)\n    }\n\n    ?:
DateNowTimeSource\n}\n\n    actual override fun markNow(): ValueTimeMark = actualSource.markNow()\n    actual
override fun elapsedFrom(timeMark: ValueTimeMark): Duration = actualSource.elapsedFrom(timeMark)\n    actual
override fun adjustReading(timeMark: ValueTimeMark, duration: Duration): ValueTimeMark =\n    actualSource.adjustReading(timeMark, duration)\n}\n\n\ninternal external interface Process {\n    fun hrtime(time:
Array<Double> = definedExternally): Array<Double>\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n\ninternal

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class HrTimeSource(private val process: Process)
: DefaultTimeSource {
    override fun markNow(): ValueTimeMark = ValueTimeMark(process.hrtime())
    override fun elapsedFrom(timeMark: ValueTimeMark): Duration =
        @Suppress("UNCHECKED_CAST")
        process.hrtime(timeMark.reading as Array<Double>).let { (seconds, nanos) ->
            seconds.toDuration(DurationUnit.SECONDS) + nanos.toDuration(DurationUnit.NANOSECONDS) }
    override fun adjustReading(timeMark: ValueTimeMark, duration: Duration): ValueTimeMark =
        @Suppress("UNCHECKED_CAST")
        (timeMark.reading as Array<Double>).let { (seconds, nanos) ->
            duration.toComponents { _, addNanos ->
                arrayOf<Double>(sumCheckNaN(seconds +
                    truncate(duration.toDouble(DurationUnit.SECONDS))), nanos + addNanos) }
        }.let(TimeSource.Monotonic::ValueTimeMark)
    override fun toString(): String =
        "TimeSource(process.hrtime())"
}
@SinceKotlin("1.3")
@ExperimentalTime
internal class PerformanceTimeSource(val
    performance: Performance) :
    DefaultTimeSource { // AbstractDoubleTimeSource(unit =
        DurationUnit.MILLISECONDS) {
        private fun read(): Double = performance.now()
        override fun
        markNow(): ValueTimeMark = ValueTimeMark(read())
        override fun elapsedFrom(timeMark:
        ValueTimeMark): Duration = (read() - timeMark.reading as Double).milliseconds
        override fun
        adjustReading(timeMark: ValueTimeMark, duration: Duration): ValueTimeMark =
        ValueTimeMark(sumCheckNaN(timeMark.reading as Double +
            duration.toDouble(DurationUnit.MILLISECONDS)))
        override fun toString(): String =
            "TimeSource(self.performance.now())"
    }
}
@SinceKotlin("1.3")
@ExperimentalTime
internal object
DateNowTimeSource : DefaultTimeSource {
    private fun read(): Double = kotlin.js.Date.now()
    override
    fun markNow(): ValueTimeMark = ValueTimeMark(read())
    override fun elapsedFrom(timeMark:
    ValueTimeMark): Duration = (read() - timeMark.reading as Double).milliseconds
    override fun adjustReading(timeMark: ValueTimeMark, duration: Duration): ValueTimeMark =
        ValueTimeMark(sumCheckNaN(timeMark.reading as Double +
            duration.toDouble(DurationUnit.MILLISECONDS)))
    override fun toString(): String =
        "TimeSource(Date.now())"
}
private fun sumCheckNaN(value: Double): Double = value.also { if (it.isNaN())
    throw IllegalArgumentException("Summing infinities of different signs") }
/*
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 * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package kotlinx.dom
nimport
org.w3c.dom.*
nimport kotlin.contracts.*
n/**
 * Creates a new element with the specified [name].
 * The
element is initialized with the specified [init] function.
 */
@SinceKotlin("1.4")
npublic fun
Document.createElement(name: String, init: Element.() -> Unit): Element {
    contract { callsInPlace(init,
        InvocationKind.EXACTLY_ONCE) }
    return createElement(name).apply(init)
}
n/**
 * Appends a newly
created element with the specified [name] to this element.
 * The element is initialized with the specified [init]
function.
 */
@SinceKotlin("1.4")
npublic fun Element.appendChild(name: String, init: Element.() -> Unit):
Element {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }
    return
ownerDocument!!.createElement(name, init).also { appendChild(it) }
}
n/*
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 * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package kotlinx.dom
nimport
org.w3c.dom.*
n/**
 * Returns true if the element has the given CSS class style in its 'class' attribute
 */
@SinceKotlin("1.4")
nfun Element.hasClass(cssClass: String): Boolean =
className.matches("\\s*(^|\\s+)$cssClass(\\s+|\\s*$)".toRegex())
n/**
 * Adds CSS class to element. Has no effect if all specified classes are already in class attribute of the element
 */
@return true if at least one class has been added
@SinceKotlin("1.4")
nfun Element.addClass(vararg
cssClasses: String): Boolean {
    val missingClasses = cssClasses.filterNot { hasClass(it) }
    if
(missingClasses.isNotEmpty()) {
        val presentClasses = className.trim()
        className = buildString {
            n
            append(presentClasses)
            n
            if (!presentClasses.isEmpty()) {
                n
                append(" ")
                n
            }
        }
    }
}

```

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missingClasses.joinTo(this, \" \")\n    }\n    return true\n }\n\n return false\n}\n\n/**\n * Removes all
[cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element\n *\n *
@return true if at least one class has been removed\n */\n@SinceKotlin(\"1.4\")\nfun Element.removeClass(vararg
cssClasses: String): Boolean {\n    if (cssClasses.any
    { hasClass(it) }) {\n        val toBeRemoved = cssClasses.toSet()\n        className =
className.trim().split("\\\\s+").toRegex().filter { it !in toBeRemoved }.joinToString(\" \")\n        return true\n
}\n\n return false\n}\n\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage
kotlin.text\n\n/**\n * Converts the string into a regular expression [Regex] with the default options.\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun String.toRegex(): Regex = Regex(this)\n\n/**\n * Converts the
string into a regular expression [Regex] with the specified single [option].\n */\n\n@kotlin.internal.InlineOnly\npublic
inline fun String.toRegex(option: RegexOption): Regex = Regex(this, option)\n\n/**\n * Converts the string into a
regular
expression [Regex] with the specified set of [options].\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun
String.toRegex(options: Set<RegexOption>): Regex = Regex(this, options)\n\n", /*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlinx.dom\n\nimport
org.w3c.dom.*\n\n/**\n * Gets a value indicating whether this node is a TEXT_NODE or a
CDATA_SECTION_NODE.\n */\n\n@SinceKotlin(\"1.4\")\npublic val Node.isText: Boolean\n    get() = nodeType
== Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE\n\n/**\n * Gets a value indicating
whether this node is an [Element].\n */\n\n@SinceKotlin(\"1.4\")\npublic val Node.isElement: Boolean\n    get() =
nodeType == Node.ELEMENT_NODE\n\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache
2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlinx.dom\n\nimport
org.w3c.dom.*\n\n/**\n * Removes all the children from this node. \n */\n\n@SinceKotlin(\"1.4\")\npublic fun Node.clear()
{\n    while (hasChildNodes()) {\n        removeChild(firstChild!)\n    }\n}\n\n/**\n * Creates text node and append it
to the element.\n */\n\n@return this element\n */\n\n@SinceKotlin(\"1.4\")\nfun Element.appendText(text: String):
Element {\n    appendChild(ownerDocument!!.createTextNode(text))\n    return this\n}\n\n", /*\n * Copyright 2010-
2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
org.w3c.dom\n\n@Deprecated(\"Use UnionMessagePortOrWindowProxy instead.\",
ReplaceWith(\"UnionMessagePortOrWindowProxy\"))\ntypealias UnionMessagePortOrWindow =
UnionMessagePortOrWindowProxy\n\n@Deprecated(\"Use `as` instead.\", ReplaceWith(\"`as`\"))\nvar
HTMLLinkElement.as_ get() = `as`\n    set(value) {\n        `as` = value\n    }\n\n@Deprecated(\"Use `is`
instead.\", ReplaceWith(\"`is`\"))\nvar ElementCreationOptions.is_ get() = `is`\n    set(value) {\n        `is` =
value\n    }\n\n", /*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for
details\n\npackage org.khronos.webgl\n\nimport kotlin.js.*\nimport org.w3c.dom.*\nimport
org.w3c.dom.events.*\n\npublic external interface WebGLContextAttributes {\n    var alpha: Boolean? /* = true */\n
    get() = definedExternally\n    set(value) = definedExternally\n    var depth: Boolean? /* = true */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var stencil: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var antialias: Boolean? /* = true */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var premultipliedAlpha: Boolean? /* = true */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var preserveDrawingBuffer: Boolean? /* =
false */\n    get() = definedExternally\n    set(value) = definedExternally\n    var

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preferLowPowerToHighPerformance: Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n    var failIfMajorPerformanceCaveat: Boolean? /* = false */\n    get() = definedExternally\n
    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun WebGLContextAttributes(alpha:
Boolean? = true, depth: Boolean? = true, stencil: Boolean? = false, antialias: Boolean? = true, premultipliedAlpha:
Boolean? = true, preserveDrawingBuffer:
Boolean? = false, preferLowPowerToHighPerformance: Boolean? = false, failIfMajorPerformanceCaveat:
Boolean? = false): WebGLContextAttributes {\n    val o = js(\"({})\")\n    o[\"alpha\"] = alpha\n    o[\"depth\"] =
depth\n    o[\"stencil\"] = stencil\n    o[\"antialias\"] = antialias\n    o[\"premultipliedAlpha\"] = premultipliedAlpha\n
    o[\"preserveDrawingBuffer\"] = preserveDrawingBuffer\n    o[\"preferLowPowerToHighPerformance\"] =
preferLowPowerToHighPerformance\n    o[\"failIfMajorPerformanceCaveat\"] = failIfMajorPerformanceCaveat\n
return o\n}\n\npublic external abstract class WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin\n */\npublic external
abstract class WebGLBuffer : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin\n */\npublic
external abstract class WebGLFramebuffer : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to
Kotlin\n */\npublic external abstract class WebGLProgram : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin\n */\npublic
external abstract class WebGLRenderbuffer : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin\n */\npublic external
abstract class WebGLShader : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin\n */\npublic external
abstract class WebGLTexture : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin\n
*/\npublic external abstract class WebGLUniformLocation\n\n/**\n * Exposes the JavaScript
[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo)
to Kotlin\n */\npublic external abstract class WebGLActiveInfo {\n    open val size: Int\n    open val type: Int\n
open val name: String\n}\n\n/**\n * Exposes the JavaScript
[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to
Kotlin\n */\npublic external abstract class WebGLShaderPrecisionFormat {\n    open val rangeMin: Int\n    open val
rangeMax: Int\n    open val precision:
Int\n}\n\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface
WebGLRenderingContextBase {\n    val canvas: HTMLCanvasElement\n    val drawingBufferWidth: Int\n    val
drawingBufferHeight: Int\n    fun getContextAttributes(): WebGLContextAttributes?\n    fun isContextLost():
Boolean\n    fun getSupportedExtensions(): Array<String>?\n    fun getExtension(name: String): dynamic\n    fun
activeTexture(texture: Int)\n    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)\n
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)\n    fun bindBuffer(target: Int,
buffer: WebGLBuffer?)\n    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)\n    fun
bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)\n    fun bindTexture(target: Int, texture:
WebGLTexture?)\n    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)\n    fun
blendEquation(mode: Int)\n    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)\n    fun
blendFunc(sfactor: Int, dfactor: Int)\n    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha:
Int)\n    fun bufferData(target: Int, size: Int, usage: Int)\n    fun bufferData(target: Int, data: BufferDataSource?,
usage: Int)\n    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?)\n    fun
checkFramebufferStatus(target: Int): Int\n    fun clear(mask: Int)\n    fun clearColor(red: Float, green: Float, blue:
Float, alpha: Float)\n    fun clearDepth(depth:

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Float)\n fun clearStencil(s: Int)\n fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha:
Boolean)\n fun compileShader(shader: WebGLShader?)\n fun compressedTexImage2D(target: Int, level: Int,
internalformat: Int, width: Int, height: Int, border: Int, data: ArrayBufferView)\n fun
compressedTexSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, width: Int, height: Int, format: Int, data:
ArrayBufferView)\n fun copyTexImage2D(target: Int, level: Int, internalformat: Int, x: Int, y: Int, width: Int,
height: Int, border: Int)\n fun copyTexSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, x: Int, y: Int,
width: Int, height: Int)\n fun createBuffer(): WebGLBuffer?\n fun createFramebuffer(): WebGLFramebuffer?\n
fun createProgram(): WebGLProgram?\n fun createRenderbuffer(): WebGLRenderbuffer?\n fun
createShader(type: Int): WebGLShader?\n fun createTexture(): WebGLTexture?\n fun cullFace(mode: Int)\n
fun
deleteBuffer(buffer: WebGLBuffer?)\n fun deleteFramebuffer(framebuffer: WebGLFramebuffer?)\n fun
deleteProgram(program: WebGLProgram?)\n fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer?)\n
fun deleteShader(shader: WebGLShader?)\n fun deleteTexture(texture: WebGLTexture?)\n fun depthFunc(func:
Int)\n fun depthMask(flag: Boolean)\n fun depthRange(zNear: Float, zFar: Float)\n fun detachShader(program:
WebGLProgram?, shader: WebGLShader?)\n fun disable(cap: Int)\n fun disableVertexAttribArray(index: Int)\n
fun drawArrays(mode: Int, first: Int, count: Int)\n fun drawElements(mode: Int, count: Int, type: Int, offset: Int)\n
fun enable(cap: Int)\n fun enableVertexAttribArray(index: Int)\n fun finish()\n fun flush()\n fun
framebufferRenderbuffer(target: Int, attachment: Int, renderbuffertarget: Int, renderbuffer: WebGLRenderbuffer?)\n
fun framebufferTexture2D(target: Int, attachment: Int, textarget: Int, texture: WebGLTexture?, level:
Int)\n fun frontFace(mode: Int)\n fun generateMipmap(target: Int)\n fun getActiveAttrib(program:
WebGLProgram?, index: Int): WebGLActiveInfo?\n fun getActiveUniform(program: WebGLProgram?, index:
Int): WebGLActiveInfo?\n fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>\n fun
getAttribLocation(program: WebGLProgram?, name: String): Int\n fun getBufferParameter(target: Int, pname:
Int): Any?\n fun getParameter(pname: Int): Any?\n fun getError(): Int\n fun
getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Any?\n fun
getProgramParameter(program: WebGLProgram?, pname: Int): Any?\n fun getProgramInfoLog(program:
WebGLProgram?): String?\n fun getRenderbufferParameter(target: Int, pname: Int): Any?\n fun
getShaderParameter(shader: WebGLShader?, pname: Int): Any?\n fun getShaderPrecisionFormat(shader: Int,
precisiontype: Int): WebGLShaderPrecisionFormat?\n fun getShaderInfoLog(shader: WebGLShader?):
String?\n fun getShaderSource(shader: WebGLShader?): String?\n fun getTexParameter(target: Int, pname: Int):
Any?\n fun getUniform(program: WebGLProgram?, location: WebGLUniformLocation?): Any?\n fun
getUniformLocation(program: WebGLProgram?, name: String): WebGLUniformLocation?\n fun
getVertexAttrib(index: Int, pname: Int): Any?\n fun getVertexAttribOffset(index: Int, pname: Int): Int\n fun
hint(target: Int, mode: Int)\n fun isBuffer(buffer: WebGLBuffer?): Boolean\n fun isEnabled(cap: Int): Boolean\n
fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean\n fun isProgram(program: WebGLProgram?):
Boolean\n fun isRenderbuffer(renderbuffer: WebGLRenderbuffer?): Boolean\n fun isShader(shader:
WebGLShader?): Boolean\n fun isTexture(texture: WebGLTexture?): Boolean\n fun lineWidth(width: Float)\n
fun linkProgram(program: WebGLProgram?)\n fun pixelStorei(pname: Int, param: Int)\n fun
polygonOffset(factor: Float, units: Float)\n
fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)\n fun
renderbufferStorage(target: Int, internalformat: Int, width: Int, height: Int)\n fun sampleCoverage(value: Float,
invert: Boolean)\n fun scissor(x: Int, y: Int, width: Int, height: Int)\n fun shaderSource(shader: WebGLShader?,
source: String)\n fun stencilFunc(func: Int, ref: Int, mask: Int)\n fun stencilFuncSeparate(face: Int, func: Int, ref:
Int, mask: Int)\n fun stencilMask(mask: Int)\n fun stencilMaskSeparate(face: Int, mask: Int)\n fun
stencilOp(fail: Int, zfail: Int, zpass: Int)\n fun stencilOpSeparate(face: Int, fail: Int, zfail: Int, zpass: Int)\n fun
texImage2D(target: Int, level: Int, internalformat: Int, width: Int, height: Int, border: Int, format: Int, type: Int, pixels:
ArrayBufferView?)\n fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source:
TextureImageSource?)\n fun texParameterf(target:

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Int, pname: Int, param: Float)\n fun texParameteri(target: Int, pname: Int, param: Int)\n fun
texSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, width: Int, height: Int, format: Int, type: Int, pixels:
ArrayBufferView?)\n fun texSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, format: Int, type: Int,
source: TextureSource?)\n fun uniform1f(location: WebGLUniformLocation?, x: Float)\n fun
uniform1fv(location: WebGLUniformLocation?, v: Float32Array)\n fun uniform1fv(location:
WebGLUniformLocation?, v: Array<Float>)\n fun uniform1i(location: WebGLUniformLocation?, x: Int)\n fun
uniform1iv(location: WebGLUniformLocation?, v: Int32Array)\n fun uniform1iv(location:
WebGLUniformLocation?, v: Array<Int>)\n fun uniform2f(location: WebGLUniformLocation?, x: Float, y:
Float)\n fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)\n fun uniform2fv(location:
WebGLUniformLocation?, v: Array<Float>)\n fun uniform2i(location:
WebGLUniformLocation?, x: Int, y: Int)\n fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)\n
fun uniform2iv(location: WebGLUniformLocation?, v: Array<Int>)\n fun uniform3f(location:
WebGLUniformLocation?, x: Float, y: Float, z: Float)\n fun uniform3fv(location: WebGLUniformLocation?, v:
Float32Array)\n fun uniform3fv(location: WebGLUniformLocation?, v: Array<Float>)\n fun
uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)\n fun uniform3iv(location:
WebGLUniformLocation?, v: Int32Array)\n fun uniform3iv(location: WebGLUniformLocation?, v: Array<Int>)\n
fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)\n fun
uniform4fv(location: WebGLUniformLocation?, v: Float32Array)\n fun uniform4fv(location:
WebGLUniformLocation?, v: Array<Float>)\n fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z:
Int, w: Int)\n fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array)\n
fun uniform4iv(location: WebGLUniformLocation?, v: Array<Int>)\n fun uniformMatrix2fv(location:
WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n fun uniformMatrix2fv(location:
WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n fun uniformMatrix3fv(location:
WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n fun uniformMatrix3fv(location:
WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n fun uniformMatrix4fv(location:
WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n fun uniformMatrix4fv(location:
WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n fun useProgram(program:
WebGLProgram?)\n fun validateProgram(program: WebGLProgram?)\n fun vertexAttrib1f(index: Int, x:
Float)\n fun vertexAttrib1fv(index: Int, values: dynamic)\n fun vertexAttrib2f(index: Int, x: Float, y: Float)\n
fun vertexAttrib2fv(index: Int, values: dynamic)\n fun vertexAttrib3f(index:
Int, x: Float, y: Float, z: Float)\n fun vertexAttrib3fv(index: Int, values: dynamic)\n fun vertexAttrib4f(index:
Int, x: Float, y: Float, z: Float, w: Float)\n fun vertexAttrib4fv(index: Int, values: dynamic)\n fun
vertexAttribPointer(index: Int, size: Int, type: Int, normalized: Boolean, stride: Int, offset: Int)\n fun viewport(x:
Int, y: Int, width: Int, height: Int)\n\n companion object {\n val DEPTH_BUFFER_BIT: Int\n val
STENCIL_BUFFER_BIT: Int\n val COLOR_BUFFER_BIT: Int\n val POINTS: Int\n val LINES: Int\n
val LINE_LOOP: Int\n val LINE_STRIP: Int\n val TRIANGLES: Int\n val TRIANGLE_STRIP:
Int\n val TRIANGLE_FAN: Int\n val ZERO: Int\n val ONE: Int\n val SRC_COLOR: Int\n val
ONE_MINUS_SRC_COLOR: Int\n val SRC_ALPHA: Int\n val ONE_MINUS_SRC_ALPHA: Int\n
val DST_ALPHA: Int\n val ONE_MINUS_DST_ALPHA: Int\n val DST_COLOR: Int\n
val ONE_MINUS_DST_COLOR: Int\n val SRC_ALPHA_SATURATE: Int\n val FUNC_ADD: Int\n
val BLEND_EQUATION: Int\n val BLEND_EQUATION_RGB: Int\n val
BLEND_EQUATION_ALPHA: Int\n val FUNC_SUBTRACT: Int\n val FUNC_REVERSE_SUBTRACT:
Int\n val BLEND_DST_RGB: Int\n val BLEND_SRC_RGB: Int\n val BLEND_DST_ALPHA: Int\n
val BLEND_SRC_ALPHA: Int\n val CONSTANT_COLOR: Int\n val
ONE_MINUS_CONSTANT_COLOR: Int\n val CONSTANT_ALPHA: Int\n val
ONE_MINUS_CONSTANT_ALPHA: Int\n val BLEND_COLOR: Int\n val ARRAY_BUFFER: Int\n
val ELEMENT_ARRAY_BUFFER: Int\n val ARRAY_BUFFER_BINDING: Int\n val
ELEMENT_ARRAY_BUFFER_BINDING: Int\n val STREAM_DRAW: Int\n val STATIC_DRAW: Int\n

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val DYNAMIC_DRAW: Int\n val BUFFER_SIZE: Int\n val BUFFER_USAGE: Int\n val
 CURRENT_VERTEX_ATTRIB: Int\n val FRONT: Int\n val BACK: Int\n val
 FRONT_AND_BACK: Int\n val CULL_FACE: Int\n val BLEND: Int\n val DITHER: Int\n val
 STENCIL_TEST: Int\n val DEPTH_TEST: Int\n val SCISSOR_TEST: Int\n val
 POLYGON_OFFSET_FILL: Int\n val SAMPLE_ALPHA_TO_COVERAGE: Int\n val
 SAMPLE_COVERAGE: Int\n val NO_ERROR: Int\n val INVALID_ENUM: Int\n val
 INVALID_VALUE: Int\n val INVALID_OPERATION: Int\n val OUT_OF_MEMORY: Int\n val CW:
 Int\n val CCW: Int\n val LINE_WIDTH: Int\n val ALIASED_POINT_SIZE_RANGE: Int\n val
 ALIASED_LINE_WIDTH_RANGE: Int\n val CULL_FACE_MODE: Int\n val FRONT_FACE: Int\n
 val DEPTH_RANGE: Int\n val DEPTH_WRITEMASK: Int\n val DEPTH_CLEAR_VALUE: Int\n val
 DEPTH_FUNC: Int\n val STENCIL_CLEAR_VALUE: Int\n val STENCIL_FUNC: Int\n val
 STENCIL_FAIL: Int\n val STENCIL_PASS_DEPTH_FAIL: Int\n val STENCIL_PASS_DEPTH_PASS:
 Int\n
 val STENCIL_REF: Int\n val STENCIL_VALUE_MASK: Int\n val STENCIL_WRITEMASK: Int\n
 val STENCIL_BACK_FUNC: Int\n val STENCIL_BACK_FAIL: Int\n val
 STENCIL_BACK_PASS_DEPTH_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_PASS: Int\n val
 STENCIL_BACK_REF: Int\n val STENCIL_BACK_VALUE_MASK: Int\n val
 STENCIL_BACK_WRITEMASK: Int\n val VIEWPORT: Int\n val SCISSOR_BOX: Int\n val
 COLOR_CLEAR_VALUE: Int\n val COLOR_WRITEMASK: Int\n val UNPACK_ALIGNMENT: Int\n
 val PACK_ALIGNMENT: Int\n val MAX_TEXTURE_SIZE: Int\n val MAX_VIEWPORT_DIMS: Int\n
 val SUBPIXEL_BITS: Int\n val RED_BITS: Int\n val GREEN_BITS: Int\n val BLUE_BITS: Int\n
 val ALPHA_BITS: Int\n val DEPTH_BITS: Int\n val STENCIL_BITS: Int\n val
 POLYGON_OFFSET_UNITS: Int\n val POLYGON_OFFSET_FACTOR: Int\n val
 TEXTURE_BINDING_2D: Int\n val SAMPLE_BUFFERS: Int\n
 val SAMPLES: Int\n val SAMPLE_COVERAGE_VALUE: Int\n val
 SAMPLE_COVERAGE_INVERT: Int\n val COMPRESSED_TEXTURE_FORMATS: Int\n val
 DONT_CARE: Int\n val FASTEST: Int\n val NICEST: Int\n val GENERATE_MIPMAP_HINT: Int\n
 val BYTE: Int\n val UNSIGNED_BYTE: Int\n val SHORT: Int\n val UNSIGNED_SHORT: Int\n
 val INT: Int\n val UNSIGNED_INT: Int\n val FLOAT: Int\n val DEPTH_COMPONENT: Int\n
 val ALPHA: Int\n val RGB: Int\n val RGBA: Int\n val LUMINANCE: Int\n val
 LUMINANCE_ALPHA: Int\n val UNSIGNED_SHORT_4_4_4_4: Int\n val
 UNSIGNED_SHORT_5_5_5_1: Int\n val UNSIGNED_SHORT_5_6_5: Int\n val
 FRAGMENT_SHADER: Int\n val VERTEX_SHADER: Int\n val MAX_VERTEX_ATTRIBS: Int\n
 val MAX_VERTEX_UNIFORM_VECTORS: Int\n val MAX_VARYING_VECTORS: Int\n val
 MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int\n val MAX_VERTEX_TEXTURE_IMAGE_UNITS:
 Int\n val MAX_TEXTURE_IMAGE_UNITS: Int\n val MAX_FRAGMENT_UNIFORM_VECTORS:
 Int\n val SHADER_TYPE: Int\n val DELETE_STATUS: Int\n val LINK_STATUS: Int\n val
 VALIDATE_STATUS: Int\n val ATTACHED_SHADERS: Int\n val ACTIVE_UNIFORMS: Int\n val
 ACTIVE_ATTRIBUTES: Int\n val SHADING_LANGUAGE_VERSION: Int\n val
 CURRENT_PROGRAM: Int\n val NEVER: Int\n val LESS: Int\n val EQUAL: Int\n val
 LEQUAL: Int\n val GREATER: Int\n val NOTEQUAL: Int\n val GEQUAL: Int\n val ALWAYS:
 Int\n val KEEP: Int\n val REPLACE: Int\n val INCR: Int\n val DECR: Int\n val INVERT:
 Int\n val INCR_WRAP: Int\n val DECR_WRAP: Int\n val VENDOR: Int\n val RENDERER: Int\n
 val VERSION: Int\n val NEAREST: Int\n val LINEAR: Int\n val
 NEAREST_MIPMAP_NEAREST: Int\n val LINEAR_MIPMAP_NEAREST:
 Int\n val NEAREST_MIPMAP_LINEAR: Int\n val LINEAR_MIPMAP_LINEAR: Int\n val
 TEXTURE_MAG_FILTER: Int\n val TEXTURE_MIN_FILTER: Int\n val TEXTURE_WRAP_S: Int\n
 val TEXTURE_WRAP_T: Int\n val TEXTURE_2D: Int\n val TEXTURE: Int\n val

TEXTURE_CUBE_MAP: Int\n val TEXTURE_BINDING_CUBE_MAP: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_X: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_X: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_Y: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_Z: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int\n val
 MAX_CUBE_MAP_TEXTURE_SIZE: Int\n val TEXTURE0: Int\n val TEXTURE1: Int\n val
 TEXTURE2: Int\n val TEXTURE3: Int\n val TEXTURE4: Int\n val TEXTURE5: Int\n val
 TEXTURE6: Int\n val TEXTURE7: Int\n val TEXTURE8: Int\n val TEXTURE9: Int\n val
 TEXTURE10: Int\n val TEXTURE11:
 Int\n val TEXTURE12: Int\n val TEXTURE13: Int\n val TEXTURE14: Int\n val TEXTURE15:
 Int\n val TEXTURE16: Int\n val TEXTURE17: Int\n val TEXTURE18: Int\n val TEXTURE19:
 Int\n val TEXTURE20: Int\n val TEXTURE21: Int\n val TEXTURE22: Int\n val TEXTURE23:
 Int\n val TEXTURE24: Int\n val TEXTURE25: Int\n val TEXTURE26: Int\n val TEXTURE27:
 Int\n val TEXTURE28: Int\n val TEXTURE29: Int\n val TEXTURE30: Int\n val TEXTURE31:
 Int\n val ACTIVE_TEXTURE: Int\n val REPEAT: Int\n val CLAMP_TO_EDGE: Int\n val
 MIRRORED_REPEAT: Int\n val FLOAT_VEC2: Int\n val FLOAT_VEC3: Int\n val FLOAT_VEC4:
 Int\n val INT_VEC2: Int\n val INT_VEC3: Int\n val INT_VEC4: Int\n val BOOL: Int\n val
 BOOL_VEC2: Int\n val BOOL_VEC3: Int\n val BOOL_VEC4: Int\n val FLOAT_MAT2: Int\n
 val FLOAT_MAT3: Int\n val FLOAT_MAT4: Int\n val SAMPLER_2D: Int\n val
 SAMPLER_CUBE: Int\n val VERTEX_ATTRIB_ARRAY_ENABLED: Int\n val
 VERTEX_ATTRIB_ARRAY_SIZE: Int\n val VERTEX_ATTRIB_ARRAY_STRIDE: Int\n val
 VERTEX_ATTRIB_ARRAY_TYPE: Int\n val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int\n val
 VERTEX_ATTRIB_ARRAY_POINTER: Int\n val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int\n
 val IMPLEMENTATION_COLOR_READ_TYPE: Int\n val
 IMPLEMENTATION_COLOR_READ_FORMAT: Int\n val COMPILE_STATUS: Int\n val
 LOW_FLOAT: Int\n val MEDIUM_FLOAT: Int\n val HIGH_FLOAT: Int\n val LOW_INT: Int\n
 val MEDIUM_INT: Int\n val HIGH_INT: Int\n val FRAMEBUFFER: Int\n val RENDERBUFFER:
 Int\n val RGBA4: Int\n val RGB5_A1: Int\n val RGB565: Int\n val DEPTH_COMPONENT16:
 Int\n val STENCIL_INDEX: Int\n val STENCIL_INDEX8: Int\n val DEPTH_STENCIL:
 Int\n val RENDERBUFFER_WIDTH: Int\n val RENDERBUFFER_HEIGHT: Int\n val
 RENDERBUFFER_INTERNAL_FORMAT: Int\n val RENDERBUFFER_RED_SIZE: Int\n val
 RENDERBUFFER_GREEN_SIZE: Int\n val RENDERBUFFER_BLUE_SIZE: Int\n val
 RENDERBUFFER_ALPHA_SIZE: Int\n val RENDERBUFFER_DEPTH_SIZE: Int\n val
 RENDERBUFFER_STENCIL_SIZE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int\n
 val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int\n val
 FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int\n val
 FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int\n val COLOR_ATTACHMENT0:
 Int\n val DEPTH_ATTACHMENT: Int\n val STENCIL_ATTACHMENT: Int\n val
 DEPTH_STENCIL_ATTACHMENT: Int\n val NONE: Int\n val FRAMEBUFFER_COMPLETE: Int\n
 val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\n val
 FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\n val
 FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\n
 val FRAMEBUFFER_UNSUPPORTED: Int\n val FRAMEBUFFER_BINDING: Int\n val
 RENDERBUFFER_BINDING: Int\n val MAX_RENDERBUFFER_SIZE: Int\n val
 INVALID_FRAMEBUFFER_OPERATION: Int\n val UNPACK_FLIP_Y_WEBGL: Int\n val
 UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\n val CONTEXT_LOST_WEBGL: Int\n val
 UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\n val BROWSER_DEFAULT_WEBGL: Int\n
 }\n}\n\n/**\n * Exposes the JavaScript

[WebGLRenderingContext](<https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext>) to Kotlin\n

```

*\npublic external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {\n
  companion object {\n
    val DEPTH_BUFFER_BIT: Int\n
    val STENCIL_BUFFER_BIT: Int\n
    val COLOR_BUFFER_BIT: Int\n
    val POINTS: Int\n
    val LINES: Int\n
    val LINE_LOOP: Int\n
    val LINE_STRIP: Int\n
    val TRIANGLES: Int\n
    val TRIANGLE_STRIP: Int\n
    val TRIANGLE_FAN: Int\n
    val ZERO: Int\n
    val ONE: Int\n
    val SRC_COLOR: Int\n
    val ONE_MINUS_SRC_COLOR: Int\n
    val SRC_ALPHA: Int\n
    val ONE_MINUS_SRC_ALPHA: Int\n
    val DST_ALPHA: Int\n
    val ONE_MINUS_DST_ALPHA: Int\n
    val DST_COLOR: Int\n
    val ONE_MINUS_DST_COLOR: Int\n
    val SRC_ALPHA_SATURATE: Int\n
    val FUNC_ADD: Int\n
    val BLEND_EQUATION: Int\n
    val BLEND_EQUATION_RGB: Int\n
    val BLEND_EQUATION_ALPHA: Int\n
    val FUNC_SUBTRACT: Int\n
    val FUNC_REVERSE_SUBTRACT: Int\n
    val BLEND_DST_RGB: Int\n
    val BLEND_SRC_RGB: Int\n
    val BLEND_DST_ALPHA: Int\n
    val BLEND_SRC_ALPHA: Int\n
    val CONSTANT_COLOR: Int\n
    val ONE_MINUS_CONSTANT_COLOR: Int\n
    val CONSTANT_ALPHA: Int\n
    val ONE_MINUS_CONSTANT_ALPHA: Int\n
    val BLEND_COLOR: Int\n
    val ARRAY_BUFFER: Int\n
    val ELEMENT_ARRAY_BUFFER: Int\n
    val ARRAY_BUFFER_BINDING: Int\n
    val ELEMENT_ARRAY_BUFFER_BINDING: Int\n
    val STREAM_DRAW: Int\n
    val STATIC_DRAW: Int\n
    val DYNAMIC_DRAW: Int\n
    val BUFFER_SIZE: Int\n
    val BUFFER_USAGE: Int\n
    val CURRENT_VERTEX_ATTRIB: Int\n
    val FRONT: Int\n
    val BACK: Int\n
    val FRONT_AND_BACK: Int\n
    val CULL_FACE: Int\n
    val BLEND: Int\n
    val DITHER: Int\n
    val STENCIL_TEST: Int\n
    val DEPTH_TEST: Int\n
    val SCISSOR_TEST: Int\n
    val POLYGON_OFFSET_FILL: Int\n
    val SAMPLE_ALPHA_TO_COVERAGE: Int\n
    val SAMPLE_COVERAGE: Int\n
    val NO_ERROR: Int\n
    val INVALID_ENUM: Int\n
    val INVALID_VALUE: Int\n
    val INVALID_OPERATION: Int\n
    val OUT_OF_MEMORY: Int\n
    val CW: Int\n
    val CCW: Int\n
    val LINE_WIDTH: Int\n
    val ALIASED_POINT_SIZE_RANGE: Int\n
    val ALIASED_LINE_WIDTH_RANGE: Int\n
    val CULL_FACE_MODE: Int\n
    val FRONT_FACE: Int\n
    val DEPTH_RANGE: Int\n
    val DEPTH_WRITEMASK: Int\n
    val DEPTH_CLEAR_VALUE: Int\n
    val DEPTH_FUNC: Int\n
    val STENCIL_CLEAR_VALUE: Int\n
    val STENCIL_FUNC: Int\n
    val STENCIL_FAIL: Int\n
    val STENCIL_PASS_DEPTH_FAIL: Int\n
    val STENCIL_PASS_DEPTH_PASS: Int\n
    val STENCIL_REF: Int\n
    val STENCIL_VALUE_MASK: Int\n
    val STENCIL_WRITEMASK: Int\n
    val STENCIL_BACK_FUNC: Int\n
    val STENCIL_BACK_FAIL: Int\n
    val STENCIL_BACK_PASS_DEPTH_FAIL: Int\n
    val STENCIL_BACK_PASS_DEPTH_PASS: Int\n
    val STENCIL_BACK_REF: Int\n
    val STENCIL_BACK_VALUE_MASK: Int\n
    val STENCIL_BACK_WRITEMASK: Int\n
    val VIEWPORT: Int\n
    val SCISSOR_BOX: Int\n
    val COLOR_CLEAR_VALUE: Int\n
    val COLOR_WRITEMASK: Int\n
    val UNPACK_ALIGNMENT: Int\n
    val PACK_ALIGNMENT: Int\n
    val MAX_TEXTURE_SIZE: Int\n
    val MAX_VIEWPORT_DIMS: Int\n
    val SUBPIXEL_BITS: Int\n
    val RED_BITS: Int\n
    val GREEN_BITS: Int\n
    val BLUE_BITS: Int\n
    val ALPHA_BITS: Int\n
    val DEPTH_BITS: Int\n
    val STENCIL_BITS: Int\n
    val POLYGON_OFFSET_UNITS: Int\n
    val POLYGON_OFFSET_FACTOR: Int\n
    val TEXTURE_BINDING_2D: Int\n
    val SAMPLE_BUFFERS: Int\n
    val SAMPLES: Int\n
    val SAMPLE_COVERAGE_VALUE: Int\n
    val SAMPLE_COVERAGE_INVERT: Int\n
    val COMPRESSED_TEXTURE_FORMATS: Int\n
    val DONT_CARE: Int\n
    val FASTEST: Int\n
    val NICEST: Int\n
    val GENERATE_MIPMAP_HINT: Int\n
    val BYTE: Int\n
    val UNSIGNED_BYTE: Int\n
    val SHORT: Int\n
    val UNSIGNED_SHORT: Int\n
    val INT: Int\n
    val UNSIGNED_INT: Int\n
    val FLOAT: Int\n
    val DEPTH_COMPONENT: Int\n
    val ALPHA: Int\n
    val RGB: Int\n
    val RGBA: Int\n
    val LUMINANCE: Int\n
    val LUMINANCE_ALPHA: Int\n
    val UNSIGNED_SHORT_4_4_4_4: Int\n
    val UNSIGNED_SHORT_5_5_5_1: Int\n
    val UNSIGNED_SHORT_5_6_5:

```

Int\n val FRAGMENT_SHADER: Int\n val VERTEX_SHADER: Int\n val
 MAX_VERTEX_ATTRIBS: Int\n val MAX_VERTEX_UNIFORM_VECTORS: Int\n val
 MAX_VARYING_VECTORS: Int\n val MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int\n val
 MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int\n val MAX_TEXTURE_IMAGE_UNITS: Int\n val
 MAX_FRAGMENT_UNIFORM_VECTORS: Int\n val SHADER_TYPE: Int\n val DELETE_STATUS:
 Int\n val LINK_STATUS: Int\n val VALIDATE_STATUS: Int\n val ATTACHED_SHADERS: Int\n
 val ACTIVE_UNIFORMS: Int\n val ACTIVE_ATTRIBUTES: Int\n val
 SHADING_LANGUAGE_VERSION: Int\n val CURRENT_PROGRAM: Int\n val NEVER: Int\n val
 LESS: Int\n val EQUAL: Int\n val LEQUAL: Int\n val GREATER: Int\n val NOTEQUAL: Int\n
 val GEQUAL: Int\n val ALWAYS: Int\n val KEEP: Int\n val REPLACE: Int\n val INCR: Int\n
 val DECR: Int\n
 val INVERT: Int\n val INCR_WRAP: Int\n val DECR_WRAP: Int\n val VENDOR: Int\n val
 RENDERER: Int\n val VERSION: Int\n val NEAREST: Int\n val LINEAR: Int\n val
 NEAREST_MIPMAP_NEAREST: Int\n val LINEAR_MIPMAP_NEAREST: Int\n val
 NEAREST_MIPMAP_LINEAR: Int\n val LINEAR_MIPMAP_LINEAR: Int\n val
 TEXTURE_MAG_FILTER: Int\n val TEXTURE_MIN_FILTER: Int\n val TEXTURE_WRAP_S: Int\n
 val TEXTURE_WRAP_T: Int\n val TEXTURE_2D: Int\n val TEXTURE: Int\n val
 TEXTURE_CUBE_MAP: Int\n val TEXTURE_BINDING_CUBE_MAP: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_X: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_X: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_Y: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_Z: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int\n val
 MAX_CUBE_MAP_TEXTURE_SIZE: Int\n val TEXTURE0: Int\n val
 TEXTURE1: Int\n val TEXTURE2: Int\n val TEXTURE3: Int\n val TEXTURE4: Int\n val
 TEXTURE5: Int\n val TEXTURE6: Int\n val TEXTURE7: Int\n val TEXTURE8: Int\n val
 TEXTURE9: Int\n val TEXTURE10: Int\n val TEXTURE11: Int\n val TEXTURE12: Int\n val
 TEXTURE13: Int\n val TEXTURE14: Int\n val TEXTURE15: Int\n val TEXTURE16: Int\n val
 TEXTURE17: Int\n val TEXTURE18: Int\n val TEXTURE19: Int\n val TEXTURE20: Int\n val
 TEXTURE21: Int\n val TEXTURE22: Int\n val TEXTURE23: Int\n val TEXTURE24: Int\n val
 TEXTURE25: Int\n val TEXTURE26: Int\n val TEXTURE27: Int\n val TEXTURE28: Int\n val
 TEXTURE29: Int\n val TEXTURE30: Int\n val TEXTURE31: Int\n val ACTIVE_TEXTURE: Int\n
 val REPEAT: Int\n val CLAMP_TO_EDGE: Int\n val MIRRORED_REPEAT: Int\n val
 FLOAT_VEC2: Int\n
 val FLOAT_VEC3: Int\n val FLOAT_VEC4: Int\n val INT_VEC2: Int\n val INT_VEC3: Int\n
 val INT_VEC4: Int\n val BOOL: Int\n val BOOL_VEC2: Int\n val BOOL_VEC3: Int\n val
 BOOL_VEC4: Int\n val FLOAT_MAT2: Int\n val FLOAT_MAT3: Int\n val FLOAT_MAT4: Int\n
 val SAMPLER_2D: Int\n val SAMPLER_CUBE: Int\n val VERTEX_ATTRIB_ARRAY_ENABLED:
 Int\n val VERTEX_ATTRIB_ARRAY_SIZE: Int\n val VERTEX_ATTRIB_ARRAY_STRIDE: Int\n
 val VERTEX_ATTRIB_ARRAY_TYPE: Int\n val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int\n
 val VERTEX_ATTRIB_ARRAY_POINTER: Int\n val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING:
 Int\n val IMPLEMENTATION_COLOR_READ_TYPE: Int\n val
 IMPLEMENTATION_COLOR_READ_FORMAT: Int\n val COMPILE_STATUS: Int\n val
 LOW_FLOAT: Int\n val MEDIUM_FLOAT: Int\n val HIGH_FLOAT: Int\n val LOW_INT: Int\n
 val MEDIUM_INT: Int\n
 val HIGH_INT: Int\n val FRAMEBUFFER: Int\n val RENDERBUFFER: Int\n val RGBA4: Int\n
 val RGB5_A1: Int\n val RGB565: Int\n val DEPTH_COMPONENT16: Int\n val STENCIL_INDEX:
 Int\n val STENCIL_INDEX8: Int\n val DEPTH_STENCIL: Int\n val RENDERBUFFER_WIDTH:
 Int\n val RENDERBUFFER_HEIGHT: Int\n val RENDERBUFFER_INTERNAL_FORMAT: Int\n
 val RENDERBUFFER_RED_SIZE: Int\n val RENDERBUFFER_GREEN_SIZE: Int\n val

```

RENDERBUFFER_BLUE_SIZE: Int\n    val RENDERBUFFER_ALPHA_SIZE: Int\n    val
RENDERBUFFER_DEPTH_SIZE: Int\n    val RENDERBUFFER_STENCIL_SIZE: Int\n    val
FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int\n    val
FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int\n    val
FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int\n    val
FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int\n    val COLOR_ATTACHMENT0:
Int\n    val DEPTH_ATTACHMENT: Int\n    val STENCIL_ATTACHMENT: Int\n
    val DEPTH_STENCIL_ATTACHMENT: Int\n    val NONE: Int\n    val FRAMEBUFFER_COMPLETE:
Int\n    val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\n    val
FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\n    val
FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\n    val FRAMEBUFFER_UNSUPPORTED: Int\n
val FRAMEBUFFER_BINDING: Int\n    val RENDERBUFFER_BINDING: Int\n    val
MAX_RENDERBUFFER_SIZE: Int\n    val INVALID_FRAMEBUFFER_OPERATION: Int\n    val
UNPACK_FLIP_Y_WEBGL: Int\n    val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\n    val
CONTEXT_LOST_WEBGL: Int\n    val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\n    val
BROWSER_DEFAULT_WEBGL: Int\n    }\n}\n\n/**\n * Exposes the JavaScript
[WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin\n
*/\npublic external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit =
definedExternally) : Event {\n    open val statusMessage: String\n\n    companion
object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val
BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface WebGLContextEventInit : EventInit {\n    var
statusMessage: String? /* = \"\" */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
WebGLContextEventInit(statusMessage: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false,
composed: Boolean? = false): WebGLContextEventInit {\n    val o = js(\"({})\")\n    o[\"statusMessage\"] =
statusMessage\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n
return o\n}\n\n/**\n * Exposes the JavaScript
[ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin\n
*/\npublic external open
class ArrayBuffer(length: Int) : BufferDataSource {\n    open
val byteLength: Int\n    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer\n\n    companion object {\n
        fun isView(value: Any?): Boolean\n    }\n}\n\n/**\n * Exposes the JavaScript
[ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin\n
*/\npublic
external interface ArrayBufferView : BufferDataSource {\n    val buffer: ArrayBuffer\n    val byteOffset: Int\n    val
byteLength: Int\n}\n\n/**\n * Exposes the JavaScript
[Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin\n
*/\npublic external open class
Int8Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Int8Array)\n    constructor(array:
Array<Byte>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int =
definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset: Int\n
override val byteLength: Int\n    fun set(array: Int8Array, offset:
Int = definedExternally)\n    fun set(array: Array<Byte>, offset: Int = definedExternally)\n    fun subarray(start: Int,
end: Int): Int8Array\n\n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int8Array.get(index: Int):
Byte = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int8Array.set(index: Int,
value: Byte) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin\n
*/\npublic external open class

```

```

UInt8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: UInt8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override
    val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: UInt8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): UInt8Array
    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun UInt8Array.get(index: Int): Byte = asDynamic()[index]
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun UInt8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }
/**
 * Exposes the JavaScript [UInt8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/UInt8ClampedArray) to Kotlin
 */
public external open class UInt8ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: UInt8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: UInt8ClampedArray, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): UInt8ClampedArray
    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun UInt8ClampedArray.get(index: Int): Byte = asDynamic()[index]
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun UInt8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value }
/**
 * Exposes the JavaScript [Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin
 */
public external open class Int16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Int16Array, offset: Int = definedExternally)
    fun set(array: Array<Short>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int16Array
    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun Int16Array.get(index: Int): Short = asDynamic()[index]
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun Int16Array.set(index: Int, value: Short) { asDynamic()[index] = value }
/**
 * Exposes the JavaScript [UInt16Array](https://developer.mozilla.org/en/docs/Web/API/UInt16Array) to Kotlin
 */
public external open class UInt16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: UInt16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: UInt16Array, offset: Int = definedExternally)
    fun set(array: Array<Short>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): UInt16Array
    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun UInt16Array.get(index: Int): Short = asDynamic()[index]
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun UInt16Array.set(index: Int, value: Short) { asDynamic()[index] = value }
/**
 * Exposes the JavaScript

```



```

[Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin\n *^\\npublic external open class
Int32Array : ArrayBufferView {\\n  constructor(length: Int)\\n  constructor(array: Int32Array)\\n
constructor(array: Array<Int>)\\n  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int
= definedExternally)\\n  open val length: Int\\n  override val buffer: ArrayBuffer\\n  override val byteOffset: Int\\n
override val byteLength: Int\\n  fun set(array: Int32Array, offset: Int = definedExternally)\\n  fun set(array:
Array<Int>, offset: Int = definedExternally)\\n  fun subarray(start: Int, end: Int): Int32Array\\n\\n  companion object
{\\n    val BYTES_PER_ELEMENT: Int\\n    }\\n}\\n\\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\\n@kotlin.internal.InlineOnly\\npublic inline operator fun Int32Array.get(index: Int):
Int = asDynamic()[index]\\n\\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\\n@kotlin.internal.InlineOnly\\npublic inline operator fun Int32Array.set(index: Int,
value: Int) { asDynamic()[index] = value }\\n\\n/**\\n * Exposes the JavaScript
[Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin\n *^\\npublic external open
class Uint32Array : ArrayBufferView {\\n  constructor(length: Int)\\n  constructor(array: Uint32Array)\\n
constructor(array: Array<Int>)\\n  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int
= definedExternally)\\n  open val length: Int\\n  override val buffer: ArrayBuffer\\n  override val byteOffset: Int\\n
override val byteLength: Int\\n  fun set(array: Uint32Array, offset: Int = definedExternally)\\n  fun set(array:
Array<Int>, offset: Int = definedExternally)\\n  fun subarray(start:
Int, end: Int): Uint32Array\\n\\n  companion object {\\n    val BYTES_PER_ELEMENT: Int\\n
}\\n}\\n\\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\\n@kotlin.internal.InlineOnly\\npublic inline operator fun Uint32Array.get(index: Int):
Int = asDynamic()[index]\\n\\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\\n@kotlin.internal.InlineOnly\\npublic inline operator fun Uint32Array.set(index: Int,
value: Int) { asDynamic()[index] = value }\\n\\n/**\\n * Exposes the JavaScript
[Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin\n *^\\npublic external open
class Float32Array : ArrayBufferView {\\n  constructor(length: Int)\\n  constructor(array: Float32Array)\\n
constructor(array: Array<Float>)\\n  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\\n  open val length: Int\\n  override val buffer: ArrayBuffer\\n  override val byteOffset:
Int\\n  override val byteLength: Int\\n  fun
set(array: Float32Array, offset: Int = definedExternally)\\n  fun set(array: Array<Float>, offset: Int =
definedExternally)\\n  fun subarray(start: Int, end: Int): Float32Array\\n\\n  companion object {\\n    val
BYTES_PER_ELEMENT: Int\\n    }\\n}\\n\\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\\n@kotlin.internal.InlineOnly\\npublic inline operator fun Float32Array.get(index: Int):
Float = asDynamic()[index]\\n\\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\\n@kotlin.internal.InlineOnly\\npublic inline operator fun Float32Array.set(index: Int,
value: Float) { asDynamic()[index] = value }\\n\\n/**\\n * Exposes the JavaScript
[Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin\n *^\\npublic external open
class Float64Array : ArrayBufferView {\\n  constructor(length: Int)\\n  constructor(array: Float64Array)\\n
constructor(array: Array<Double>)\\n  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\\n
open val length: Int\\n  override val buffer: ArrayBuffer\\n  override val byteOffset: Int\\n  override val
byteLength: Int\\n  fun set(array: Float64Array, offset: Int = definedExternally)\\n  fun set(array: Array<Double>,
offset: Int = definedExternally)\\n  fun subarray(start: Int, end: Int): Float64Array\\n\\n  companion object {\\n
val BYTES_PER_ELEMENT: Int\\n    }\\n}\\n\\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\\n@kotlin.internal.InlineOnly\\npublic inline operator fun Float64Array.get(index: Int):
Double = asDynamic()[index]\\n\\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\\n@kotlin.internal.InlineOnly\\npublic inline operator fun Float64Array.set(index: Int,
value: Double) { asDynamic()[index] = value }\\n\\n/**\\n * Exposes the JavaScript
[DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin\n *^\\npublic external open class

```

```

DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength:
Int = definedExternally) : ArrayBufferView {
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun getInt8(byteOffset: Int): Byte
    fun getUInt8(byteOffset: Int): Byte
    fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getUInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double
    fun setInt8(byteOffset: Int, value: Byte)
    fun setUInt8(byteOffset: Int, value: Byte)
    fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setUInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setUInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)
    fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)
}

public external interface BufferDataSource
public external interface TexImageSource

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license/LICENSE.txt file.
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package org.w3c.dom.clipboard
import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
import org.w3c.dom.events.*
public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
    get() = definedExternally
    set(value) = definedExternally
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun ClipboardEventInit(clipboardData: DataTransfer? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ClipboardEventInit {
    val o = js("{}")
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/** Exposes the JavaScript [ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin
public external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    open val clipboardData: DataTransfer?
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/** Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("{}")
    o["allowWithoutGesture"] = allowWithoutGesture
    return o
}

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See github.com/kotlin/dukat for details
package org.w3c.dom.css
import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
public external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    fun appendMedium(medium: String)
    fun deleteMedium(medium: String)
    override fun item(index: Int): String?
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]

/** Exposes the JavaScript

```

[StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin\n *\\npublic external abstract class StyleSheet {\n open val type: String\n open val href: String?\n open val ownerNode: UnionElementOrProcessingInstruction?\n open val parentStyleSheet: StyleSheet?\n open val title: String?\n open val media: MediaList\n open var disabled: Boolean\n}\n\n**\n * Exposes the JavaScript [CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin\n *\\npublic external abstract class CSSStyleSheet : StyleSheet {\n open val ownerRule: CSSRule?\n open val cssRules: CSSRuleList\n fun insertRule(rule: String, index: Int): Int\n fun deleteRule(index: Int)\n}\n\n**\n * Exposes the JavaScript [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin\n *\\npublic external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {\n override fun item(index: Int): StyleSheet?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]\n\n**\n * Exposes the JavaScript [LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin\n *\\npublic external interface LinkStyle {\n val sheet: StyleSheet?\n get() = definedExternally\n}\n\n**\n * Exposes the JavaScript [CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin\n *\\npublic external abstract class CSSRuleList : ItemArrayLike<CSSRule> {\n override fun item(index: Int): CSSRule?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun CSSRuleList.get(index: Int): CSSRule? = asDynamic()[index]\n\n**\n * Exposes the JavaScript [CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin\n *\\npublic external abstract class CSSRule {\n open val type: Short\n open var cssText: String\n open val parentRule: CSSRule?\n open val parentStyleSheet: CSSStyleSheet?\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n}\n}\n\n**\n * Exposes the JavaScript [CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin\n *\\npublic external abstract class CSSStyleRule : CSSRule {\n open var selectorText: String\n open val style: CSSStyleDeclaration\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n}\n}\n\npublic external abstract class CSSImportRule : CSSRule {\n open val href: String\n open val media: MediaList\n open val styleSheet: CSSStyleSheet\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n}\n}\n\n**\n * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin\n *\\npublic external abstract class CSSGroupingRule : CSSRule {\n open val cssRules: CSSRuleList\n fun insertRule(rule: String, index: Int): Int\n fun deleteRule(index: Int)\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n}\n}\n\n**\n * Exposes the JavaScript [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin\n *\\npublic external abstract class CSSMediaRule : CSSGroupingRule {\n open val media: MediaList\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n}\n}\n\n**\n * Exposes the JavaScript

NAMESPACE_RULE: Short\n } \n\n/**\n * Exposes the JavaScript
 [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin\n *^\npublic external
 abstract class CSSPageRule : CSSGroupingRule {\n open var selectorText: String\n open val style:
 CSSStyleDeclaration\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE:
 Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n
 val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n
 } \n\n\npublic external abstract class CSSMarginRule : CSSRule {\n open val name: String\n open val style:
 CSSStyleDeclaration\n\n companion object {\n val STYLE_RULE: Short\n
 val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val
 FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val
 NAMESPACE_RULE: Short\n } \n\n\n/**\n * Exposes the JavaScript
 [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin\n *^\npublic
 external abstract class CSSNamespaceRule : CSSRule {\n open val namespaceURI: String\n open val prefix:
 String\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val
 IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val
 PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n } \n\n\n/**\n *
 Exposes the JavaScript
 [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin\n *^\npublic
 external abstract class CSSStyleDeclaration : ItemArrayLike<String> {\n
 open var cssText: String\n open val parentRule: CSSRule?\n open var cssFloat: String\n open var
 alignContent: String\n open var alignItems: String\n open var alignSelf: String\n open var animation: String\n
 open var animationDelay: String\n open var animationDirection: String\n open var animationDuration: String\n
 open var animationFillMode: String\n open var animationIterationCount: String\n open var animationName:
 String\n open var animationPlayState: String\n open var animationTimingFunction: String\n open var
 backfaceVisibility: String\n open var background: String\n open var backgroundAttachment: String\n open var
 backgroundClip: String\n open var backgroundColor: String\n open var backgroundImage: String\n open var
 backgroundOrigin: String\n open var backgroundPosition: String\n open var backgroundRepeat: String\n open
 var backgroundSize: String\n open var border: String\n open var borderBottom: String\n
 open var borderBottomColor: String\n open var borderBottomLeftRadius: String\n open var
 borderBottomRightRadius: String\n open var borderBottomStyle: String\n open var borderBottomWidth:
 String\n open var borderCollapse: String\n open var borderColor: String\n open var borderImage: String\n
 open var borderImageOutset: String\n open var borderImageRepeat: String\n open var borderImageSlice:
 String\n open var borderImageSource: String\n open var borderImageWidth: String\n open var borderLeft:
 String\n open var borderLeftColor: String\n open var borderLeftStyle: String\n open var borderLeftWidth:
 String\n open var borderRadius: String\n open var borderRight: String\n open var borderRightColor: String\n
 open var borderRightStyle: String\n open var borderRightWidth: String\n open var borderSpacing: String\n
 open var borderStyle: String\n open var borderTop: String\n open var borderTopColor: String\n open var
 borderTopLeftRadius: String\n open var borderTopRightRadius: String\n open var borderTopStyle: String\n
 open var borderTopWidth: String\n open var borderWidth: String\n open var bottom: String\n open var
 boxDecorationBreak: String\n open var boxShadow: String\n open var boxSizing: String\n open var
 breakAfter: String\n open var breakBefore: String\n open var breakInside: String\n open var captionSide:
 String\n open var clear: String\n open var clip: String\n open var color: String\n open var columnCount:
 String\n open var columnFill: String\n open var columnGap: String\n open var columnRule: String\n open
 var columnRuleColor: String\n open var columnRuleStyle: String\n open var columnRuleWidth: String\n open
 var columnSpan: String\n open var columnWidth: String\n open var columns: String\n open var content:
 String\n open var counterIncrement: String\n open var counterReset: String\n open var cursor:
 String\n open var direction: String\n open var display: String\n open var emptyCells: String\n open var
 filter: String\n open var flex: String\n open var flexBasis: String\n open var flexDirection: String\n open var

```

flexFlow: String\n  open var flexGrow: String\n  open var flexShrink: String\n  open var flexWrap: String\n
open var font: String\n  open var fontFamily: String\n  open var fontFeatureSettings: String\n  open var
fontKerning: String\n  open var fontLanguageOverride: String\n  open var fontSize: String\n  open var
fontSizeAdjust: String\n  open var fontStretch: String\n  open var fontStyle: String\n  open var fontSynthesis:
String\n  open var fontVariant: String\n  open var fontVariantAlternates: String\n  open var fontVariantCaps:
String\n  open var fontVariantEastAsian: String\n  open var fontVariantLigatures: String\n  open var
fontVariantNumeric: String\n  open var fontVariantPosition: String\n  open var
fontWeight: String\n  open var hangingPunctuation: String\n  open var height: String\n  open var hyphens:
String\n  open var imageOrientation: String\n  open var imageRendering: String\n  open var imageResolution:
String\n  open var imeMode: String\n  open var justifyContent: String\n  open var left: String\n  open var
letterSpacing: String\n  open var lineBreak: String\n  open var lineHeight: String\n  open var listStyle: String\n
open var listStyleImage: String\n  open var listStylePosition: String\n  open var listStyleType: String\n  open var
margin: String\n  open var marginBottom: String\n  open var marginLeft: String\n  open var marginRight:
String\n  open var marginTop: String\n  open var mark: String\n  open var markAfter: String\n  open var
markBefore: String\n  open var marks: String\n  open var marqueeDirection: String\n  open var
marqueePlayCount: String\n  open var marqueeSpeed: String\n  open var marqueeStyle:
String\n  open var mask: String\n  open var maskType: String\n  open var maxHeight: String\n  open var
maxWidth: String\n  open var minHeight: String\n  open var minWidth: String\n  open var navDown: String\n
open var navIndex: String\n  open var navLeft: String\n  open var navRight: String\n  open var navUp: String\n
open var objectFit: String\n  open var objectPosition: String\n  open var opacity: String\n  open var order:
String\n  open var orphans: String\n  open var outline: String\n  open var outlineColor: String\n  open var
outlineOffset: String\n  open var outlineStyle: String\n  open var outlineWidth: String\n  open var
overflowWrap: String\n  open var overflowX: String\n  open var overflowY: String\n  open var padding:
String\n  open var paddingBottom: String\n  open var paddingLeft: String\n  open var paddingRight: String\n
open var paddingTop: String\n  open var pageBreakAfter: String\n  open var pageBreakBefore:
String\n  open var pageBreakInside: String\n  open var perspective: String\n  open var perspectiveOrigin:
String\n  open var phonemes: String\n  open var position: String\n  open var quotes: String\n  open var resize:
String\n  open var rest: String\n  open var restAfter: String\n  open var restBefore: String\n  open var right:
String\n  open var tabSize: String\n  open var tableLayout: String\n  open var textAlign: String\n  open var
textAlignLast: String\n  open var textCombineUpright: String\n  open var textDecoration: String\n  open var
textDecorationColor: String\n  open var textDecorationLine: String\n  open var textDecorationStyle: String\n
open var textIndent: String\n  open var textJustify: String\n  open var textOrientation: String\n  open var
textOverflow: String\n  open var textShadow: String\n  open var textTransform: String\n  open var
textUnderlinePosition: String\n  open var top: String\n  open var transform:
String\n  open var transformOrigin: String\n  open var transformStyle: String\n  open var transition: String\n
open var transitionDelay: String\n  open var transitionDuration: String\n  open var transitionProperty: String\n
open var transitionTimingFunction: String\n  open var unicodeBidi: String\n  open var verticalAlign: String\n
open var visibility: String\n  open var voiceBalance: String\n  open var voiceDuration: String\n  open var
voicePitch: String\n  open var voicePitchRange: String\n  open var voiceRate: String\n  open var voiceStress:
String\n  open var voiceVolume: String\n  open var whiteSpace: String\n  open var widows: String\n  open var
width: String\n  open var wordBreak: String\n  open var wordSpacing: String\n  open var wordWrap: String\n
open var writingMode: String\n  open var zIndex: String\n  open var _dashed_attribute: String\n  open var
_camel_cased_attribute: String\n  open var _webkit_cased_attribute:
String\n  fun getPropertyValue(property: String): String\n  fun getPropertyPriority(property: String): String\n
fun setProperty(property: String, value: String, priority: String = definedExternally)\n  fun
setProperty(property: String, value: String)\n  fun setPropertyPriority(property: String, priority: String)\n
fun removeProperty(property: String): String\n  override fun item(index: Int):
String\n}\n\n@Suppress("INVISIBLE_REFERENCE"),

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\ "INVISIBLE_MEMBER"\n@kotlin.internal.InlineOnly\npublic inline operator fun
CSSStyleDeclaration.get(index: Int): String? = asDynamic()[index]\n\npublic external interface
ElementCSSInlineStyle {\n    val style: CSSStyleDeclaration\n}\n\n/**\n * Exposes the JavaScript
[CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin\n *\npublic external abstract class CSS {\n
companion object {\n    fun escape(ident: String): String\n    }\n}\n\npublic external interface
UnionElementOrProcessingInstruction", "/*\n * Copyright
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by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\n// NOTE: THIS FILE IS
AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage
org.w3c.dom.encryptedmedia\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport
org.w3c.dom.events.*\n\n/**\n * Exposes the JavaScript
[MediaKeySystemConfiguration](https://developer.mozilla.org/en/docs/Web/API/MediaKeySystemConfiguration)
to Kotlin\n *\npublic external interface MediaKeySystemConfiguration {\n    var label: String? /* = \"\" *\n
get() = definedExternally\n    set(value) = definedExternally\n    var initDataTypes: Array<String>? /* = arrayOf()
*\n
get() = definedExternally\n    set(value) = definedExternally\n    var audioCapabilities:
Array<MediaKeySystemMediaCapability>? /* = arrayOf() *\n
get() = definedExternally\n
    set(value) = definedExternally\n    var videoCapabilities: Array<MediaKeySystemMediaCapability>? /* =
arrayOf() *\n
get() = definedExternally\n    set(value) = definedExternally\n    var distinctiveIdentifier:
MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL *\n
get() = definedExternally\n
set(value) = definedExternally\n    var persistentState: MediaKeysRequirement? /* =
MediaKeysRequirement.OPTIONAL *\n
get() = definedExternally\n    set(value) = definedExternally\n
var sessionTypes: Array<String>?\n
get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaKeySystemConfiguration(label:
String? = \"\", initDataTypes: Array<String>? = arrayOf(), audioCapabilities:
Array<MediaKeySystemMediaCapability>? = arrayOf(), videoCapabilities:
Array<MediaKeySystemMediaCapability>? = arrayOf(),
distinctiveIdentifier: MediaKeysRequirement? = MediaKeysRequirement.OPTIONAL, persistentState:
MediaKeysRequirement? = MediaKeysRequirement.OPTIONAL, sessionTypes: Array<String>? = undefined):
MediaKeySystemConfiguration {\n    val o = js(\"({})\")\n    o[\"label\"] = label\n    o[\"initDataTypes\"] =
initDataTypes\n    o[\"audioCapabilities\"] = audioCapabilities\n    o[\"videoCapabilities\"] = videoCapabilities\n
o[\"distinctiveIdentifier\"] = distinctiveIdentifier\n    o[\"persistentState\"] = persistentState\n    o[\"sessionTypes\"]
= sessionTypes\n    return o\n}\n\npublic external interface MediaKeySystemMediaCapability {\n    var
contentType: String? /* = \"\" *\n
get() = definedExternally\n    set(value) = definedExternally\n    var
robustness: String? /* = \"\" *\n
get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
MediaKeySystemMediaCapability(contentType:
String? = \"\", robustness: String? = \"\"): MediaKeySystemMediaCapability {\n    val o = js(\"({})\")\n
o[\"contentType\"] = contentType\n    o[\"robustness\"] = robustness\n    return o\n}\n\n/**\n * Exposes the
JavaScript [MediaKeySystemAccess](https://developer.mozilla.org/en/docs/Web/API/MediaKeySystemAccess) to
Kotlin\n *\npublic external abstract class MediaKeySystemAccess {\n    open val keySystem: String\n    fun
getConfiguration(): MediaKeySystemConfiguration\n    fun createMediaKeys(): Promise<MediaKeys>\n}\n\n/**\n * Exposes the JavaScript [MediaKeys](https://developer.mozilla.org/en/docs/Web/API/MediaKeys) to Kotlin\n
*\npublic external abstract class MediaKeys {\n    fun createSession(sessionType: MediaKeySessionType =
definedExternally): MediaKeySession\n    fun setServerCertificate(serverCertificate: dynamic):
Promise<Boolean>\n}\n\n/**\n * Exposes the JavaScript
[MediaKeySession](https://developer.mozilla.org/en/docs/Web/API/MediaKeySession)

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to Kotlin\n *\npublic external abstract class MediaKeySession : EventTarget {\n  open val sessionId: String\n  open val expiration: Double\n  open val closed: Promise<Unit>\n  open val keyStatuses: MediaKeyStatusMap\n  open var onkeystatuseschange: ((Event) -> dynamic)?\n  open var onmessage: ((MessageEvent) -> dynamic)?\n  fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>\n  fun load(sessionId: String): Promise<Boolean>\n  fun update(response: dynamic): Promise<Unit>\n  fun close(): Promise<Unit>\n  fun remove(): Promise<Unit>\n}\n\n/**\n * Exposes the JavaScript
[MediaKeyStatusMap](https://developer.mozilla.org/en/docs/Web/API/MediaKeyStatusMap) to Kotlin\n *\npublic external abstract class MediaKeyStatusMap {\n  open val size: Int\n  fun has(keyId: dynamic): Boolean\n  fun get(keyId: dynamic): Any?\n}\n\n/**\n * Exposes the JavaScript
[MediaKeyMessageEvent](https://developer.mozilla.org/en/docs/Web/API/MediaKeyMessageEvent)
to Kotlin\n *\npublic external open class MediaKeyMessageEvent(type: String, eventInitDict:
MediaKeyMessageEventInit) : Event {\n  open val messageType: MediaKeyMessageType\n  open val message:
ArrayBuffer\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val
AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface
MediaKeyMessageEventInit : EventInit {\n  var messageType: MediaKeyMessageType?\n  var message:
ArrayBuffer?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
MediaKeyMessageEventInit(messageType: MediaKeyMessageType?, message: ArrayBuffer?, bubbles: Boolean? =
false, cancelable: Boolean? = false, composed: Boolean? = false): MediaKeyMessageEventInit {\n  val o =
js(\"({})\")\n  o[\"messageType\"] = messageType\n  o[\"message\"] = message\n  o[\"bubbles\"] = bubbles\n
o[\"cancelable\"] = cancelable\n  o[\"composed\"]
= composed\n  return o\n}\n\npublic external open class MediaEncryptedEvent(type: String, eventInitDict:
MediaEncryptedEventInit = definedExternally) : Event {\n  open val initDataType: String\n  open val initData:
ArrayBuffer?\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val
AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface
MediaEncryptedEventInit : EventInit {\n  var initDataType: String? /* = \"\" */\n  get() = definedExternally\n
set(value) = definedExternally\n  var initData: ArrayBuffer? /* = null */\n  get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
MediaEncryptedEventInit(initDataType: String? = \"\", initData: ArrayBuffer? = null, bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): MediaEncryptedEventInit
{\n  val o = js(\"({})\")\n  o[\"initDataType\"] = initDataType\n  o[\"initData\"] = initData\n  o[\"bubbles\"] =
bubbles\n  o[\"cancelable\"] = cancelable\n  o[\"composed\"] = composed\n  return o\n}\n\n/* please, don't
implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface MediaKeysRequirement {\n  companion object\n}\n\npublic inline val
MediaKeysRequirement.Companion.REQUIRED: MediaKeysRequirement get() =
\"required\".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline val
MediaKeysRequirement.Companion.OPTIONAL: MediaKeysRequirement get() =
\"optional\".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline val
MediaKeysRequirement.Companion.NOT_ALLOWED: MediaKeysRequirement get() = \"not-
allowed\".asDynamic().unsafeCast<MediaKeysRequirement>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic
external interface MediaKeySessionType {\n  companion object\n}\n\npublic inline val
MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() =
\"temporary\".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val
MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \"persistent-
license\".asDynamic().unsafeCast<MediaKeySessionType>()\n\n/* please, don't implement this interface!

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*\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface MediaKeyStatus {\n  companion object\n}\n\npublic inline val MediaKeyStatus.Companion.USABLE:
MediaKeyStatus get() = "usable".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() =
"expired".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() =
"released".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.OUTPUT_RESTRICTED:
MediaKeyStatus get() = "output-restricted".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.OUTPUT_DOWNSCALED: MediaKeyStatus get() = "output-
downscaled".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.STATUS_PENDING: MediaKeyStatus get() = "status-
pending".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.INTERNAL_ERROR: MediaKeyStatus get() = "internal-
error".asDynamic().unsafeCast<MediaKeyStatus>()\n\n/* please, don't implement this interface!
*\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface MediaKeyMessageType {\n  companion object\n}\n\npublic inline val
MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = "license-
request".asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val
MediaKeyMessageType.Companion.LICENSE_RENEWAL: MediaKeyMessageType
get() = "license-renewal".asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val
MediaKeyMessageType.Companion.LICENSE_RELEASE: MediaKeyMessageType get() = "license-
release".asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val
MediaKeyMessageType.Companion.INDIVIDUALIZATION_REQUEST: MediaKeyMessageType get() =
"individualization-request".asDynamic().unsafeCast<MediaKeyMessageType>()", /*\n * Copyright 2010-2021
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n// NOTE: THIS FILE IS AUTO-
GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage
org.w3c.dom.events\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\n\n/**\n * Exposes
the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin\n *\npublic external
open class UIEvent(type: String,
eventInitDict: UIEventInit = definedExternally) : Event {\n  open val view: Window?\n  open val detail: Int\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET:
Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface UIEventInit : EventInit {\n  var
view: Window? /* = null */\n  get() = definedExternally\n  set(value) = definedExternally\n  var detail: Int?
/* = 0 */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun UIEventInit(view: Window? = null,
detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): UIEventInit
{\n  val o = js("{}")\n  o["view"] = view\n  o["detail"] = detail\n  o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n  o["composed"] = composed\n  return
o\n}\n\n/**\n * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent)
to Kotlin\n *\npublic external open class FocusEvent(type: String, eventInitDict: FocusEventInit =
definedExternally) : UIEvent {\n  open val relatedTarget: EventTarget?\n\n  companion object {\n    val
NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val
BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface FocusEventInit : UIEventInit {\n  var
relatedTarget: EventTarget? /* = null */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",

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\ "INVISIBLE_MEMBER"\n@kotlin.internal.InlineOnly\npublic inline fun FocusEventInit(relatedTarget:
EventTarget? = null, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? =
false, composed: Boolean? = false): FocusEventInit {\n    val o = js("{}")\n    o["relatedTarget"] =
relatedTarget\n
    o["view"] = view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n
o["composed"] = composed\n    return o\n}\n\n/**\n * Exposes the JavaScript
[MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin\n *\npublic external open
class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent,
UnionElementOrMouseEvent {\n    open val screenX: Int\n    open val screenY: Int\n    open val clientX: Int\n
open val clientY: Int\n    open val ctrlKey: Boolean\n    open val shiftKey: Boolean\n    open val altKey: Boolean\n
open val metaKey: Boolean\n    open val button: Short\n    open val buttons: Short\n    open val relatedTarget:
EventTarget?\n    open val region: String?\n    open val pageX: Double\n    open val pageY: Double\n    open val x:
Double\n    open val y: Double\n    open val offsetX: Double\n    open val offsetY: Double\n    fun
getModifierState(keyArg: String):
Boolean\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val
AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface MouseEventInit :
EventModifierInit {\n    var screenX: Int? /* = 0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var screenY: Int? /* = 0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var clientX: Int? /* = 0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var clientY: Int? /* = 0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var button: Short? /* = 0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var buttons: Short? /* = 0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var relatedTarget: EventTarget? /* = null */\n        get() = definedExternally\n        set(value)
= definedExternally\n
    var region: String? /* = null */\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
\ "INVISIBLE_MEMBER"\n@kotlin.internal.InlineOnly\npublic inline fun MouseEventInit(screenX: Int? = 0,
screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget:
EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean?
= false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false,
modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false,
modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false,
modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean?
= false): MouseEventInit {\n    val o = js("{}")\n    o["screenX"] = screenX\n    o["screenY"] = screenY\n
o["clientX"] = clientX\n    o["clientY"] = clientY\n    o["button"] = button\n    o["buttons"] = buttons\n
o["relatedTarget"] = relatedTarget\n    o["region"] = region\n    o["ctrlKey"] = ctrlKey\n    o["shiftKey"] =
shiftKey\n    o["altKey"] = altKey\n    o["metaKey"] = metaKey\n    o["modifierAltGraph"] =
modifierAltGraph\n    o["modifierCapsLock"] = modifierCapsLock\n    o["modifierFn"] = modifierFn\n
o["modifierFnLock"] = modifierFnLock\n    o["modifierHyper"] = modifierHyper\n    o["modifierNumLock"] =
modifierNumLock\n    o["modifierScrollLock"] = modifierScrollLock\n    o["modifierSuper"] = modifierSuper\n
o["modifierSymbol"] = modifierSymbol\n    o["modifierSymbolLock"] = modifierSymbolLock\n    o["view"] =
view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n
o["composed"] = composed\n    return o\n}\n\npublic external interface EventModifierInit : UIEventInit {\n    var
ctrlKey: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var
shiftKey: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var
altKey: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var
metaKey: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var

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modifierAltGraph: Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n
var modifierCapsLock: Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n    var modifierFn: Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n    var modifierFnLock: Boolean? /* = false */\n    get()
= definedExternally\n    set(value) = definedExternally\n    var modifierHyper: Boolean? /* = false */\n    get()
= definedExternally\n    set(value) = definedExternally\n    var modifierNumLock: Boolean? /* = false */\n
get() = definedExternally\n    set(value) = definedExternally\n    var modifierScrollLock: Boolean? /* = false */\n
    get() = definedExternally\n    set(value) = definedExternally\n    var modifierSuper: Boolean? /* = false */\n
get() = definedExternally\n    set(value) = definedExternally\n    var modifierSymbol: Boolean? /* = false */\n
get() = definedExternally\n    set(value) = definedExternally\n    var modifierSymbolLock: Boolean? /* = false
*/\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun EventModifierInit(ctrlKey: Boolean? =
false, shiftKey: Boolean? = false, altKey:
Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? =
false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false,
modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false,
modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): EventModifierInit {\n    val o
= js(\"({})\")\n    o[\"ctrlKey\"] = ctrlKey\n    o[\"shiftKey\"] = shiftKey\n    o[\"altKey\"] = altKey\n
o[\"metaKey\"] = metaKey\n    o[\"modifierAltGraph\"] = modifierAltGraph\n    o[\"modifierCapsLock\"] =
modifierCapsLock\n    o[\"modifierFn\"] = modifierFn\n    o[\"modifierFnLock\"] = modifierFnLock\n
o[\"modifierHyper\"] = modifierHyper\n    o[\"modifierNumLock\"] = modifierNumLock\n
o[\"modifierScrollLock\"] = modifierScrollLock\n
    o[\"modifierSuper\"] = modifierSuper\n    o[\"modifierSymbol\"] = modifierSymbol\n
o[\"modifierSymbolLock\"] = modifierSymbolLock\n    o[\"view\"] = view\n    o[\"detail\"] = detail\n
o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n    return
o\n}\n\n/**\n * Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent)
to Kotlin\n */\npublic external open class WheelEvent(type: String, eventInitDict: WheelEventInit =
definedExternally) : MouseEvent {\n    open val deltaX: Double\n    open val deltaY: Double\n    open val deltaZ:
Double\n    open val deltaMode: Int\n\n    companion object {\n        val DOM_DELTA_PIXEL: Int\n        val
DOM_DELTA_LINE: Int\n        val DOM_DELTA_PAGE: Int\n        val NONE: Short\n        val
CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n
    }\n\n    public external interface WheelEventInit : MouseEventInit {\n        var deltaX:
Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n        var deltaY: Double? /*
= 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n        var deltaZ: Double? /* = 0.0 */\n
        get() = definedExternally\n        set(value) = definedExternally\n        var deltaMode: Int? /* = 0 */\n        get() =
definedExternally\n        set(value) = definedExternally\n    }\n\n    @Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n    @kotlin.internal.InlineOnly\n    public inline fun WheelEventInit(deltaX: Double? = 0.0,
deltaY: Double? = 0.0, deltaZ: Double? = 0.0, deltaMode: Int? = 0, screenX: Int? = 0, screenY: Int? = 0, clientX:
Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, region:
String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean?
= false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false,
modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false,
modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false,
modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): WheelEventInit {\n        val o =
js(\"({})\")\n        o[\"deltaX\"] = deltaX\n        o[\"deltaY\"] = deltaY\n        o[\"deltaZ\"] = deltaZ\n        o[\"deltaMode\"] =

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deltaMode\n o["screenX"] = screenX\n o["screenY"] = screenY\n o["clientX"] = clientX\n o["clientY"]
= clientY\n o["button"] = button\n o["buttons"] = buttons\n o["relatedTarget"] = relatedTarget\n
o["region"] = region\n o["ctrlKey"] = ctrlKey\n o["shiftKey"] = shiftKey\n o["altKey"] = altKey\n
o["metaKey"] = metaKey\n o["modifierAltGraph"] = modifierAltGraph\n o["modifierCapsLock"]
= modifierCapsLock\n o["modifierFn"] = modifierFn\n o["modifierFnLock"] = modifierFnLock\n
o["modifierHyper"] = modifierHyper\n o["modifierNumLock"] = modifierNumLock\n
o["modifierScrollLock"] = modifierScrollLock\n o["modifierSuper"] = modifierSuper\n
o["modifierSymbol"] = modifierSymbol\n o["modifierSymbolLock"] = modifierSymbolLock\n o["view"] =
view\n o["detail"] = detail\n o["bubbles"] = bubbles\n o["cancelable"] = cancelable\n o["composed"] =
composed\n return o\n}\n\n/**\n * Exposes the JavaScript
[InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin\n *\npublic external open class
InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {\n open val data: String\n
open val isComposing: Boolean\n\n companion object {\n val NONE: Short\n val
CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface InputEventInit : UIEventInit {\n var data: String? /* = "" */\n get() =
definedExternally\n set(value) = definedExternally\n var isComposing: Boolean? /* = false */\n get() =
definedExternally\n set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun InputEventInit(data: String? = "",
isComposing: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable:
Boolean? = false, composed: Boolean? = false): InputEventInit {\n val o = js("{}")\n o["data"] = data\n
o["isComposing"] = isComposing\n o["view"] = view\n o["detail"] = detail\n o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n o["composed"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript
[KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin\n
*\npublic external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) :
UIEvent {\n open val key: String\n open val code: String\n open val location: Int\n open val ctrlKey:
Boolean\n open val shiftKey: Boolean\n open val altKey: Boolean\n open val metaKey: Boolean\n open val
repeat: Boolean\n open val isComposing: Boolean\n open val charCode: Int\n open val keyCode: Int\n open
val which: Int\n fun getModifierState(keyArg: String): Boolean\n\n companion object {\n val
DOM_KEY_LOCATION_STANDARD: Int\n val DOM_KEY_LOCATION_LEFT: Int\n val
DOM_KEY_LOCATION_RIGHT: Int\n val DOM_KEY_LOCATION_NUMPAD: Int\n val NONE:
Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE:
Short\n }\n}\n\npublic external interface KeyboardEventInit : EventModifierInit {\n var key: String? /* = "" */
*\n get() = definedExternally\n
set(value) = definedExternally\n var code: String? /* = "" */\n get() = definedExternally\n
set(value) = definedExternally\n var location: Int? /* = 0 */\n get() = definedExternally\n set(value) =
definedExternally\n var repeat: Boolean? /* = false */\n get() = definedExternally\n set(value) =
definedExternally\n var isComposing: Boolean? /* = false */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun KeyboardEventInit(key: String? = "",
code: String? = "", location: Int? = 0, repeat: Boolean? = false, isComposing: Boolean? = false, ctrlKey: Boolean?
= false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph:
Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? =
false, modifierHyper:
Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper:
Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? =
null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
KeyboardEventInit {\n val o = js("{}")\n o["key"] = key\n o["code"] = code\n o["location"] =
location\n o["repeat"] = repeat\n o["isComposing"] = isComposing\n o["ctrlKey"] = ctrlKey\n

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o["shiftKey"] = shiftKey\n  o["altKey"] = altKey\n  o["metaKey"] = metaKey\n  o["modifierAltGraph"] =
modifierAltGraph\n  o["modifierCapsLock"] = modifierCapsLock\n  o["modifierFn"] = modifierFn\n
o["modifierFnLock"] = modifierFnLock\n  o["modifierHyper"] = modifierHyper\n  o["modifierNumLock"] =
modifierNumLock\n  o["modifierScrollLock"] = modifierScrollLock\n  o["modifierSuper"] = modifierSuper\n
o["modifierSymbol"]
= modifierSymbol\n  o["modifierSymbolLock"] = modifierSymbolLock\n  o["view"] = view\n  o["detail"]
= detail\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n  return
o\n}\n\n/**\n * Exposes the JavaScript
[CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin\n *\npublic
external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) :
UIEvent {\n  open val data: String\n\n  companion object {\n    val NONE: Short\n    val
CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface CompositionEventInit : UIEventInit {\n  var data: String? /* = "" *\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun CompositionEventInit(data:
String? = "", view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false,
composed: Boolean? = false): CompositionEventInit {\n  val o = js("{}")\n  o["data"] = data\n  o["view"] =
view\n  o["detail"] = detail\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] =
composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin\n *\npublic external open class
Event(type: String, eventInitDict: EventInit = definedExternally) {\n  open val type: String\n  open val target:
EventTarget?\n  open val currentTarget: EventTarget?\n  open val eventPhase: Short\n  open val bubbles:
Boolean\n  open val cancelable: Boolean\n  open val defaultPrevented: Boolean\n  open val composed:
Boolean\n  open val isTrusted: Boolean\n  open val timeStamp: Number\n  fun composedPath():
Array<EventTarget>\n  fun stopPropagation()\n
  fun stopImmediatePropagation()\n  fun preventDefault()\n  fun initEvent(type: String, bubbles: Boolean,
cancelable: Boolean)\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n
    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[EventTarget](https://developer.mozilla.org/en/docs/Web/API/EventTarget) to Kotlin\n *\npublic external abstract
class EventTarget {\n  fun addEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally)\n  fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally)\n  fun removeEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally)\n  fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally)\n  fun dispatchEvent(event: Event): Boolean\n}\n\n/**\n * Exposes the JavaScript
[EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener)
to Kotlin\n *\npublic external interface EventListener {\n  fun handleEvent(event: Event)\n}", "/*\n * Copyright
2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\n// NOTE: THIS FILE IS
AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage
org.w3c.dom\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.clipboard.*\nimport
org.w3c.dom.css.*\nimport org.w3c.dom.encryptedmedia.*\nimport org.w3c.dom.events.*\nimport
org.w3c.dom.mediacapture.*\nimport org.w3c.dom.mediasource.*\nimport org.w3c.dom.pointerevents.*\nimport
org.w3c.dom.svg.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.performance.*\nimport
org.w3c.workers.*\nimport org.w3c.xhr.*\n\npublic external abstract class HTMLAllCollection {\n  open val
length: Int\n  fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?\n  fun
namedItem(name: String): UnionElementOrHTMLCollection?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLAllCollection.get(index: Int): Element? =

```

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asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? = asDynamic()[name]\n\n/**\n *
Exposes the JavaScript
[HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection)
to Kotlin\n *
\n\npublic external abstract class HTMLFormControlsCollection : HTMLCollection\n\n/**\n * Exposes
the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin\n
*\n\npublic external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {\n
open
var value: String\n}\n\n/**\n * Exposes the JavaScript
[HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin\n
*\n\npublic external abstract class HTMLOptionsCollection : HTMLCollection {\n
override var length: Int\n
open
var selectedIndex: Int\n
fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before:
dynamic = definedExternally)\n
fun remove(index: Int)\n}\n\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }\n\n/**\n *
Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to
Kotlin\n *
\n\npublic external abstract class HTMLInputElement : Element, GlobalEventHandlers,
DocumentAndElementEventHandlers, ElementContentEditable, ElementCSSInlineStyle {\n
open var title:
String\n
open var lang: String\n
open var
translate: Boolean\n
open var dir: String\n
open val dataset: DOMStringMap\n
open var hidden: Boolean\n
open var tabIndex: Int\n
open var accessKey: String\n
open val accessKeyLabel: String\n
open var draggable:
Boolean\n
open val dropzone: DOMTokenList\n
open var contextMenu: HTMLMenuElement?\n
open var
spellcheck: Boolean\n
open var innerText: String\n
open val offsetParent: Element?\n
open val offsetTop: Int\n
open val offsetLeft: Int\n
open val offsetWidth: Int\n
open val offsetHeight: Int\n
fun click()\n
fun focus()\n
fun blur()\n
fun forceSpellCheck()\n\n
companion object {\n
val ELEMENT_NODE: Short\n
val
ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n
val
ENTITY_REFERENCE_NODE: Short\n
val ENTITY_NODE: Short\n
val
PROCESSING_INSTRUCTION_NODE: Short\n
val COMMENT_NODE: Short\n
val
DOCUMENT_NODE: Short\n
val DOCUMENT_TYPE_NODE:
Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n
val NOTATION_NODE: Short\n
val
DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n
val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n
}\n}\n\n/**\n * Exposes the JavaScript
[HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin\n *
\n\npublic external abstract class HTMLUnknownElement : HTMLInputElement {\n
companion object {\n
val
ELEMENT_NODE: Short\n
val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n
val
CDATA_SECTION_NODE: Short\n
val ENTITY_REFERENCE_NODE: Short\n
val ENTITY_NODE:
Short\n
val PROCESSING_INSTRUCTION_NODE: Short\n
val COMMENT_NODE: Short\n
val
DOCUMENT_NODE: Short\n
val DOCUMENT_TYPE_NODE: Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n
val NOTATION_NODE: Short\n
val
DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n
val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n
}\n}\n\n/**\n * Exposes the JavaScript
[DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin\n *
\n\npublic external
abstract class DOMStringMap\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun DOMStringMap.get(name:

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String): String? = asDynamic()[name]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun DOMStringMap.set(name:
String, value: String) { asDynamic()[name] = value }\n\n/**\n * Exposes the JavaScript
[HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement)
to Kotlin\n * \n\npublic external abstract class HTMLHtmlElement : HTMLElement {\n  open var version:
String\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement)
to Kotlin\n * \n\npublic external abstract class HTMLHeadElement : HTMLElement {\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement)
to Kotlin\n * \n\npublic external abstract class HTMLTitleElement : HTMLElement {\n  open var text: String\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement)
to Kotlin\n * \n\npublic external abstract class HTMLBaseElement : HTMLElement {\n  open var href: String\n  open var target: String\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript

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[HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin\n * public external abstract class HTMLLinkElement : HTMLInputElement, LinkStyle {\n open var href: String\n open var crossOrigin: String?\n open var rel: String\n open var `as`: RequestDestination\n open val relList: DOMTokenList\n open var media: String\n open var nonce: String\n open var hreflang: String\n open var type: String\n open val sizes: DOMTokenList\n open var referrerPolicy: String\n open var charset: String\n open var rev: String\n open var target: String\n open var scope: String\n open var workerType: WorkerType\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n\n} * Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin\n * public external abstract class HTMLMetaElement : HTMLInputElement {\n open var name: String\n open var httpEquiv: String\n open var content: String\n open var scheme: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n\n} * Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin\n * public external abstract class HTMLStyleElement : HTMLInputElement, LinkStyle {\n open var media: String\n open var nonce: String\n open var type: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n\n} * Exposes the JavaScript [HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin\n * public external abstract class HTMLBodyElement : HTMLInputElement, WindowEventHandlers {\n open var text: String\n open var link: String\n open var vLink: String\n open var aLink: String\n open var bgColor: String\n open var background: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val

```

COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin \n
*/ \n public external abstract class HTMLHeadingElement : HTMLElement
{ \n    open var align: String \n \n    companion object { \n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin \n
*/ \n public external abstract class HTMLParagraphElement
: HTMLElement { \n    open var align: String \n \n    companion object { \n        val ELEMENT_NODE: Short\n
        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n
        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin \n
*/ \n public
external abstract class HTMLHRElement
: HTMLElement { \n    open var align: String \n    open var color: String \n    open var noShade: Boolean \n    open var
size: String \n    open var width: String \n \n    companion object { \n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement)
to Kotlin \n
*/ \n public external abstract class HTMLPreElement : HTMLElement { \n    open var width: Int \n \n
companion object { \n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val
TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val

```



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COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement)
to Kotlin\n */\npublic external abstract class HTMLQuoteElement : HTMLInputElement {\n    open var cite: String\n\n
companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val
TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLListElement)
to Kotlin\n */\npublic external abstract class HTMLListElement : HTMLInputElement {\n    open var reversed:
Boolean\n    open var start: Int\n    open var type: String\n    open var compact: Boolean\n\n
companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLListElement) to Kotlin\n */\npublic
external abstract class HTMLListElement : HTMLInputElement {\n    open var compact: Boolean\n    open var type:
String\n\n
companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin\n
*/\npublic external abstract class HTMLLIElement : HTMLInputElement {\n    open var value: Int\n    open var type:
String\n\n
companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n

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    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin\n */\npublic
external abstract class HTMLDListElement : HTMLElement {\n    open var compact: Boolean\n\n    companion
object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE:
Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS:
Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin\n */\npublic
external abstract class HTMLDivElement : HTMLElement {\n    open var align: String\n\n    companion object {\n
        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS:
Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin\n
*/\npublic external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {\n    open
var target: String\n    open var download: String\n    open var ping: String\n    open var rel: String\n    open val
relList: DOMTokenList\n    open var hreflang: String\n    open var type: String\n    open var text: String\n    open
var referrerPolicy: String\n    open var coords: String\n    open var charset: String\n    open var name: String\n
    open var rev: String\n    open var shape: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n
        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n
        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin\n */\npublic
external abstract class HTMLDataElement : HTMLElement {\n    open var value: String\n\n    companion object {\n
        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n
        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n

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    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin\n *\npublic
external abstract class HTMLTimeElement : HTMLElement {\n    open var dateTime: String\n\n    companion
object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE:
Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n
        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin\n *\npublic
external abstract class HTMLSpanElement : HTMLElement {\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin\n *\npublic
external abstract class HTMLBRElement : HTMLElement {\n    open var clear: String\n\n    companion object {\n
        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to
Kotlin\n *\npublic external interface HTMLHyperlinkElementUtils {\n    var href: String\n    val origin: String\n
var protocol: String\n    var username: String\n    var password: String\n    var host: String\n    var hostname:
String\n    var port: String\n    var pathname: String\n    var search:
String\n    var hash: String\n}\n\n/**\n * Exposes the JavaScript
[HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin\n *\npublic
external abstract class HTMLModElement : HTMLElement {\n    open var cite: String\n    open var dateTime:
String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n
        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val

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DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the
JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to
Kotlin\n */\npublic external abstract class HTMLPictureElement : HTMLInputElement {\n    companion object {\n
val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC:
Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin\n
*/\npublic external abstract class HTMLSourceElement : HTMLInputElement {\n    open var src: String\n    open var
type: String\n    open var srcset: String\n    open var sizes: String\n    open var media: String\n\n    companion object
{\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val
ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE:
Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING:
Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val
DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin\n
*/\npublic external abstract class HTMLImageElement : HTMLInputElement, HTMLCanvasImageElement,
TexImageSource {\n    open var alt: String\n    open var src: String\n    open var srcset: String\n    open var sizes:
String\n    open var crossOrigin: String?\n    open var useMap: String\n    open var isMap: Boolean\n    open var
width: Int\n    open var height: Int\n    open val naturalWidth: Int\n    open val naturalHeight: Int\n    open val
complete: Boolean\n    open val currentSrc: String\n    open var referrerPolicy: String\n    open var name: String\n
open var lowsrc: String\n    open var align: String\n    open var hspace: Int\n    open var vspace: Int\n    open var
longDesc: String\n
    open var border: String\n    open val x: Int\n    open val y: Int\n\n    companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin\n

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*\npublic external
abstract class HTMLIFrameElement : HTMLInputElement {\n open var src: String\n open var srcdoc: String\n
open var name: String\n open val sandbox: DOMTokenList\n open var allowFullscreen: Boolean\n open var
allowUserMedia: Boolean\n open var width: String\n open var height: String\n open var referrerPolicy:
String\n open val contentDocument: Document?\n open val contentWindow: Window?\n open var align:
String\n open var scrolling: String\n open var frameborder: String\n open var longDesc: String\n open var
marginHeight: String\n open var marginWidth: String\n fun getSVGDocument(): Document?\n\n companion
object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE:
Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val
ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE:
Short\n val DOCUMENT_NODE: Short\n
val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val
NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val
DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY:
Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n\n/**\n * Exposes
the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to
Kotlin\n */\npublic external abstract class HTMLEmbedElement : HTMLInputElement {\n open var src: String\n
open var type: String\n open var width: String\n open var height: String\n open var align: String\n open var
name: String\n fun getSVGDocument(): Document?\n\n companion object {\n val ELEMENT_NODE:
Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE:
Short\n
val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n\n/**\n * Exposes the JavaScript
[HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin\n
*/\npublic external abstract class HTMLObjectElement : HTMLInputElement {\n open var data: String\n open var
type: String\n open var typeMustMatch: Boolean\n open var name: String\n open var useMap: String\n open
val form: HTMLFormElement?\n
open var width: String\n open var height: String\n open val contentDocument: Document?\n open val
contentWindow: Window?\n open val willValidate: Boolean\n open val validity: ValidityState\n open val
validationMessage: String\n open var align: String\n open var archive: String\n open var code: String\n open
var declare: Boolean\n open var hspace: Int\n open var standby: String\n open var vspace: Int\n open var
codeBase: String\n open var codeType: String\n open var border: String\n fun getSVGDocument():
Document?\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n fun setCustomValidity(error:
String)\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE:
Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val
COMMENT_NODE:
Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n

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    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin\n
*\n\npublic external abstract class HTMLParamElement : HTMLElement {\n    open var name: String\n    open var
value: String\n    open var type: String\n    open var valueType: String\n\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n
        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin\n
*\n\npublic external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {\n
    open var width: Int\n    open var height: Int\n    open val videoWidth: Int\n    open val videoHeight: Int\n
    open var poster: String\n    open var playsInline: Boolean\n\n    companion
object {\n        val NETWORK_EMPTY: Short\n        val NETWORK_IDLE: Short\n        val
NETWORK_LOADING: Short\n        val NETWORK_NO_SOURCE: Short\n        val HAVE_NOTHING: Short\n
        val HAVE_METADATA: Short\n        val HAVE_CURRENT_DATA: Short\n        val
HAVE_FUTURE_DATA: Short\n        val HAVE_ENOUGH_DATA: Short\n        val ELEMENT_NODE: Short\n
        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n
        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to
Kotlin\n
*\n\npublic external abstract class HTMLAudioElement : HTMLMediaElement {\n    companion object {\n
        val NETWORK_EMPTY: Short\n        val NETWORK_IDLE: Short\n        val NETWORK_LOADING: Short\n
        val NETWORK_NO_SOURCE: Short\n        val HAVE_NOTHING: Short\n        val HAVE_METADATA:
Short\n        val HAVE_CURRENT_DATA: Short\n        val HAVE_FUTURE_DATA: Short\n        val
HAVE_ENOUGH_DATA: Short\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n
        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin\n
*\n\npublic external abstract class HTMLTrackElement : HTMLElement {\n    open var kind: String\n    open var
src: String\n    open var srclang: String\n    open var label: String\n    open var default: Boolean\n    open
val readyState: Short\n

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\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline operator fun AudioTrackList.get(index:
Int): AudioTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[AudioTrack](https://developer.mozilla.org/en/docs/Web/API/AudioTrack) to Kotlin\n *\npublic external abstract
class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack {\n open val id: String\n open val kind:
String\n open val label: String\n open val language: String\n open var enabled: Boolean\n open val
sourceBuffer: SourceBuffer?\n}\n\n/**\n * Exposes the JavaScript
[VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin\n *\npublic external
abstract class VideoTrackList : EventTarget {\n open val length:
Int\n open val selectedIndex: Int\n open var onchange: ((Event) -> dynamic)?\n open var onaddtrack:
((TrackEvent) -> dynamic)?\n open var onremovetrack: ((TrackEvent) -> dynamic)?\n fun getTrackById(id:
String): VideoTrack?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline operator fun VideoTrackList.get(index:
Int): VideoTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[VideoTrack](https://developer.mozilla.org/en/docs/Web/API/VideoTrack) to Kotlin\n *\npublic external abstract
class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {\n open val id: String\n open val kind:
String\n open val label: String\n open val language: String\n open var selected: Boolean\n open val
sourceBuffer: SourceBuffer?\n}\n\npublic external abstract class TextTrackList : EventTarget {\n open val length:
Int\n open var onchange: ((Event) -> dynamic)?\n open var onaddtrack: ((TrackEvent) ->
dynamic)?\n open var onremovetrack: ((TrackEvent) -> dynamic)?\n fun getTrackById(id: String):
TextTrack?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline operator fun TextTrackList.get(index: Int):
TextTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin\n *\npublic external abstract
class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {\n open val kind: TextTrackKind\n
open val label: String\n open val language: String\n open val id: String\n open val
inBandMetadataTrackDispatchType: String\n open var mode: TextTrackMode\n open val cues:
TextTrackCueList?\n open val activeCues: TextTrackCueList?\n open var oncuechange: ((Event) ->
dynamic)?\n open val sourceBuffer: SourceBuffer?\n fun addCue(cue: TextTrackCue)\n fun removeCue(cue:
TextTrackCue)\n}\n\npublic external abstract class
TextTrackCueList {\n open val length: Int\n fun getCueById(id: String):
TextTrackCue?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline operator fun TextTrackCueList.get(index:
Int): TextTrackCue? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[TextTrackCue](https://developer.mozilla.org/en/docs/Web/API/TextTrackCue) to Kotlin\n *\npublic external
abstract class TextTrackCue : EventTarget {\n open val track: TextTrack?\n open var id: String\n open var
startTime: Double\n open var endTime: Double\n open var pauseOnExit: Boolean\n open var onenter: ((Event)
-> dynamic)?\n open var onexit: ((Event) -> dynamic)?\n}\n\n/**\n * Exposes the JavaScript
[TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin\n *\npublic external abstract
class TimeRanges {\n open val length: Int\n fun start(index: Int): Double\n fun end(index: Int):
Double\n}\n\n/**\n * Exposes the JavaScript
[TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin\n *\npublic external open
class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {\n open val track:
UnionAudioTrackOrTextTrackOrVideoTrack?\n\n companion object {\n val NONE: Short\n val
CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface TrackEventInit : EventInit {\n var track:
UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline fun TrackEventInit(track:

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UnionAudioTrackOrTextTrackOrVideoTrack? = null, bubbles: Boolean? = false, cancelable: Boolean? = false,
composed: Boolean? = false): TrackEventInit {\n  val o = js("{}")\n  o["track"] = track\n  o["bubbles"] =
bubbles\n
  o["cancelable"] = cancelable\n  o["composed"] = composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin\n */\npublic
external abstract class HTMLMapElement : HTMLElement {\n  open var name: String\n  open val areas:
HTMLCollection\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:
Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin\n */\npublic
external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {\n  open var alt:
String\n  open var coords: String\n  open var shape: String\n  open var target: String\n  open var download:
String\n  open var ping: String\n  open var rel: String\n  open val relList: DOMTokenList\n  open var
referrerPolicy: String\n  open var noHref: Boolean\n\n  companion object {\n    val ELEMENT_NODE:
Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE:
Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n
    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val
NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes
the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to
Kotlin\n */\npublic external abstract class HTMLTableElement : HTMLElement {\n  open var caption:
HTMLTableCaptionElement?\n  open var tHead: HTMLTableSectionElement?\n  open var tFoot:
HTMLTableSectionElement?\n  open val tBodies: HTMLCollection\n  open val rows: HTMLCollection\n  open
var align: String\n  open var border: String\n  open var frame: String\n  open var rules: String\n  open var
summary: String\n  open var width:
String\n  open var bgColor: String\n  open var cellPadding: String\n  open var cellSpacing: String\n  fun
createCaption(): HTMLTableCaptionElement\n  fun deleteCaption()\n  fun createTHead():
HTMLTableSectionElement\n  fun deleteTHead()\n  fun createTFoot(): HTMLTableSectionElement\n  fun
deleteTFoot()\n  fun createTBody(): HTMLTableSectionElement\n  fun insertRow(index: Int =
definedExternally): HTMLTableRowElement\n  fun deleteRow(index: Int)\n\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n

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    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short }
}

/** Exposes the JavaScript [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin
 *
 * public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
    }
}

DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short }
}

/** Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin
 *
 * public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short }
}

/** Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
 *
 * public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short }
}

/** Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
 *
 * public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)
}

```

```

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

Short * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

Short * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open val elements: HTMLFormControlsCollection
    open val length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

Short @Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]

Short @Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]

Short * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
public external abstract class HTMLLabelElement : HTMLElement {
    open val form:

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HTMLFormElement? \n open var htmlFor: String \n open val control: HTMLFormElement? \n \n companion object
{ \n val ELEMENT_NODE: Short \n val ATTRIBUTE_NODE: Short \n val TEXT_NODE: Short \n
val CDATA_SECTION_NODE: Short \n val ENTITY_REFERENCE_NODE: Short \n val
ENTITY_NODE: Short \n val PROCESSING_INSTRUCTION_NODE: Short \n val COMMENT_NODE:
Short \n val DOCUMENT_NODE: Short \n val DOCUMENT_TYPE_NODE: Short \n val
DOCUMENT_FRAGMENT_NODE: Short \n val
NOTATION_NODE: Short \n val DOCUMENT_POSITION_DISCONNECTED: Short \n val
DOCUMENT_POSITION_PRECEDING: Short \n val DOCUMENT_POSITION_FOLLOWING: Short \n
val DOCUMENT_POSITION_CONTAINS: Short \n val DOCUMENT_POSITION_CONTAINED_BY:
Short \n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short \n } \n} \n \n /** \n * Exposes
the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to
Kotlin \n * \n public external abstract class HTMLInputElement : HTMLFormElement { \n open var accept: String \n
open var alt: String \n open var autocomplete: String \n open var autofocus: Boolean \n open var
defaultChecked: Boolean \n open var checked: Boolean \n open var dirName: String \n open var disabled:
Boolean \n open val form: HTMLFormElement? \n open val files: FileList? \n open var formAction: String \n
open var formEnctype: String \n open var formMethod: String \n open var formNoValidate: Boolean \n
open var formTarget: String \n open var height: Int \n open var indeterminate: Boolean \n open var inputMode:
String \n open val list: HTMLFormElement? \n open var max: String \n open var maxLength: Int \n open var min:
String \n open var minLength: Int \n open var multiple: Boolean \n open var name: String \n open var pattern:
String \n open var placeholder: String \n open var readOnly: Boolean \n open var required: Boolean \n open var
size: Int \n open var src: String \n open var step: String \n open var type: String \n open var defaultValue:
String \n open var value: String \n open var valueAsDate: dynamic \n open var valueAsNumber: Double \n
open var width: Int \n open val willValidate: Boolean \n open val validity: ValidityState \n open val
validationMessage: String \n open val labels: NodeList \n open var selectionStart: Int? \n open var selectionEnd:
Int? \n open var selectionDirection: String? \n open var align: String \n
open var useMap: String \n fun stepUp(n: Int = definedExternally) \n fun stepDown(n: Int =
definedExternally) \n fun checkValidity(): Boolean \n fun reportValidity(): Boolean \n fun
setCustomValidity(error: String) \n fun select() \n fun setRangeText(replacement: String) \n fun
setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally) \n fun
setSelectionRange(start: Int, end: Int, direction: String = definedExternally) \n \n companion object { \n val
ELEMENT_NODE: Short \n val ATTRIBUTE_NODE: Short \n val TEXT_NODE: Short \n val
CDATA_SECTION_NODE: Short \n val ENTITY_REFERENCE_NODE: Short \n val ENTITY_NODE:
Short \n val PROCESSING_INSTRUCTION_NODE: Short \n val COMMENT_NODE: Short \n val
DOCUMENT_NODE: Short \n val DOCUMENT_TYPE_NODE: Short \n val
DOCUMENT_FRAGMENT_NODE: Short \n val NOTATION_NODE: Short \n val
DOCUMENT_POSITION_DISCONNECTED:
Short \n val DOCUMENT_POSITION_PRECEDING: Short \n val
DOCUMENT_POSITION_FOLLOWING: Short \n val DOCUMENT_POSITION_CONTAINS: Short \n
val DOCUMENT_POSITION_CONTAINED_BY: Short \n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short \n } \n} \n \n /** \n * Exposes the JavaScript
[HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin \n
* \n public external abstract class HTMLButtonElement : HTMLFormElement { \n open var autofocus: Boolean \n
open var disabled: Boolean \n open val form: HTMLFormElement? \n open var formAction: String \n open var
formEnctype: String \n open var formMethod: String \n open var formNoValidate: Boolean \n open var
formTarget: String \n open var name: String \n open var type: String \n open var value: String \n open var
menu: HTMLMenuElement? \n open val willValidate: Boolean \n open val validity: ValidityState \n open val
validationMessage: String \n open val labels:

```

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NodeList\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n fun setCustomValidity(error:
String)\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE:
Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val
COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement)
to Kotlin\n */\npublic external abstract class HTMLSelectElement : HTMLInputElement, ItemArrayLike<Element> {\n
open var autocomplete: String\n open var autofocus: Boolean\n open var disabled: Boolean\n open val form:
HTMLFormElement?\n open var multiple: Boolean\n open var name: String\n open var required: Boolean\n
open var size: Int\n open val type: String\n open val options: HTMLOptionsCollection\n override var length:
Int\n open val selectedOptions: HTMLCollection\n open var selectedIndex: Int\n open var value: String\n
open val willValidate: Boolean\n open val validity: ValidityState\n open val validationMessage: String\n open
val labels: NodeList\n fun namedItem(name: String): HTMLOptionElement?\n fun add(element:
UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)\n fun
remove(index: Int)\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n
fun setCustomValidity(error: String)\n override fun item(index: Int): Element?\n\n companion object {\n
val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n
}\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLSelectElement.get(index:
Int): Element? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }\n\n/**\n *
Exposes the JavaScript
[HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin\n
*/\npublic external abstract class HTMLDataListElement : HTMLInputElement {\n open val options:
HTMLCollection\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE:
Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED:
Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val
DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
}

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val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin\n
*\n\npublic external abstract class HTMLOptGroupElement : HTMLInputElement,
UnionHTMLOptGroupElementOrHTMLOptionElement {\n    open var disabled: Boolean\n    open var label:
String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n

val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin\n
*\n\npublic external abstract class HTMLOptionElement : HTMLInputElement,
UnionHTMLOptGroupElementOrHTMLOptionElement {\n    open var disabled: Boolean\n    open var form:
HTMLFormElement?\n    open var label: String\n    open var defaultSelected: Boolean\n    open var selected:
Boolean\n    open var value: String\n    open var text: String\n    open val index: Int\n\n    companion object {\n
val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin\n
*\n\npublic external abstract class HTMLTextAreaElement : HTMLInputElement {\n    open var autocomplete: String\n
open var autofocus: Boolean\n    open var cols: Int\n    open var dirName: String\n    open
var disabled: Boolean\n    open val form: HTMLFormElement?\n    open var inputMode: String\n    open var
maxLength: Int\n    open var minLength: Int\n    open var name: String\n    open var placeholder: String\n    open var
readOnly: Boolean\n    open var required: Boolean\n    open var rows: Int\n    open var wrap: String\n    open val
type: String\n    open var defaultValue: String\n    open var value: String\n    open val textLength: Int\n    open val
willValidate: Boolean\n    open val validity: ValidityState\n    open val validationMessage: String\n    open val
labels: NodeList\n    open var selectionStart: Int?\n    open var selectionEnd: Int?\n    open var selectionDirection:
String?\n    fun checkValidity(): Boolean\n    fun reportValidity(): Boolean\n    fun setCustomValidity(error:
String)\n    fun select()\n    fun setRangeText(replacement: String)\n    fun setRangeText(replacement: String, start:
Int, end: Int, selectionMode: SelectionMode = definedExternally)\n    fun setSelectionRange(start:
Int, end: Int, direction: String = definedExternally)\n\n    companion object {\n        val ELEMENT_NODE: Short\n
        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n
        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n

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    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin\n
*/\npublic
external abstract class HTMLKeygenElement : HTMLInputElement {\n    open var autofocus: Boolean\n    open var
challenge: String\n    open var disabled: Boolean\n    open val form: HTMLFormElement?\n    open var keytype:
String\n    open var name: String\n    open val type: String\n    open val willValidate: Boolean\n    open val validity:
ValidityState\n    open val validationMessage: String\n    open val labels: NodeList\n    fun checkValidity():
Boolean\n    fun reportValidity(): Boolean\n    fun setCustomValidity(error: String)\n\n    companion object {\n
val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n
    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING:
Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val
DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the
JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to
Kotlin\n */\npublic external abstract class HTMLOutputElement : HTMLInputElement {\n    open val htmlFor:
DOMTokenList\n    open val form: HTMLFormElement?\n    open var name: String\n    open val type: String\n
open var defaultValue: String\n    open var value: String\n    open val willValidate: Boolean\n    open val validity:
ValidityState\n    open val validationMessage: String\n    open val labels: NodeList\n    fun checkValidity():
Boolean\n    fun reportValidity(): Boolean\n    fun setCustomValidity(error: String)\n\n    companion object {\n
val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin\n
*/\npublic external abstract class HTMLProgressElement : HTMLInputElement {\n    open var value: Double\n    open
var max:
Double\n    open val position: Double\n    open val labels: NodeList\n\n    companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin\n */\npublic

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external

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abstract class HTMLMeterElement : HTMLElement {\n  open var value: Double\n  open var min: Double\n  open var max: Double\n  open var low: Double\n  open var high: Double\n  open var optimum: Double\n  open val labels: NodeList\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n  }\n\n  DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n}\n\n/**\n * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin\n */\n\npublic external abstract class HTMLFieldSetElement : HTMLElement {\n  open var disabled: Boolean\n  open val form: HTMLFormElement?\n  open var name: String\n  open val type: String\n  open val elements: HTMLCollection\n  open val willValidate: Boolean\n  open val validity: ValidityState\n  open val validationMessage: String\n  fun checkValidity(): Boolean\n  fun reportValidity(): Boolean\n  fun setCustomValidity(error: String)\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n  }\n\n  DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n}\n\n/**\n * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin\n */\n\npublic external abstract class HTMLLegendElement : HTMLElement {\n  open val form: HTMLFormElement?\n  open var align: String\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n  }\n\n  DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n}\n\n/**\n * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin\n */\n\npublic external abstract class ValidityState {\n  open val valueMissing: Boolean\n  open val typeMismatch: Boolean\n  open val patternMismatch: Boolean\n  open val tooLong: Boolean\n  open val tooShort: Boolean\n  open val rangeUnderflow: Boolean\n  open val rangeOverflow: Boolean\n  open val stepMismatch: Boolean\n  open val badInput: Boolean\n  open val customError: Boolean\n  open val valid: Boolean\n}\n\n/**\n * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin\n */
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*\npublic external abstract class HTMLDetailsElement : HTMLInputElement {\n  open var open: Boolean\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\npublic external abstract class HTMLMenuElement : HTMLInputElement {\n  open var type: String\n  open var label: String\n  open var compact: Boolean\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\npublic external abstract class HTMLMenuItemElement : HTMLInputElement {\n  open var type: String\n  open var label: String\n  open var icon: String\n  open var disabled: Boolean\n  open var checked: Boolean\n  open var radiogroup: String\n  open var default: Boolean\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\npublic external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {\n  open val relatedTarget: EventTarget?\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface RelatedEventInit : EventInit {\n  var relatedTarget: EventTarget? /* = null */\n  get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun RelatedEventInit(relatedTarget: EventTarget? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): RelatedEventInit {\n  val o = js(\"{\}\")\n  o[\"relatedTarget\"] = relatedTarget\n  o[\"bubbles\"] = bubbles\n  o[\"cancelable\"] = cancelable\n  o[\"composed\"] = composed\n  return o\n}\n\n/* Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin\n*\n\npublic external abstract class HTMLDialogElement : HTMLInputElement {\n  open var open: Boolean\n  open var returnValue: String\n  fun show(anchor: UnionElementOrMouseEvent = definedExternally)\n  fun showModal(anchor: UnionElementOrMouseEvent = definedExternally)\n  fun close(returnValue: String =

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definedExternally))\n\n companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:
Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING:
Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val
DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the
JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin\n
*\n\npublic external abstract class HTMLScriptElement : HTMLElement, HTMLORSVGScriptElement {\n    open
var src: String\n    open var type: String\n    open var charset: String\n    open var async: Boolean\n    open var defer:
Boolean\n    open var crossOrigin: String?\n    open var text: String\n    open var nonce: String\n    open var event:
String\n    open var htmlFor: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n
        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin\n
*\n\npublic external abstract class HTMLTemplateElement : HTMLElement {\n    open val content:
DocumentFragment\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n
        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin\n
*\n\npublic external abstract class HTMLSlotElement : HTMLElement {\n    open var name: String\n    fun
assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>\n\n    companion object {\n
        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n}\n\npublic external interface

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AssignedNodesOptions {\n  var flatten: Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun AssignedNodesOptions(flatten:
Boolean? = false): AssignedNodesOptions
{\n  val o = js(\"({})\")\n  o[\"flatten\"] = flatten\n  return o\n}\n\n/**\n * Exposes the JavaScript
[HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin\n
*\npublic external abstract class HTMLCanvasElement : HTMLDivElement, CanvasImageSource, TexImageSource
{\n  open var width: Int\n  open var height: Int\n  fun getContext(contextId: String, vararg arguments: Any?):
RenderingContext?\n  fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally):
String\n  fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? =
definedExternally)\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:
Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE:
Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n
val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\npublic external
interface CanvasRenderingContext2DSettings {\n  var alpha: Boolean? /* = true */\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {\n  val o =
js(\"({})\")\n  o[\"alpha\"] = alpha\n  return o\n}\n\n/**\n * Exposes the JavaScript
[CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D)
to Kotlin\n
*\npublic external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform,
CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters,
CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,
CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {\n
open val canvas: HTMLCanvasElement\n}\n\npublic external interface CanvasState {\n  fun save()\n  fun
restore()\n}\n\npublic external interface CanvasTransform {\n  fun scale(x: Double, y: Double)\n  fun
rotate(angle: Double)\n  fun translate(x: Double, y: Double)\n  fun transform(a: Double, b: Double, c: Double, d:
Double, e: Double, f: Double)\n  fun getTransform(): DOMMatrix\n  fun setTransform(a: Double, b: Double, c:
Double, d: Double, e: Double, f: Double)\n  fun setTransform(transform: dynamic = definedExternally)\n  fun
resetTransform()\n}\n\npublic
external interface CanvasCompositing {\n  var globalAlpha: Double\n  var globalCompositeOperation:
String\n}\n\npublic external interface CanvasImageSmoothing {\n  var imageSmoothingEnabled: Boolean\n  var
imageSmoothingQuality: ImageSmoothingQuality\n}\n\npublic external interface CanvasFillStrokeStyles {\n  var
strokeStyle: dynamic\n  get() = definedExternally\n  set(value) = definedExternally\n  var fillStyle:
dynamic\n  get() = definedExternally\n  set(value) = definedExternally\n  fun createLinearGradient(x0:
Double, y0: Double, x1: Double, y1: Double): CanvasGradient\n  fun createRadialGradient(x0: Double, y0:
Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient\n  fun createPattern(image:
CanvasImageSource, repetition: String): CanvasPattern?\n}\n\npublic external interface CanvasShadowStyles {\n
var shadowOffsetX: Double\n  var shadowOffsetY: Double\n  var shadowBlur: Double\n  var shadowColor:
String\n}\n\npublic external interface CanvasFilters {\n  var filter: String\n}\n\npublic external interface
CanvasRect {\n  fun clearRect(x: Double, y: Double, w: Double, h: Double)\n  fun fillRect(x: Double, y: Double,
w: Double, h: Double)\n  fun strokeRect(x: Double, y: Double, w: Double, h: Double)\n}\n\npublic external

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interface CanvasDrawPath {\n  fun beginPath()\n  fun fill(fillRule: CanvasFillRule = definedExternally)\n  fun fill(path: Path2D, fillRule: CanvasFillRule = definedExternally)\n  fun stroke()\n  fun stroke(path: Path2D)\n  fun clip(fillRule: CanvasFillRule = definedExternally)\n  fun clip(path: Path2D, fillRule: CanvasFillRule = definedExternally)\n  fun resetClip()\n  fun isPointInPath(x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n  fun isPointInPath(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n  fun isPointInStroke(x: Double, y: Double): Boolean\n  fun isPointInStroke(path: Path2D, x: Double, y: Double): Boolean}\n\npublic external interface CanvasUserInterface {\n  fun drawFocusIfNeeded(element: Element)\n  fun drawFocusIfNeeded(path: Path2D, element: Element)\n  fun scrollPathIntoView()\n  fun scrollPathIntoView(path: Path2D)\n}\n\npublic external interface CanvasText {\n  fun fillText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)\n  fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)\n  fun measureText(text: String): TextMetrics}\n}\n\npublic external interface CanvasDrawImage {\n  fun drawImage(image: CanvasImageSource, dx: Double, dy: Double)\n  fun drawImage(image: CanvasImageSource, dx: Double, dy: Double, dw: Double, dh: Double)\n  fun drawImage(image: CanvasImageSource, sx: Double, sy: Double, sw: Double, sh: Double, dx: Double, dy: Double, dw: Double, dh: Double)\n}\n\npublic external interface CanvasHitRegion {\n  fun addHitRegion(options: HitRegionOptions = definedExternally)\n  fun removeHitRegion(id: String)\n  fun clearHitRegions()\n}\n\npublic external interface CanvasImageData {\n  fun createImageData(sw: Double, sh: Double): ImageData\n  fun createImageData(imagedata: ImageData): ImageData\n  fun getImageData(sx: Double, sy: Double, sw: Double, sh: Double): ImageData\n  fun putImageData(imagedata: ImageData, dx: Double, dy: Double, dirtyX: Double, dirtyY: Double, dirtyWidth: Double, dirtyHeight: Double)\n}\n\npublic external interface CanvasPathDrawingStyles {\n  var lineWidth: Double\n  var lineCap: CanvasLineCap\n  var lineJoin: CanvasLineJoin\n  var miterLimit: Double\n  var lineDashOffset: Double\n  fun setLineDash(segments: Array<Double>)\n  fun getLineDash(): Array<Double>\n}\n\npublic external interface CanvasTextDrawingStyles {\n  var font: String\n  var textAlign: CanvasTextAlign\n  var textBaseline: CanvasTextBaseline\n  var direction: CanvasDirection}\n}\n\npublic external interface CanvasPath {\n  fun closePath()\n  fun moveTo(x: Double, y: Double)\n  fun lineTo(x: Double, y: Double)\n  fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)\n  fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)\n  fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)\n  fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)\n  fun rect(x: Double, y: Double, w: Double, h: Double)\n  fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally)\n  fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally)\n}\n\n/**\n * Exposes the JavaScript [CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin\n */\n\npublic external abstract class CanvasGradient {\n  fun addColorStop(offset: Double, color: String)\n}\n\n/**\n * Exposes the JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin\n */\n\npublic external abstract class CanvasPattern {\n  fun setTransform(transform: dynamic = definedExternally)\n}\n\n/**\n * Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin\n */\n\npublic external abstract class TextMetrics {\n  open val width: Double\n  open val actualBoundingBoxLeft: Double\n  open val actualBoundingBoxRight: Double\n  open val fontBoundingBoxAscent: Double\n  open val fontBoundingBoxDescent: Double\n  open val actualBoundingBoxAscent: Double\n  open val actualBoundingBoxDescent: Double\n  open val emHeightAscent: Double\n  open val emHeightDescent: Double\n  open val hangingBaseline: Double\n  open val alphabeticBaseline: Double\n  open val ideographicBaseline: Double}\n}\n\npublic external interface HitRegionOptions {\n  var path: Path2D? /* = null */\n  get() = definedExternally\n  set(value) =

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definedExternally\n    var fillRule: CanvasFillRule? /* = CanvasFillRule.NONZERO */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var id: String? /* = \"\" */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var parentID: String? /* = null */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var cursor: String? /* = \"inherit\" */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var control: Element? /* = null */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var label: String? /* = null */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var role: String? /* = null */\n        get() =
definedExternally\n
    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun HitRegionOptions(path: Path2D? =
null, fillRule: CanvasFillRule? = CanvasFillRule.NONZERO, id: String? = \"\", parentID: String? = null, cursor:
String? = \"inherit\", control: Element? = null, label: String? = null, role: String? = null): HitRegionOptions {\n    val
o = js(\"({})\")\n    o[\"path\"] = path\n    o[\"fillRule\"] = fillRule\n    o[\"id\"] = id\n    o[\"parentID\"] = parentID\n
o[\"cursor\"] = cursor\n    o[\"control\"] = control\n    o[\"label\"] = label\n    o[\"role\"] = role\n    return
o}\n}\n\n/**\n * Exposes the JavaScript [ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to
Kotlin\n */\npublic external open class ImageData : ImageBitmapSource, TexImageSource {\n    constructor(sw:
Int, sh: Int)\n    constructor(data: Uint8ClampedArray, sw: Int, sh: Int = definedExternally)\n    open
val width: Int\n    open val height: Int\n    open val data: Uint8ClampedArray\n}\n\n/**\n * Exposes the JavaScript
[Path2D](https://developer.mozilla.org/en/docs/Web/API/Path2D) to Kotlin\n */\npublic external open class
Path2D() : CanvasPath {\n    constructor(path: Path2D)\n    constructor(paths: Array<Path2D>, fillRule:
CanvasFillRule = definedExternally)\n    constructor(d: String)\n    fun addPath(path: Path2D, transform: dynamic =
definedExternally)\n    override fun closePath()\n    override fun moveTo(x: Double, y: Double)\n    override fun
lineTo(x: Double, y: Double)\n    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)\n
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)\n
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)\n    override fun arcTo(x1:
Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)\n    override
fun rect(x: Double, y: Double, w: Double, h: Double)\n    override fun arc(x: Double, y: Double, radius: Double,
startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */)\n    override fun ellipse(x:
Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double,
anticlockwise: Boolean /* = definedExternally */)\n}\n}\n\n/**\n * Exposes the JavaScript
[ImageBitmapRenderingContext](https://developer.mozilla.org/en/docs/Web/API/ImageBitmapRenderingContext)
to Kotlin\n */\npublic external abstract class ImageBitmapRenderingContext {\n    open val canvas:
HTMLCanvasElement\n    fun transferFromImageBitmap(bitmap: ImageBitmap?)\n}\n\npublic external interface
ImageBitmapRenderingContextSettings {\n    var alpha: Boolean? /* = true */\n        get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline
fun ImageBitmapRenderingContextSettings(alpha: Boolean? = true): ImageBitmapRenderingContextSettings {\n    val
o = js(\"({})\")\n    o[\"alpha\"] = alpha\n    return o}\n}\n\n/**\n * Exposes the JavaScript
[CustomElementRegistry](https://developer.mozilla.org/en/docs/Web/API/CustomElementRegistry) to Kotlin\n
*/\npublic external abstract class CustomElementRegistry {\n    fun define(name: String, constructor: () -> dynamic,
options: ElementDefinitionOptions = definedExternally)\n    fun get(name: String): Any?\n    fun
whenDefined(name: String): Promise<Unit>\n}\n\npublic external interface ElementDefinitionOptions {\n    var
extends: String?\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ElementDefinitionOptions(extends:
String? = undefined): ElementDefinitionOptions {\n    val o = js(\"({})\")\n    o[\"extends\"] = extends\n    return
o}\n}\n\npublic

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external interface ElementContentEditable {\n  var contentEditable: String\n  val isContentEditable:
Boolean\n}\n\n/**\n * Exposes the JavaScript
[DataTransfer](https://developer.mozilla.org/en/docs/Web/API/DataTransfer) to Kotlin\n */\npublic external
abstract class DataTransfer {\n  open var dropEffect: String\n  open var effectAllowed: String\n  open val items:
DataTransferItemList\n  open val types: Array<out String>\n  open val files: FileList\n  fun
setDragImage(image: Element, x: Int, y: Int)\n  fun getData(format: String): String\n  fun setData(format: String,
data: String)\n  fun clearData(format: String = definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin\n */\npublic
external abstract class DataTransferItemList {\n  open val length: Int\n  fun add(data: String, type: String):
DataTransferItem?\n  fun add(data: File): DataTransferItem?\n
  fun remove(index: Int)\n  fun clear()\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
DataTransferItemList.get(index: Int): DataTransferItem? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin\n */\npublic
external abstract class DataTransferItem {\n  open val kind: String\n  open val type: String\n  fun
getAsString(_callback: ((String) -> Unit)?)\n  fun getAsFile(): File?\n}\n\n/**\n * Exposes the JavaScript
[DragEvent](https://developer.mozilla.org/en/docs/Web/API/TouchEvent) to Kotlin\n */\npublic external open class
DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {\n  open val
dataTransfer: DataTransfer?\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE:
Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic
external interface DragEventInit : MouseEventInit {\n  var dataTransfer: DataTransfer? /* = null */\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun DragEventInit(dataTransfer:
DataTransfer? = null, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0,
buttons: Short? = 0, relatedTarget: EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey:
Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false,
modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false,
modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false,
modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view:
Window? = null, detail:
Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): DragEventInit {\n
val o = js("{}")\n  o["dataTransfer"] = dataTransfer\n  o["screenX"] = screenX\n  o["screenY"] =
screenY\n  o["clientX"] = clientX\n  o["clientY"] = clientY\n  o["button"] = button\n  o["buttons"] =
buttons\n  o["relatedTarget"] = relatedTarget\n  o["region"] = region\n  o["ctrlKey"] = ctrlKey\n
o["shiftKey"] = shiftKey\n  o["altKey"] = altKey\n  o["metaKey"] = metaKey\n  o["modifierAltGraph"] =
modifierAltGraph\n  o["modifierCapsLock"] = modifierCapsLock\n  o["modifierFn"] = modifierFn\n
o["modifierFnLock"] = modifierFnLock\n  o["modifierHyper"] = modifierHyper\n  o["modifierNumLock"] =
modifierNumLock\n  o["modifierScrollLock"] = modifierScrollLock\n  o["modifierSuper"] = modifierSuper\n
o["modifierSymbol"] = modifierSymbol\n  o["modifierSymbolLock"] = modifierSymbolLock\n
  o["view"] = view\n  o["detail"] = detail\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n
o["composed"] = composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin\n */\npublic external abstract class
Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope,
WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy {\n  open
val window: Window\n  open val self: Window\n  open val document: Document\n  open var name: String\n
open val location: Location\n  open val history: History\n  open val customElements: CustomElementRegistry\n
open val locationbar: BarProp\n  open val menubar: BarProp\n  open val personalbar: BarProp\n  open val
scrollbars: BarProp\n  open val statusbar: BarProp\n  open val toolbar: BarProp\n  open var status: String\n

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open val closed: Boolean\n  open
val frames: Window\n  open val length: Int\n  open val top: Window\n  open var opener: Any?\n  open val
parent: Window\n  open val frameElement: Element?\n  open val navigator: Navigator\n  open val
applicationCache: ApplicationCache\n  open val external: External\n  open val screen: Screen\n  open val
innerWidth: Int\n  open val innerHeight: Int\n  open val scrollX: Double\n  open val pageXOffset: Double\n
open val scrollY: Double\n  open val pageYOffset: Double\n  open val screenX: Int\n  open val screenY: Int\n
open val outerWidth: Int\n  open val outerHeight: Int\n  open val devicePixelRatio: Double\n  fun close()\n  fun
stop()\n  fun focus()\n  fun blur()\n  fun open(url: String = definedExternally, target: String = definedExternally,
features: String = definedExternally): Window?\n  fun alert()\n  fun alert(message: String)\n  fun
confirm(message: String = definedExternally): Boolean\n  fun prompt(message: String = definedExternally,
default: String = definedExternally): String?\n  fun print()\n  fun requestAnimationFrame(callback: (Double) ->
Unit): Int\n  fun cancelAnimationFrame(handle: Int)\n  fun postMessage(message: Any?, targetOrigin: String,
transfer: Array<dynamic> = definedExternally)\n  fun captureEvents()\n  fun releaseEvents()\n  fun
matchMedia(query: String): MediaQueryList\n  fun moveTo(x: Int, y: Int)\n  fun moveBy(x: Int, y: Int)\n  fun
resizeTo(x: Int, y: Int)\n  fun resizeBy(x: Int, y: Int)\n  fun scroll(options: ScrollToOptions = definedExternally)\n
  fun scroll(x: Double, y: Double)\n  fun scrollTo(options: ScrollToOptions = definedExternally)\n  fun
scrollTo(x: Double, y: Double)\n  fun scrollBy(options: ScrollToOptions = definedExternally)\n  fun scrollBy(x:
Double, y: Double)\n  fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally):
CSSStyleDeclaration\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic
inline operator fun Window.get(name: String): dynamic = asDynamic()[name]\n\npublic external abstract class
BarProp {\n  open val visible: Boolean\n}\n\n/**\n * Exposes the JavaScript
[History](https://developer.mozilla.org/en/docs/Web/API/History) to Kotlin\n */\npublic external abstract class
History {\n  open val length: Int\n  open var scrollRestoration: ScrollRestoration\n  open val state: Any?\n  fun
go(delta: Int = definedExternally)\n  fun back()\n  fun forward()\n  fun pushState(data: Any?, title: String, url:
String? = definedExternally)\n  fun replaceState(data: Any?, title: String, url: String? =
definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[Location](https://developer.mozilla.org/en/docs/Web/API/Location) to Kotlin\n */\npublic external abstract class
Location {\n  open var href: String\n  open val origin: String\n  open var protocol: String\n  open var host:
String\n  open var hostname: String\n  open
var port: String\n  open var pathname: String\n  open var search: String\n  open var hash: String\n  open val
ancestorOrigins: Array<out String>\n  fun assign(url: String)\n  fun replace(url: String)\n  fun
reload()\n}\n\n/**\n * Exposes the JavaScript
[PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin\n */\npublic external
open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {\n  open val
state: Any?\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val
AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface PopStateEventInit
: EventInit {\n  var state: Any? /* = null */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun PopStateEventInit(state: Any? = null,
bubbles: Boolean?
= false, cancelable: Boolean? = false, composed: Boolean? = false): PopStateEventInit {\n  val o = js(\"({})\")\n
o[\"state\"] = state\n  o[\"bubbles\"] = bubbles\n  o[\"cancelable\"] = cancelable\n  o[\"composed\"] =
composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin\n */\npublic
external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) :
Event {\n  open val oldURL: String\n  open val newURL: String\n\n  companion object {\n    val NONE:
Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE:

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Short\n } }\n\npublic external interface HashChangeEventInit : EventInit {\n  var oldURL: String? /* = \"\" */\n    get() = definedExternally\n    set(value) = definedExternally\n  var newURL: String? /* = \"\" */\n    get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun HashChangeEventInit(oldURL: String? = \"\", newURL: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): HashChangeEventInit {\n  val o = js(\"({})\")\n  o[\"oldURL\"] = oldURL\n  o[\"newURL\"] = newURL\n  o[\"bubbles\"] = bubbles\n  o[\"cancelable\"] = cancelable\n  o[\"composed\"] = composed\n  return o\n}\n\n/**\n * Exposes the JavaScript [PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin\n */\npublic external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {\n  open val persisted: Boolean\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface PageTransitionEventInit : EventInit {\n  var persisted: Boolean? /* = false */\n    get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun PageTransitionEventInit(persisted: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PageTransitionEventInit {\n  val o = js(\"({})\")\n  o[\"persisted\"] = persisted\n  o[\"bubbles\"] = bubbles\n  o[\"cancelable\"] = cancelable\n  o[\"composed\"] = composed\n  return o\n}\n\n/**\n * Exposes the JavaScript [BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin\n */\npublic external open class BeforeUnloadEvent : Event {\n  var returnValue: String\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external abstract class ApplicationCache : EventTarget {\n  open val status: Short\n  open var onchecking: ((Event) -> dynamic)?\n  open var onerror: ((Event) -> dynamic)?\n  open var onnoupdate: ((Event) -> dynamic)?\n  open var ondownloading: ((Event) -> dynamic)?\n  open var onprogress: ((ProgressEvent) -> dynamic)?\n  open var onunupdate: ((Event) -> dynamic)?\n  open var oncached: ((Event) -> dynamic)?\n  open var onobsolete: ((Event) -> dynamic)?\n  fun update()\n  fun abort()\n  fun swapCache()\n\n  companion object {\n    val UNCACHED: Short\n    val IDLE: Short\n    val CHECKING: Short\n    val DOWNLOADING: Short\n    val UPDATEREADY: Short\n    val OBSOLETE: Short\n  }\n}\n\n/**\n * Exposes the JavaScript [NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin\n */\npublic external interface NavigatorOnLine {\n  val onLine: Boolean\n}\n\n/**\n * Exposes the JavaScript [ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin\n */\npublic external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {\n  open val message: String\n  open val filename: String\n  open val lineno: Int\n  open val colno: Int\n  open val error: Any?\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface ErrorEventInit : EventInit {\n  var message: String? /* = \"\" */\n    get() = definedExternally\n  set(value) = definedExternally\n  var filename: String? /* = \"\" */\n    get() = definedExternally\n  set(value) = definedExternally\n  var lineno: Int? /* = 0 */\n    get() = definedExternally\n  set(value) = definedExternally\n  var colno: Int? /* = 0 */\n    get() = definedExternally\n  set(value) = definedExternally\n  var error: Any? /* = null */\n    get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ErrorEventInit(message: String? = \"\", filename: String? = \"\", lineno: Int? = 0, colno: Int? = 0, error: Any? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ErrorEventInit {\n  val o = js(\"({})\")\n  o[\"message\"] =

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message\n  o["filename"] = filename\n  o["lineno"] = lineno\n  o["colno"] = colno\n  o["error"] = error\n
o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n  return
o\n}\n\n/**\n * Exposes the JavaScript
[PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin\n
*\npublic external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) :
Event {\n  open val promise: Promise<Any?>\n
    open val reason: Any?\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE:
Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n\npublic external interface
PromiseRejectionEventInit : EventInit {\n  var promise: Promise<Any?>?\n  var reason: Any?\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun PromiseRejectionEventInit(promise:
Promise<Any?>?, reason: Any? = undefined, bubbles: Boolean? = false, cancelable: Boolean? = false, composed:
Boolean? = false): PromiseRejectionEventInit {\n  val o = js("{}")\n  o["promise"] = promise\n
o["reason"] = reason\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] =
composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers)
to Kotlin\n*\npublic external interface GlobalEventHandlers {\n  var onabort: ((Event) -> dynamic)?\n  get()
= definedExternally\n  set(value) = definedExternally\n  var onblur: ((FocusEvent) -> dynamic)?\n  get() =
definedExternally\n  set(value) = definedExternally\n  var oncancel: ((Event) -> dynamic)?\n  get() =
definedExternally\n  set(value) = definedExternally\n  var oncancel: ((Event) -> dynamic)?\n  get() =
definedExternally\n  set(value) = definedExternally\n  var oncanplay: ((Event) -> dynamic)?\n  get() =
definedExternally\n  set(value) = definedExternally\n  var oncanplaythrough: ((Event) -> dynamic)?\n  get()
= definedExternally\n  set(value) = definedExternally\n  var onchange: ((Event) -> dynamic)?\n  get() =
definedExternally\n  set(value) = definedExternally\n  var onclick: ((MouseEvent) -> dynamic)?\n  get() =
definedExternally\n  set(value) = definedExternally\n  var onclose: ((Event) -> dynamic)?\n  get() =
definedExternally\n  set(value)
= definedExternally\n  var oncontextmenu: ((MouseEvent) -> dynamic)?\n  get() = definedExternally\n
set(value) = definedExternally\n  var oncuechange: ((Event) -> dynamic)?\n  get() = definedExternally\n
set(value) = definedExternally\n  var ondblclick: ((MouseEvent) -> dynamic)?\n  get() = definedExternally\n
set(value) = definedExternally\n  var ondrag: ((DragEvent) -> dynamic)?\n  get() = definedExternally\n
set(value) = definedExternally\n  var ondragend: ((DragEvent) -> dynamic)?\n  get() = definedExternally\n
set(value) = definedExternally\n  var ondragenter: ((DragEvent) -> dynamic)?\n  get() = definedExternally\n
set(value) = definedExternally\n  var ondragexit: ((DragEvent) -> dynamic)?\n  get() = definedExternally\n
set(value) = definedExternally\n  var ondragleave: ((DragEvent) -> dynamic)?\n  get() = definedExternally\n
set(value) = definedExternally\n
var ondragover: ((DragEvent) -> dynamic)?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var ondragstart: ((DragEvent) -> dynamic)?\n  get() = definedExternally\n  set(value)
= definedExternally\n  var ondrop: ((DragEvent) -> dynamic)?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var ondurationchange: ((Event) -> dynamic)?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var onemptied: ((Event) -> dynamic)?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var onended: ((Event) -> dynamic)?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n  get() = definedExternally\n
set(value) = definedExternally\n  var onfocus: ((FocusEvent) -> dynamic)?\n  get() = definedExternally\n
set(value) = definedExternally\n  var oninput: ((InputEvent)
-> dynamic)?\n  get() = definedExternally\n  set(value) = definedExternally\n  var oninvalid: ((Event) ->
dynamic)?\n  get() = definedExternally\n  set(value) = definedExternally\n  var onkeydown:
((KeyboardEvent) -> dynamic)?\n  get() = definedExternally\n  set(value) = definedExternally\n  var
onkeypress: ((KeyboardEvent) -> dynamic)?\n  get() = definedExternally\n  set(value) = definedExternally\n
var onkeyup: ((KeyboardEvent) -> dynamic)?\n  get() = definedExternally\n  set(value) =

```

```

definedExternally\n    var onload: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onloadeddata: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onloadedmetadata: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onloadend: ((Event) -> dynamic)?\n    get()
= definedExternally\n    set(value) = definedExternally\n    var onloadstart: ((ProgressEvent) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onmousedown: ((MouseEvent) ->
dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onmouseenter:
((MouseEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onmouseleave: ((MouseEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
var onmousemove: ((MouseEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onmouseout: ((MouseEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onmouseover: ((MouseEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onmouseup: ((MouseEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onwheel: ((WheelEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onpause: ((Event) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onplay: ((Event) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onplaying: ((Event) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onprogress: ((ProgressEvent) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onratechange: ((Event) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onreset: ((Event) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onresize: ((Event) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n
var onscroll: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onseeked: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onseeking: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onselect: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onshow: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onstalled: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onsubmit: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onsuspend: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
ontimeupdate: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var ontoggle: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onvolumechange: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onwaiting: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var ongotpointercapture: ((PointerEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onlostpointercapture: ((PointerEvent) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onpointerdown: ((PointerEvent) ->
dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onpointermove:
((PointerEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onpointerup: ((PointerEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onpointercancel: ((PointerEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onpointerover: ((PointerEvent) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onpointerout: ((PointerEvent) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onpointerenter: ((PointerEvent) ->
dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onpointerleave:
((PointerEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n}\n\n/*\n *

```

Exposes the JavaScript

[WindowEventHandlers](https://developer.mozilla.org/en/docs/Web/API/WindowEventHandlers) to Kotlin\n

```

*  

public external interface WindowEventHandlers {  

    var onafterprint: ((Event) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onbeforeprint: ((Event) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onbeforeunload: ((BeforeUnloadEvent) -> String)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onhashchange: ((HashChangeEvent) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onlanguagechange: ((Event) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onmessage: ((MessageEvent) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onoffline: ((Event) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var ononline: ((Event) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onpagehide: ((PageTransitionEvent) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onpageshow: ((PageTransitionEvent) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onpopstate: ((PopStateEvent) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onrejectionhandled: ((Event) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onstorage: ((StorageEvent) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onunload: ((Event) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

}

public external interface DocumentAndElementEventHandlers {  

    var oncopy: ((ClipboardEvent) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var oncut: ((ClipboardEvent) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

    var onpaste: ((ClipboardEvent) -> dynamic)?  

    get() = definedExternally  

    set(value) = definedExternally  

}

* Exposes the JavaScript  

[WindowOrWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WindowOrWorkerGlobalScope) to Kotlin  

public external interface WindowOrWorkerGlobalScope {  

    val origin: String  

    val caches: CacheStorage  

    fun btoa(data: String): String  

    fun atob(data: String): String  

    fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int  

    fun clearTimeout(handle: Int = definedExternally)  

    fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int  

    fun clearInterval(handle: Int = definedExternally)  

    fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>  

    fun createImageBitmap(image: ImageBitmapSource, sx: Int, sy: Int, sw: Int, sh: Int, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>  

    fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>  

}

* Exposes the JavaScript  

[Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin  

public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {  

    open val clipboard: Clipboard  

    open val mediaDevices: MediaDevices  

    open val maxTouchPoints: Int  

    open val serviceWorker: ServiceWorkerContainer  

    fun requestMediaKeySystemAccess(keySystem: String, supportedConfigurations: Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>  

    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)  

    fun vibrate(pattern: dynamic): Boolean  

}

* Exposes the JavaScript  

[NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin  

public external interface NavigatorID {  

    val appCodeName: String  

    val appName: String  

    val appVersion: String  

    val platform: String  

    val product: String  

    val productSub: String  

    val userAgent: String  

    val vendor: String  

    val vendorSub: String  

    val oscpu: String  

    fun taintEnabled(): Boolean  

}

* Exposes the JavaScript  

[NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin  

public external interface NavigatorLanguage {  

    val language: String  

    val languages: Array<out String>  

}

```



```

ImageBitmapOptions(imageOrientation: ImageOrientation? = ImageOrientation.NONE, premultiplyAlpha:
PremultiplyAlpha? = PremultiplyAlpha.DEFAULT, colorSpaceConversion: ColorSpaceConversion? =
ColorSpaceConversion.DEFAULT, resizeMode: Int? = undefined, resizeMode: Int? = undefined, resizeMode:
ResizeQuality? = ResizeQuality.LOW): ImageBitmapOptions {\n  val o = js("{}")\n  o["imageOrientation"]
= imageOrientation\n  o["premultiplyAlpha"] = premultiplyAlpha\n  o["colorSpaceConversion"] =
colorSpaceConversion\n  o["resizeWidth"] = resizeMode\n  o["resizeHeight"] = resizeMode\n
o["resizeQuality"] = resizeMode\n  return o\n}\n\n/**\n * Exposes the JavaScript
[MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin\n */\npublic external open
class MessageEvent(type:
String, eventInitDict: MessageEventInit = definedExternally) : Event {\n  open val data: Any?\n  open val origin:
String\n  open val lastEventId: String\n  open val source: UnionMessagePortOrWindowProxy?\n  open val ports:
Array<out MessagePort>\n  fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data:
Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindowProxy?, ports:
Array<MessagePort>)\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n
    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n\n  public external interface
MessageEventInit : EventInit {\n    var data: Any? /* = null */\n    get() = definedExternally\n    set(value) =
definedExternally\n    var origin: String? /* = "" */\n    get() = definedExternally\n    set(value) =
definedExternally\n    var lastEventId: String? /* = "" */\n    get() = definedExternally\n    set(value)
= definedExternally\n    var source: UnionMessagePortOrWindowProxy? /* = null */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var ports: Array<MessagePort>? /* = arrayOf() */\n
get() = definedExternally\n    set(value) = definedExternally\n  }\n\n  @Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n  @kotlin.internal.InlineOnly\n  public inline fun MessageEventInit(data: Any? = null,
origin: String? = "", lastEventId: String? = "", source: UnionMessagePortOrWindowProxy? = null, ports:
Array<MessagePort>? = arrayOf(), bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
false): MessageEventInit {\n    val o = js("{}")\n    o["data"] = data\n    o["origin"] = origin\n
o["lastEventId"] = lastEventId\n    o["source"] = source\n    o["ports"] = ports\n    o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n\n  /**\n   * Exposes the JavaScript
[EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource)
to Kotlin\n   */\n  public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit =
definedExternally) : EventTarget {\n    open val url: String\n    open val withCredentials: Boolean\n    open val
readyState: Short\n    var onopen: ((Event) -> dynamic)?\n    var onmessage: ((MessageEvent) -> dynamic)?\n    var
onerror: ((Event) -> dynamic)?\n    fun close()\n\n    companion object {\n      val CONNECTING: Short\n      val
OPEN: Short\n      val CLOSED: Short\n    }\n\n    public external interface EventSourceInit {\n      var
withCredentials: Boolean? /* = false */\n      get() = definedExternally\n      set(value) =
definedExternally\n    }\n\n    @Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n    @kotlin.internal.InlineOnly\n    public inline fun EventSourceInit(withCredentials:
Boolean? = false): EventSourceInit {\n      val o = js("{}")\n      o["withCredentials"] = withCredentials\n
return o\n}\n\n    /**\n     * Exposes the JavaScript
[WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin\n     */\n    public external open class
WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {\n      open val url: String\n      open
val readyState: Short\n      open val bufferedAmount: Number\n      var onopen: ((Event) -> dynamic)?\n      var
onerror: ((Event) -> dynamic)?\n      var onclose: ((Event) -> dynamic)?\n      open val extensions: String\n      open
val protocol:
String\n      var onmessage: ((MessageEvent) -> dynamic)?\n      var binaryType: BinaryType\n      fun close(code: Short
= definedExternally, reason: String = definedExternally)\n      fun send(data: String)\n      fun send(data: Blob)\n      fun
send(data: ArrayBuffer)\n      fun send(data: ArrayBufferView)\n\n      companion object {\n        val CONNECTING:
Short\n        val OPEN: Short\n        val CLOSING: Short\n        val CLOSED: Short\n      }\n\n      /**\n       * Exposes the
JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent)

```

```

to Kotlin\n *^\\npublic external open class CloseEvent(type: String, eventInitDict: CloseEventInit =
definedExternally) : Event {\n  open val wasClean: Boolean\n  open val code: Short\n  open val reason:
String\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val
AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface CloseEventInit :
EventInit {\n  var wasClean: Boolean? /* = false */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var code: Short? /* = 0 */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var reason: String? /* = \"\" */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CloseEventInit(wasClean: Boolean? =
false, code: Short? =
0, reason: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
CloseEventInit {\n  val o = js(\"({})\")\n  o[\"wasClean\"] = wasClean\n  o[\"code\"] = code\n  o[\"reason\"] =
reason\n  o[\"bubbles\"] = bubbles\n  o[\"cancelable\"] = cancelable\n  o[\"composed\"] = composed\n  return
o\n}\n\n/**\n * Exposes the JavaScript
[MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin\n *^\\npublic external
open class MessageChannel {\n  open val port1: MessagePort\n  open val port2: MessagePort\n}\n\n/**\n *
Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin\n
*^\\npublic external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy,
UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {\n  open var onmessage:
((MessageEvent) -> dynamic)?\n  fun postMessage(message: Any?, transfer: Array<dynamic>
= definedExternally)\n  fun start()\n  fun close()\n}\n\n/**\n * Exposes the JavaScript
[BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin\n *^\\npublic
external open class BroadcastChannel(name: String) : EventTarget {\n  open val name: String\n  var onmessage:
((MessageEvent) -> dynamic)?\n  fun postMessage(message: Any?)\n  fun close()\n}\n\n/**\n * Exposes the
JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin\n
*^\\npublic external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope,
GlobalPerformance {\n  open val self: WorkerGlobalScope\n  open val location: WorkerLocation\n  open val
navigator: WorkerNavigator\n  open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n  open var
onlanguagechange: ((Event) -> dynamic)?\n  open var onoffline: ((Event) -> dynamic)?\n  open var ononline:
((Event) -> dynamic)?\n  open var onrejectionhandled:
((Event) -> dynamic)?\n  open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?\n  fun
importScripts(vararg urls: String)\n}\n\n/**\n * Exposes the JavaScript
[DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to
Kotlin\n *^\\npublic external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {\n  open var
onmessage: ((MessageEvent) -> dynamic)?\n  fun postMessage(message: Any?, transfer: Array<dynamic> =
definedExternally)\n  fun close()\n}\n\n/**\n * Exposes the JavaScript
[SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to
Kotlin\n *^\\npublic external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {\n  open val name:
String\n  open val applicationCache: ApplicationCache\n  open var onconnect: ((Event) -> dynamic)?\n  fun
close()\n}\n\n/**\n * Exposes the JavaScript
[AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker)
to Kotlin\n *^\\npublic external interface AbstractWorker {\n  var onerror: ((Event) -> dynamic)?\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n/**\n * Exposes the JavaScript
[Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin\n *^\\npublic external open class
Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {\n  var
onmessage: ((MessageEvent) -> dynamic)?\n  override var onerror: ((Event) -> dynamic)?\n  fun terminate()\n
fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)\n}\n\npublic external interface
WorkerOptions {\n  var type: WorkerType? /* = WorkerType.CLASSIC */\n  get() = definedExternally\n

```

```

set(value) = definedExternally\n    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */\n
get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun WorkerOptions(type: WorkerType? =
WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {\n    val o
= js(\"({})\")\n    o[\"type\"] = type\n    o[\"credentials\"] = credentials\n    return o\n}\n\n/**\n * Exposes the
JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin\n */\n\npublic
external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions =
definedExternally) : EventTarget, AbstractWorker {\n    open val port: MessagePort\n    override var onerror:
((Event) -> dynamic)?\n}\n\n/**\n * Exposes the JavaScript
[NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to
Kotlin\n */\n\npublic external interface NavigatorConcurrentHardware {\n    val hardwareConcurrency:
Number\n}\n\n/**\n * Exposes the JavaScript
[WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator)
to Kotlin\n */\n\npublic external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage,
NavigatorOnLine, NavigatorConcurrentHardware {\n    open val serviceWorker:
ServiceWorkerContainer\n}\n\n/**\n * Exposes the JavaScript
[WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin\n */\n\npublic external
abstract class WorkerLocation {\n    open val href: String\n    open val origin: String\n    open val protocol: String\n
open val host: String\n    open val hostname: String\n    open val port: String\n    open val pathname: String\n    open
val search: String\n    open val hash: String\n}\n\n/**\n * Exposes the JavaScript
[Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin\n */\n\npublic external abstract class
Storage {\n    open val length: Int\n    fun key(index: Int): String?\n    fun removeItem(key: String)\n    fun clear()\n
fun getItem(key: String): String?\n
    fun setItem(key: String, value: String)\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Storage.get(key: String):
String? = asDynamic()[key]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Storage.set(key: String, value:
String) { asDynamic()[key] = value }\n\n/**\n * Exposes the JavaScript
[WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin\n */\n\npublic
external interface WindowSessionStorage {\n    val sessionStorage: Storage\n}\n\n/**\n * Exposes the
JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to
Kotlin\n */\n\npublic external interface WindowLocalStorage {\n    val localStorage: Storage\n}\n\n/**\n * Exposes
the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin\n */\n\npublic
external open class
StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {\n    open val key:
String?\n    open val oldValue: String?\n    open val newValue: String?\n    open val url: String\n    open val
storageArea: Storage?\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n
        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }\n\n    public external interface
StorageEventInit : EventInit {\n        var key: String? /* = null */\n        get() = definedExternally\n        set(value) =
definedExternally\n        var oldValue: String? /* = null */\n        get() = definedExternally\n        set(value) =
definedExternally\n        var newValue: String? /* = null */\n        get() = definedExternally\n        set(value) =
definedExternally\n        var url: String? /* = \"\" */\n        get() = definedExternally\n        set(value) =
definedExternally\n        var storageArea: Storage? /* = null */\n        get() = definedExternally\n
        set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun StorageEventInit(key: String? = null,
oldValue: String? = null, newValue: String? = null, url: String? = \"\", storageArea: Storage? = null, bubbles:
Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): StorageEventInit {\n    val o =
js(\"({})\")\n    o[\"key\"] = key\n    o[\"oldValue\"] = oldValue\n    o[\"newValue\"] = newValue\n    o[\"url\"] =

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url\n  o["storageArea"] = storageArea\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n
o["composed"] = composed\n  return o\n}\n\npublic external abstract class HTMLAppletElement :
HTMLElement {\n  open var align: String\n  open var alt: String\n  open var archive: String\n  open var code:
String\n  open var codeBase: String\n  open var height: String\n  open var hspace: Int\n  open var name:
String\n  open var _object: String\n
  open var vspace: Int\n  open var width: String\n\n  companion object {\n    val ELEMENT_NODE: Short\n
val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n
val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin\n
*\n\npublic external abstract
class HTMLMarqueeElement : HTMLElement {\n  open var behavior: String\n  open var bgColor: String\n
open var direction: String\n  open var height: String\n  open var hspace: Int\n  open var loop: Int\n  open var
scrollAmount: Int\n  open var scrollDelay: Int\n  open var trueSpeed: Boolean\n  open var vspace: Int\n  open
var width: String\n  open var onbounce: ((Event) -> dynamic)?\n  open var onfinish: ((Event) -> dynamic)?\n
open var onstart: ((Event) -> dynamic)?\n  fun start()\n  fun stop()\n\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE:
Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes
the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement)
to Kotlin\n
*\n\npublic external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {\n
open var cols: String\n  open var rows: String\n\n  companion object {\n    val ELEMENT_NODE: Short\n
val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n
val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\npublic external abstract class
HTMLFrameElement : HTMLElement {\n  open var name: String\n  open var scrolling: String\n  open var src:
String\n  open var frameBorder: String\n  open var longDesc: String\n  open var noResize: Boolean\n  open val
contentDocument: Document?\n  open val contentWindow: Window?\n  open var marginHeight: String\n  open
var marginWidth: String\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val

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ENTITY_REFERENCE_NODE: Short\n
val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n } \n} \n\npublic external abstract class
HTMLDirectoryElement : HTMLElement { \n    open var compact: Boolean\n\n    companion object { \n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n
        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n } \n} \n\n/** \n * Exposes the JavaScript
[HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin \n * \n\npublic
external abstract class HTMLFontElement : HTMLElement { \n    open var color: String\n    open var face: String\n
open var size: String\n\n    companion object { \n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE:
Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val
DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val
NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val
DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n
        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n } \n} \n\npublic external
interface External { \n    fun AddSearchProvider()\n    fun IsSearchProviderInstalled()\n} \n\npublic external interface
EventInit { \n    var bubbles: Boolean? /* = false */ \n        get() = definedExternally\n        set(value) =
definedExternally\n    var cancelable: Boolean? /* = false */ \n        get() = definedExternally\n        set(value) =
definedExternally\n    var composed: Boolean? /* = false */ \n        get() = definedExternally\n        set(value)
= definedExternally\n} \n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER") \n\n@kotlin.internal.InlineOnly\n\npublic inline fun EventInit(bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): EventInit { \n    val o = js("{}") \n    o["bubbles"] =
bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o \n} \n\n/** \n * Exposes the
JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin \n * \n\npublic
external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event { \n
open val detail: Any? \n    fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail:
Any?) \n\n    companion object { \n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val
AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n } \n} \n\npublic external interface CustomEventInit :
EventInit { \n    var detail: Any? /* = null */ \n        get() = definedExternally\n        set(value) = definedExternally\n} \n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER") \n\n@kotlin.internal.InlineOnly\n\npublic inline fun CustomEventInit(detail: Any? = null,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): CustomEventInit { \n    val o
= js("{}") \n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n

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o["composed"] = composed\n    return o\n}\n\npublic external interface EventListenerOptions {\n    var capture:
Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun EventListenerOptions(capture:
Boolean? = false): EventListenerOptions {\n    val o = js("{}")\n    o["capture"] = capture\n    return
o\n}\n\npublic external interface AddEventListenerOptions : EventListenerOptions {\n    var
passive: Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n    var once:
Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun AddEventListenerOptions(passive:
Boolean? = false, once: Boolean? = false, capture: Boolean? = false): AddEventListenerOptions {\n    val o =
js("{}")\n    o["passive"] = passive\n    o["once"] = once\n    o["capture"] = capture\n    return o\n}\n\npublic
external interface NonElementParentNode {\n    fun getElementById(elementId: String): Element?\n}\n\n/**\n *
Exposes the JavaScript
[DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin\n
*/\n\npublic external interface DocumentOrShadowRoot {\n    val fullscreenElement: Element?\n    get() =
definedExternally\n}\n\n/**\n * Exposes the JavaScript
[ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode)
to Kotlin\n */\n\npublic external interface ParentNode {\n    val children: HTMLCollection\n    val firstElementChild:
Element?\n    get() = definedExternally\n    val lastElementChild: Element?\n    get() = definedExternally\n
val childElementCount: Int\n    fun prepend(vararg nodes: dynamic)\n    fun append(vararg nodes: dynamic)\n    fun
querySelector(selectors: String): Element?\n    fun querySelectorAll(selectors: String): NodeList\n}\n\n/**\n *
Exposes the JavaScript
[NonDocumentTypeChildNode](https://developer.mozilla.org/en/docs/Web/API/NonDocumentTypeChildNode) to
Kotlin\n */\n\npublic external interface NonDocumentTypeChildNode {\n    val previousElementSibling: Element?\n
get() = definedExternally\n    val nextElementSibling: Element?\n    get() = definedExternally\n}\n\n/**\n *
Exposes the JavaScript
[ChildNode](https://developer.mozilla.org/en/docs/Web/API/ChildNode) to Kotlin\n
*/\n\npublic
external interface ChildNode {\n    fun before(vararg nodes: dynamic)\n    fun after(vararg nodes: dynamic)\n    fun
replaceWith(vararg nodes: dynamic)\n    fun remove()\n}\n\n/**\n * Exposes the JavaScript
[Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin\n */\n\npublic external interface Slotable
{\n    val assignedSlot: HTMLSlotElement?\n    get() = definedExternally\n}\n\n/**\n * Exposes the JavaScript
[NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin\n */\n\npublic external abstract class
NodeList : ItemArrayLike<Node> {\n    override fun item(index: Int):
Node?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun NodeList.get(index: Int):
Node? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin\n */\n\npublic
external abstract class HTMLCollection : ItemArrayLike<Element>,
UnionElementOrHTMLCollection {\n    override fun item(index: Int): Element?\n    fun namedItem(name: String):
Element?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun HTMLCollection.get(index:
Int): Element? = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun HTMLCollection.get(name:
String): Element? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin\n */\n\npublic
external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {\n    fun
observe(target: Node, options: MutationObserverInit = definedExternally)\n    fun disconnect()\n    fun

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takeRecords(): Array<MutationRecord>\n}\n\n/**\n * Exposes the JavaScript
[MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit)
to Kotlin\n *\npublic external interface MutationObserverInit {\n    var childList: Boolean? /* = false */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var attributes: Boolean?\n        get() =
definedExternally\n        set(value) = definedExternally\n    var characterData: Boolean?\n        get() =
definedExternally\n        set(value) = definedExternally\n    var subtree: Boolean? /* = false */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var attributeOldValue: Boolean?\n        get() =
definedExternally\n        set(value) = definedExternally\n    var characterDataOldValue: Boolean?\n        get() =
definedExternally\n        set(value) = definedExternally\n    var attributeFilter: Array<String>?\n        get() =
definedExternally\n        set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MutationObserverInit(childList:
Boolean? = false, attributes: Boolean? = undefined, characterData: Boolean? = undefined, subtree: Boolean? =
false, attributeOldValue: Boolean? = undefined, characterDataOldValue: Boolean? = undefined, attributeFilter:
Array<String>? = undefined): MutationObserverInit {\n    val o = js(\"({})\")\n    o[\"childList\"] = childList\n    o[\"attributes\"] = attributes\n    o[\"characterData\"] = characterData\n    o[\"subtree\"] = subtree\n    o[\"attributeOldValue\"] = attributeOldValue\n    o[\"characterDataOldValue\"] = characterDataOldValue\n    o[\"attributeFilter\"] = attributeFilter\n    return o\n}\n\n/**\n * Exposes the JavaScript
[MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin\n *\npublic external
abstract class MutationRecord {\n    open val type: String\n    open val target: Node\n    open val addedNodes:
NodeList\n    open val removedNodes: NodeList\n    open val previousSibling: Node?\n    open val nextSibling:
Node?\n    open val attributeName:
String?\n    open val attributeNamespace: String?\n    open val oldValue: String?\n}\n\n/**\n * Exposes the
JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin\n *\npublic external abstract
class Node : EventTarget {\n    open val.nodeType: Short\n    open val nodeName: String\n    open val baseURI:
String\n    open val isConnected: Boolean\n    open val ownerDocument: Document?\n    open val parentNode:
Node?\n    open val parentElement: Element?\n    open val childNodes: NodeList\n    open val firstChild: Node?\n
open val lastChild: Node?\n    open val previousSibling: Node?\n    open val nextSibling: Node?\n    open var
nodeValue: String?\n    open var textContent: String?\n    fun getRootNode(options: GetRootNodeOptions =
definedExternally): Node\n    fun hasChildNodes(): Boolean\n    fun normalize()\n    fun cloneNode(deep: Boolean
= definedExternally): Node\n    fun isEqualNode(otherNode: Node?): Boolean\n    fun isSameNode(otherNode:
Node?):
Boolean\n    fun compareDocumentPosition(other: Node): Short\n    fun contains(other: Node?): Boolean\n    fun
lookupPrefix(namespace: String?): String?\n    fun lookupNamespaceURI(prefix: String?): String?\n    fun
isDefaultNamespace(namespace: String?): Boolean\n    fun insertBefore(node: Node, child: Node?): Node\n    fun
appendChild(node: Node): Node\n    fun replaceChild(node: Node, child: Node): Node\n    fun removeChild(child:
Node): Node\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING:
Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n        val
DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external interface
GetRootNodeOptions {\n    var composed: Boolean? /* = false */\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun GetRootNodeOptions(composed:

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Boolean? = false): GetRootNodeOptions {\n  val o = js("{}")\n  o["composed"] = composed\n  return
o}\n\n/**\n * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to
Kotlin\n */\npublic external open class Document : Node, GlobalEventHandlers,
DocumentAndElementEventHandlers, NonElementParentNode, DocumentOrShadowRoot, ParentNode,
GeometryUtils {\n  open val implementation: DOMImplementation\n
  open val URL: String\n  open val documentURI: String\n  open val origin: String\n  open val compatMode:
String\n  open val characterSet: String\n  open val charset: String\n  open val inputEncoding: String\n  open val
contentType: String\n  open val doctype: DocumentType?\n  open val documentElement: Element?\n  open val
location: Location?\n  var domain: String\n  open val referrer: String\n  var cookie: String\n  open val
lastModified: String\n  open val readyState: DocumentReadyState\n  var title: String\n  var dir: String\n  var
body: HTMLElement?\n  open val head: HTMLHeadElement?\n  open val images: HTMLCollection\n  open val
embeds: HTMLCollection\n  open val plugins: HTMLCollection\n  open val links: HTMLCollection\n  open val
forms: HTMLCollection\n  open val scripts: HTMLCollection\n  open val currentScript:
HTMLScriptElement?\n  open val defaultView: Window?\n  open val activeElement: Element?\n  var
designMode:
String\n  var onreadystatechange: ((Event) -> dynamic)?\n  var fgColor: String\n  var linkColor: String\n  var
vlinkColor: String\n  var alinkColor: String\n  var bgColor: String\n  open val anchors: HTMLCollection\n
open val applets: HTMLCollection\n  open val all: HTMLAllCollection\n  open val scrollingElement: Element?\n
open val styleSheets: StyleSheetList\n  open val rootElement: SVGElement?\n  open val fullscreenEnabled:
Boolean\n  open val fullscreen: Boolean\n  var onfullscreenchange: ((Event) -> dynamic)?\n  var
onfullscreenerror: ((Event) -> dynamic)?\n  override var onabort: ((Event) -> dynamic)?\n  override var onblur:
((FocusEvent) -> dynamic)?\n  override var oncancel: ((Event) -> dynamic)?\n  override var oncanplay: ((Event) -
> dynamic)?\n  override var oncanplaythrough: ((Event) -> dynamic)?\n  override var onchange: ((Event) ->
dynamic)?\n  override var onclick: ((MouseEvent) -> dynamic)?\n  override var onclose:
((Event) -> dynamic)?\n  override var oncontextmenu: ((MouseEvent) -> dynamic)?\n  override var
oncuechange: ((Event) -> dynamic)?\n  override var ondblclick: ((MouseEvent) -> dynamic)?\n  override var
ondrag: ((DragEvent) -> dynamic)?\n  override var ondragend: ((DragEvent) -> dynamic)?\n  override var
ondragenter: ((DragEvent) -> dynamic)?\n  override var ondragexit: ((DragEvent) -> dynamic)?\n  override var
ondragleave: ((DragEvent) -> dynamic)?\n  override var ondragover: ((DragEvent) -> dynamic)?\n  override var
ondragstart: ((DragEvent) -> dynamic)?\n  override var ondrop: ((DragEvent) -> dynamic)?\n  override var
ondurationchange: ((Event) -> dynamic)?\n  override var onemptied: ((Event) -> dynamic)?\n  override var
onended: ((Event) -> dynamic)?\n  override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n
override var onfocus: ((FocusEvent) -> dynamic)?\n  override var oninput: ((InputEvent) -> dynamic)?\n  override
var oninvalid:
((Event) -> dynamic)?\n  override var onkeydown: ((KeyboardEvent) -> dynamic)?\n  override var onkeypress:
((KeyboardEvent) -> dynamic)?\n  override var onkeyup: ((KeyboardEvent) -> dynamic)?\n  override var onload:
((Event) -> dynamic)?\n  override var onloadeddata: ((Event) -> dynamic)?\n  override var onloadedmetadata:
((Event) -> dynamic)?\n  override var onloadend: ((Event) -> dynamic)?\n  override var onloadstart:
((ProgressEvent) -> dynamic)?\n  override var onmousedown: ((MouseEvent) -> dynamic)?\n  override var
onmouseenter: ((MouseEvent) -> dynamic)?\n  override var onmouseleave: ((MouseEvent) -> dynamic)?\n
override var onmousemove: ((MouseEvent) -> dynamic)?\n  override var onmouseout: ((MouseEvent) ->
dynamic)?\n  override var onmouseover: ((MouseEvent) -> dynamic)?\n  override var onmouseup: ((MouseEvent)
-> dynamic)?\n  override var onwheel: ((WheelEvent) -> dynamic)?\n  override var onpause: ((Event) ->
dynamic)?\n  override var
onplay: ((Event) -> dynamic)?\n  override var onplaying: ((Event) -> dynamic)?\n  override var onprogress:
((ProgressEvent) -> dynamic)?\n  override var onratechange: ((Event) -> dynamic)?\n  override var onreset:
((Event) -> dynamic)?\n  override var onresize: ((Event) -> dynamic)?\n  override var onscroll: ((Event) ->
dynamic)?\n  override var onseeked: ((Event) -> dynamic)?\n  override var onseeking: ((Event) -> dynamic)?\n

```

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override var onselect: ((Event) -> dynamic)?\n  override var onshow: ((Event) -> dynamic)?\n  override var
onstalled: ((Event) -> dynamic)?\n  override var onsubmit: ((Event) -> dynamic)?\n  override var onsuspend:
((Event) -> dynamic)?\n  override var ontimeoutupdate: ((Event) -> dynamic)?\n  override var ontoggle: ((Event) ->
dynamic)?\n  override var onvolumechange: ((Event) -> dynamic)?\n  override var onwaiting: ((Event) ->
dynamic)?\n  override var ongotpointercapture: ((PointerEvent) -> dynamic)?\n  override var
onlostpointercapture:
((PointerEvent) -> dynamic)?\n  override var onpointerdown: ((PointerEvent) -> dynamic)?\n  override var
onpointermove: ((PointerEvent) -> dynamic)?\n  override var onpointerup: ((PointerEvent) -> dynamic)?\n
override var onpointercancel: ((PointerEvent) -> dynamic)?\n  override var onpointerover: ((PointerEvent) ->
dynamic)?\n  override var onpointerout: ((PointerEvent) -> dynamic)?\n  override var onpointerenter:
((PointerEvent) -> dynamic)?\n  override var onpointerleave: ((PointerEvent) -> dynamic)?\n  override var
oncopy: ((ClipboardEvent) -> dynamic)?\n  override var oncut: ((ClipboardEvent) -> dynamic)?\n  override var
onpaste: ((ClipboardEvent) -> dynamic)?\n  override val fullscreenElement: Element?\n  override val children:
HTMLCollection\n  override val firstElementChild: Element?\n  override val lastElementChild: Element?\n
override val childElementCount: Int\n  fun getElementsByTagName(qualifiedName: String): HTMLCollection\n
  fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n  fun
getElementsByTagName(className: String): HTMLCollection\n  fun createElement(localName: String,
options: ElementCreationOptions = definedExternally): Element\n  fun createElementNS(namespace: String?,
qualifiedName: String, options: ElementCreationOptions = definedExternally): Element\n  fun
createDocumentFragment(): DocumentFragment\n  fun createTextNode(data: String): Text\n  fun
createCDATASection(data: String): CDATASection\n  fun createComment(data: String): Comment\n  fun
createProcessingInstruction(target: String, data: String): ProcessingInstruction\n  fun importNode(node: Node,
deep: Boolean = definedExternally): Node\n  fun adoptNode(node: Node): Node\n  fun
createAttribute(localName: String): Attr\n  fun createAttributeNS(namespace: String?, qualifiedName: String):
Attr\n  fun createEvent(`interface`: String): Event\n  fun createRange(): Range\n  fun
createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally):
NodeIterator\n  fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)?
= definedExternally): NodeIterator\n  fun createTreeWalker(root: Node, whatToShow: Int = definedExternally,
filter: NodeFilter? = definedExternally): TreeWalker\n  fun createTreeWalker(root: Node, whatToShow: Int =
definedExternally, filter: ((Node) -> Short)? = definedExternally): TreeWalker\n  fun
getElementsByTagName(elementName: String): NodeList\n  fun open(type: String = definedExternally, replace:
String = definedExternally): Document\n  fun open(url: String, name: String, features: String): Window\n  fun
close()\n  fun write(vararg text: String)\n  fun writeln(vararg text: String)\n  fun hasFocus(): Boolean\n  fun
execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally):
Boolean\n  fun queryCommandEnabled(commandId:
String): Boolean\n  fun queryCommandIndeterm(commandId: String): Boolean\n  fun
queryCommandState(commandId: String): Boolean\n  fun queryCommandSupported(commandId: String):
Boolean\n  fun queryCommandValue(commandId: String): String\n  fun clear()\n  fun captureEvents()\n  fun
releaseEvents()\n  fun elementFromPoint(x: Double, y: Double): Element?\n  fun elementsFromPoint(x: Double,
y: Double): Array<Element>\n  fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?\n  fun
createTouch(view: Window, target: EventTarget, identifier: Int, pageX: Int, pageY: Int, screenX: Int, screenY: Int):
Touch\n  fun createTouchList(vararg touches: Touch): TouchList\n  fun exitFullscreen(): Promise<Unit>\n
override fun getElementById(elementId: String): Element?\n  override fun prepend(vararg nodes: dynamic)\n
override fun append(vararg nodes: dynamic)\n  override fun querySelector(selectors: String): Element?\n
override fun
querySelectorAll(selectors: String): NodeList\n  override fun getBoxQuads(options: BoxQuadOptions /* =
definedExternally */): Array<DOMQuad>\n  override fun convertQuadFromNode(quad: dynamic, from: dynamic,
options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n  override fun

```

```

convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMQuad\n  override fun convertPointFromNode(point: DOMPointInit, from: dynamic,
options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE:
Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n
}\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Document.get(name: String):
dynamic = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument) to Kotlin\n */\npublic external
open class XMLDocument : Document {\n  companion object {\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n
val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE:
Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\npublic external interface
ElementCreationOptions {\n  var `is`: String?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ElementCreationOptions(`is`: String?
= undefined): ElementCreationOptions {\n  val o = js(\\"({})\")\n  o[\"is\"] = `is`\n  return o\n}\n\n/**\n *
Exposes the JavaScript
[DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation)
to Kotlin\n */\npublic external abstract class DOMImplementation {\n  fun createDocumentType(qualifiedName:
String, publicId: String, systemId: String): DocumentType\n  fun createDocument(namespace: String?,
qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument\n  fun
createHTMLDocument(title: String = definedExternally): Document\n  fun hasFeature(): Boolean\n}\n\n/**\n *
Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to
Kotlin\n */\npublic external abstract class DocumentType : Node, ChildNode {\n  open val name: String\n  open
val publicId: String\n  open val systemId: String\n\n  companion object {\n    val ELEMENT_NODE: Short\n
val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n
val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE:
Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript

```

[DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin\n *^/npublic external open class DocumentFragment : Node, NonElementParentNode, ParentNode {\n override val children: HTMLCollection\n override val firstElementChild: Element?\n override val lastElementChild: Element?\n override val childElementCount: Int\n override fun getElementById(elementId: String): Element?\n override fun prepend(vararg nodes: dynamic)\n override fun append(vararg nodes: dynamic)\n override fun querySelector(selectors: String): Element?\n override fun querySelectorAll(selectors: String): NodeList\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n/n/n/**\n * Exposes the JavaScript

[ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin\n *^/npublic external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {\n open val mode: ShadowRootMode\n open val host: Element\n override val fullscreenElement: Element?\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n/n/n/**\n * Exposes the JavaScript

[Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin\n *^/npublic external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils, UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent, UnionElementOrProcessingInstruction {\n open val namespaceURI: String?\n open val prefix: String?\n open val localName: String\n open val tagName: String\n open var id: String\n open var className: String\n open val classList: DOMTokenList\n open var slot: String\n open val attributes: NamedNodeMap\n open val shadowRoot: ShadowRoot?\n open var scrollTop: Double\n open var scrollLeft: Double\n open val scrollWidth: Int\n open val scrollHeight: Int\n open val clientTop: Int\n open val clientLeft: Int\n open val clientWidth: Int\n open val clientHeight: Int\n open var innerHTML: String\n\n open var outerHTML: String\n fun hasAttributes(): Boolean\n fun getAttributeNames(): Array<String>\n fun getAttribute(qualifiedName: String): String?\n fun getAttributeNS(namespace: String?, localName: String): String?\n fun setAttribute(qualifiedName: String, value: String)\n fun setAttributeNS(namespace: String?, qualifiedName: String, value: String)\n fun removeAttribute(qualifiedName: String)\n fun removeAttributeNS(namespace: String?, localName: String)\n fun hasAttribute(qualifiedName: String): Boolean\n fun hasAttributeNS(namespace: String?, localName: String): Boolean\n fun getAttributeNode(qualifiedName: String): Attr?\n fun getAttributeNodeNS(namespace: String?, localName: String): Attr?\n fun setAttributeNode(attr: Attr): Attr?\n fun setAttributeNodeNS(attr: Attr): Attr?\n fun removeAttributeNode(attr: Attr): Attr\n fun attachShadow(init: ShadowRootInit): ShadowRoot\n fun closest(selectors: String): Element?\n\n fun

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matches(selectors: String): Boolean\n fun webkitMatchesSelector(selectors: String): Boolean\n fun
getElementsByTagName(qualifiedName: String): HTMLCollection\n fun
getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n fun
getElementsByClassName(classNames: String): HTMLCollection\n fun insertAdjacentElement(where: String,
element: Element): Element?\n fun insertAdjacentText(where: String, data: String)\n fun getClientRects():
Array<DOMRect>\n fun getBoundingClientRect(): DOMRect\n fun scrollIntoView()\n fun
scrollIntoView(arg: dynamic)\n fun scroll(options: ScrollToOptions = definedExternally)\n fun scroll(x: Double,
y: Double)\n fun scrollTo(options: ScrollToOptions = definedExternally)\n fun scrollTo(x: Double, y: Double)\n
fun scrollBy(options: ScrollToOptions = definedExternally)\n fun scrollBy(x: Double, y: Double)\n fun
insertAdjacentHTML(position: String, text: String)\n fun setPointerCapture(pointerId:
Int)\n fun releasePointerCapture(pointerId: Int)\n fun hasPointerCapture(pointerId: Int): Boolean\n fun
requestFullscreen(): Promise<Unit>\n\n companion object {\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n } }\n\npublic external interface
ShadowRootInit {\n    var mode:
ShadowRootMode?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ShadowRootInit(mode:
ShadowRootMode?): ShadowRootInit {\n    val o = js(\"({})\")\n    o[\"mode\"] = mode\n    return o\n}\n\n/**\n *
Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to
Kotlin\n */\npublic external abstract class NamedNodeMap : ItemArrayLike<Attr> {\n    fun
getNamedItemNS(namespace: String?, localName: String): Attr?\n    fun setNamedItem(attr: Attr): Attr?\n    fun
setNamedItemNS(attr: Attr): Attr?\n    fun removeNamedItem(qualifiedName: String): Attr\n    fun
removeNamedItemNS(namespace: String?, localName: String): Attr\n    override fun item(index: Int): Attr?\n    fun
getNamedItem(qualifiedName: String): Attr?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun NamedNodeMap.get(index:
Int): Attr? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()[qualifiedName]\n\n/**\n * Exposes the
JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin\n */\npublic external abstract class
Attr : Node {\n    open val namespaceURI: String?\n    open val prefix: String?\n    open val localName: String\n    open val name: String\n    open var value: String\n    open val ownerElement: Element?\n    open val specified:
Boolean\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n
        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n
        val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val
DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n
        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } }\n\n/**\n * Exposes
the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin\n

```



```

*\npublic external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {\n  open var
data: String\n  open val length: Int\n  fun substringData(offset: Int, count: Int): String\n  fun appendData(data:
String)\n  fun insertData(offset: Int, data: String)\n  fun deleteData(offset: Int, count: Int)\n  fun
replaceData(offset: Int, count: Int, data: String)\n\n  companion object {\n    val ELEMENT_NODE: Short\n
val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE:
Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n\n  /**\n * Exposes the JavaScript
[Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin\n
*\npublic external open class Text(data:
String = definedExternally) : CharacterData, Slotable, GeometryUtils {\n  open val wholeText: String\n  override
val assignedSlot: HTMLSlotElement?\n  override val previousElementSibling: Element?\n
  override val nextElementSibling: Element?\n  fun splitText(offset: Int): Text\n  override fun
getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n  override fun
convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally
*/): DOMQuad\n  override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options:
ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n  override fun convertPointFromNode(point:
DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n
  override fun before(vararg nodes: dynamic)\n  override fun after(vararg nodes: dynamic)\n  override fun
replaceWith(vararg nodes: dynamic)\n  override fun remove()\n\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val
ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE:
Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n\n  /**\n * Exposes the JavaScript
[CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin\n
*\npublic external
open class CDATASection : Text {\n  companion object {\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE:
Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val
DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val
NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n\n  /**\n * Exposes
the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to
Kotlin\n
*\npublic external abstract class ProcessingInstruction : CharacterData, LinkStyle,
UnionElementOrProcessingInstruction {\n  open val target: String\n\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val

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CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin \n * \n public external open class
Comment(data: String = definedExternally) : CharacterData { \n    override val previousElementSibling: Element? \n
    override val nextElementSibling: Element? \n    override fun before(vararg nodes: dynamic) \n    override fun
after(vararg nodes: dynamic) \n
    override fun replaceWith(vararg nodes: dynamic) \n    override fun remove() \n \n    companion object { \n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin \n * \n public external open class
Range { \n    open val startContainer: Node \n    open val startOffset: Int \n    open val endContainer: Node \n    open
val endOffset: Int \n    open val collapsed: Boolean \n    open val commonAncestorContainer: Node \n    fun
setStart(node: Node, offset: Int) \n    fun setEnd(node: Node, offset: Int) \n    fun setStartBefore(node: Node) \n    fun
setStartAfter(node: Node) \n    fun setEndBefore(node: Node) \n    fun setEndAfter(node: Node) \n    fun
collapse(toStart: Boolean = definedExternally) \n    fun selectNode(node: Node) \n    fun selectNodeContents(node:
Node) \n    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short \n    fun deleteContents() \n    fun
extractContents(): DocumentFragment \n    fun cloneContents(): DocumentFragment \n    fun insertNode(node:
Node) \n    fun surroundContents(newParent: Node) \n    fun cloneRange(): Range \n    fun detach() \n    fun
isPointInRange(node: Node, offset: Int): Boolean \n    fun comparePoint(node: Node, offset: Int): Short \n    fun
intersectsNode(node:
Node): Boolean \n    fun getClientRects(): Array<DOMRect> \n    fun getBoundingClientRect(): DOMRect \n    fun
createContextualFragment(fragment: String): DocumentFragment \n \n    companion object { \n    val
START_TO_START: Short\n    val START_TO_END: Short\n    val END_TO_END: Short\n    val
END_TO_START: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin \n * \n public external abstract
class NodeIterator { \n    open val root: Node \n    open val referenceNode: Node \n    open val
pointerBeforeReferenceNode: Boolean \n    open val whatToShow: Int \n    open val filter: NodeFilter? \n    fun
nextNode(): Node? \n    fun previousNode(): Node? \n    fun detach() \n} \n \n /** \n * Exposes the JavaScript
[TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin \n * \n public external abstract
class TreeWalker { \n    open val root: Node \n    open val whatToShow: Int \n    open
val filter: NodeFilter? \n    open var currentNode: Node \n    fun parentNode(): Node? \n    fun firstChild(): Node? \n
fun lastChild(): Node? \n    fun previousSibling(): Node? \n    fun nextSibling(): Node? \n    fun previousNode():
Node? \n    fun nextNode(): Node? \n} \n \n /** \n * Exposes the JavaScript
[NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin \n
* \n @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE") \n public external interface NodeFilter { \n

```

```

fun acceptNode(node: Node): Short companion object {
    val FILTER_ACCEPT: Short
    val FILTER_REJECT: Short
    val FILTER_SKIP: Short
    val SHOW_ALL: Int
    val SHOW_ELEMENT: Int
    val SHOW_ATTRIBUTE: Int
    val SHOW_TEXT: Int
    val SHOW_CDATA_SECTION: Int
    val SHOW_ENTITY_REFERENCE: Int
    val SHOW_ENTITY: Int
    val SHOW_PROCESSING_INSTRUCTION: Int
    val SHOW_COMMENT: Int
    val SHOW_DOCUMENT: Int
    val SHOW_DOCUMENT_TYPE: Int
    val SHOW_DOCUMENT_FRAGMENT: Int
    val SHOW_NOTATION: Int
}

Exposes the JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]

Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)
    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

Exposes the JavaScript [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var y: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var z: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var w: Double? /* = 1.0 */
    get() = definedExternally
    set(value) = definedExternally
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("{}")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var y: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var width: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var height: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public

```

```

inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0):
DOMRectInit {
    val o = js("{}")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}
public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun
item(index: Int): DOMRect?
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int):
DOMRect? = asDynamic()[index]
/**
 * Exposes the JavaScript
 [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class
DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3:
DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2:
DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds:
DOMRectReadOnly
}
/**
 * Exposes the JavaScript
 [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31:
Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open
val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally):
DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double =
definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY:
Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX:
Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double =
definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun
rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z:
Double, angle: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double):
DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun flipX(): DOMMatrix
    fun flipY():
DOMMatrix
    fun inverse(): DOMMatrix

    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array():
Float32Array
    fun toFloat64Array(): Float64Array
}
/**
 * Exposes the JavaScript
 [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
 */
public external open
class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other:
DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
    override var a: Double
    override var b: Double
    override
var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11:
Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var
m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override
var m31: Double
    override
var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override
var m42: Double
    override var m43: Double
    override var m44: Double
    fun multiplySelf(other:
DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx:
Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double
= definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3dSelf(scale: Double,
originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally):
DOMMatrix
    fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double =
definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double =

```

```

definedExternally): DOMMatrix\n fun rotateSelf(angle: Double, originX: Double = definedExternally, originY:
Double = definedExternally):
DOMMatrix\n fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix\n fun rotateAxisAngleSelf(x:
Double, y: Double, z: Double, angle: Double): DOMMatrix\n fun skewXSelf(sx: Double): DOMMatrix\n fun
skewYSelf(sy: Double): DOMMatrix\n fun invertSelf(): DOMMatrix\n fun setMatrixValue(transformList:
String): DOMMatrix\n}\n\npublic external interface ScrollOptions {\n var behavior: ScrollBehavior? /* =
ScrollBehavior.AUTO */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ScrollOptions(behavior:
ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {\n val o = js(\"({})\")\n o[\"behavior\"] = behavior\n
return o\n}\n\n/**\n * Exposes the JavaScript
[ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin\n */\n\npublic external
interface ScrollToOptions : ScrollOptions {\n
var left: Double?\n get() = definedExternally\n set(value) = definedExternally\n var top: Double?\n
get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ScrollToOptions(left: Double? =
undefined, top: Double? = undefined, behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollToOptions {\n
val o = js(\"({})\")\n o[\"left\"] = left\n o[\"top\"] = top\n o[\"behavior\"] = behavior\n return o\n}\n\n/**\n *
Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to
Kotlin\n */\n\npublic external abstract class MediaQueryList : EventTarget {\n open val media: String\n open val
matches: Boolean\n open var onchange: ((Event) -> dynamic)?\n fun addListener(listener: EventListener?)\n
fun addListener(listener: ((Event) -> Unit)?)\n fun removeListener(listener: EventListener?)\n
fun removeListener(listener: ((Event) -> Unit)?)\n}\n\n/**\n * Exposes the JavaScript
[MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin\n
*/\n\npublic external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit =
definedExternally) : Event {\n open val media: String\n open val matches: Boolean\n\n companion object {\n
val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val
BUBBLING_PHASE: Short\n }\n}\n\npublic external interface MediaQueryListEventInit : EventInit {\n var
media: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var matches:
Boolean? /* = false */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaQueryListEventInit(media:
String? =
\"\", matches: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
false): MediaQueryListEventInit {\n val o = js(\"({})\")\n o[\"media\"] = media\n o[\"matches\"] = matches\n
o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return
o\n}\n\n/**\n * Exposes the JavaScript [Screen](https://developer.mozilla.org/en/docs/Web/API/Screen) to Kotlin\n
*/\n\npublic external abstract class Screen {\n open val availWidth: Int\n open val availHeight: Int\n open val
width: Int\n open val height: Int\n open val colorDepth: Int\n open val pixelDepth: Int\n}\n\n/**\n * Exposes
the JavaScript [CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin\n */\n\npublic
external abstract class CaretPosition {\n open val offsetNode: Node\n open val offset: Int\n fun
getClientRect(): DOMRect?\n}\n\npublic external interface ScrollIntoViewOptions : ScrollOptions
{\n var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */\n get() = definedExternally\n
set(value) = definedExternally\n var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */\n
get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ScrollIntoViewOptions(block:
ScrollLogicalPosition? = ScrollLogicalPosition.CENTER, inline: ScrollLogicalPosition? =
ScrollLogicalPosition.CENTER, behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollIntoViewOptions {\n

```

```

val o = js("{}")\n o["block"] = block\n o["inline"] = inline\n o["behavior"] = behavior\n return
o\n}\n\npublic external interface BoxQuadOptions {\n var box: CSSBoxType? /* = CSSBoxType.BORDER */\n
get() = definedExternally\n set(value) = definedExternally\n var relativeTo: dynamic\n get() =
definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun BoxQuadOptions(box: CSSBoxType?
= CSSBoxType.BORDER, relativeTo: dynamic = undefined): BoxQuadOptions {\n val o = js("{}")\n
o["box"] = box\n o["relativeTo"] = relativeTo\n return o\n}\n\npublic external interface
ConvertCoordinateOptions {\n var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */\n get() =
definedExternally\n set(value) = definedExternally\n var toBox: CSSBoxType? /* = CSSBoxType.BORDER
*/\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ConvertCoordinateOptions(fromBox:
CSSBoxType? = CSSBoxType.BORDER, toBox: CSSBoxType? = CSSBoxType.BORDER):
ConvertCoordinateOptions {\n val o = js("{}")\n o["fromBox"] = fromBox\n o["toBox"]
= toBox\n return o\n}\n\n/**\n * Exposes the JavaScript
[GeometryUtils](https://developer.mozilla.org/en/docs/Web/API/GeometryUtils) to Kotlin\n */\npublic external
interface GeometryUtils {\n fun getBoxQuads(options: BoxQuadOptions = definedExternally):
Array<DOMQuad>\n fun convertQuadFromNode(quad: dynamic, from: dynamic, options:
ConvertCoordinateOptions = definedExternally): DOMQuad\n fun convertRectFromNode(rect:
DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad\n fun
convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions =
definedExternally): DOMPoint\n}\n\n/**\n * Exposes the JavaScript
[Touch](https://developer.mozilla.org/en/docs/Web/API/Touch) to Kotlin\n */\npublic external abstract class Touch
{\n open val identifier: Int\n open val target: EventTarget\n open val screenX: Int\n open val screenY: Int\n
open val clientX: Int\n open val clientY: Int\n open val
pageX: Int\n open val pageY: Int\n open val region: String?\n}\n\npublic external abstract class TouchList :
ItemArrayLike<Touch> {\n override fun item(index: Int):
Touch?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun TouchList.get(index: Int):
Touch? = asDynamic()[index]\n\npublic external open class TouchEvent : UIEvent {\n open val touches:
TouchList\n open val targetTouches: TouchList\n open val changedTouches: TouchList\n open val altKey:
Boolean\n open val metaKey: Boolean\n open val ctrlKey: Boolean\n open val shiftKey: Boolean\n\n
companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET:
Short\n val BUBBLING_PHASE: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin\n */\npublic external open class
Image(width: Int = definedExternally, height: Int = definedExternally)
: HTMLElement {\n override var onabort: ((Event) -> dynamic)?\n override var onblur: ((FocusEvent) ->
dynamic)?\n override var onCancel: ((Event) -> dynamic)?\n override var oncanplay: ((Event) -> dynamic)?\n
override var oncanplaythrough: ((Event) -> dynamic)?\n override var onChange: ((Event) -> dynamic)?\n
override var onclick: ((MouseEvent) -> dynamic)?\n override var onclose: ((Event) -> dynamic)?\n override var
oncontextmenu: ((MouseEvent) -> dynamic)?\n override var oncuechange: ((Event) -> dynamic)?\n override var
ondblclick: ((MouseEvent) -> dynamic)?\n override var ondrag: ((DragEvent) -> dynamic)?\n override var
ondragend: ((DragEvent) -> dynamic)?\n override var ondragenter: ((DragEvent) -> dynamic)?\n override var
ondragexit: ((DragEvent) -> dynamic)?\n override var ondragleave: ((DragEvent) -> dynamic)?\n override var
ondragover: ((DragEvent) -> dynamic)?\n override var ondragstart: ((DragEvent) ->
dynamic)?\n override var ondrop: ((DragEvent) -> dynamic)?\n override var ondurationchange: ((Event) ->
dynamic)?\n override var onemptied: ((Event) -> dynamic)?\n override var onended: ((Event) -> dynamic)?\n

```

```

override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n  override var onfocus: ((FocusEvent) ->
dynamic)?\n  override var oninput: ((InputEvent) -> dynamic)?\n  override var oninvalid: ((Event) -> dynamic)?\n
  override var onkeydown: ((KeyboardEvent) -> dynamic)?\n  override var onkeypress: ((KeyboardEvent) ->
dynamic)?\n  override var onkeyup: ((KeyboardEvent) -> dynamic)?\n  override var onload: ((Event) ->
dynamic)?\n  override var onloadeddata: ((Event) -> dynamic)?\n  override var onloadedmetadata: ((Event) ->
dynamic)?\n  override var onloadend: ((Event) -> dynamic)?\n  override var onloadstart: ((ProgressEvent) ->
dynamic)?\n  override var onmousedown: ((MouseEvent) -> dynamic)?\n  override var onmouseenter:
(MouseEvent)
-> dynamic)?\n  override var onmouseleave: ((MouseEvent) -> dynamic)?\n  override var onmousemove:
(MouseEvent) -> dynamic)?\n  override var onmouseout: ((MouseEvent) -> dynamic)?\n  override var
onmouseover: ((MouseEvent) -> dynamic)?\n  override var onmouseup: ((MouseEvent) -> dynamic)?\n  override
var onwheel: ((WheelEvent) -> dynamic)?\n  override var onpause: ((Event) -> dynamic)?\n  override var onplay:
(Event) -> dynamic)?\n  override var onplaying: ((Event) -> dynamic)?\n  override var onprogress:
(ProgressEvent) -> dynamic)?\n  override var onratechange: ((Event) -> dynamic)?\n  override var onreset:
(Event) -> dynamic)?\n  override var onresize: ((Event) -> dynamic)?\n  override var onscroll: ((Event) ->
dynamic)?\n  override var onseeked: ((Event) -> dynamic)?\n  override var onseeking: ((Event) -> dynamic)?\n
  override var onselect: ((Event) -> dynamic)?\n  override var onshow: ((Event) -> dynamic)?\n  override var
onstalled:
(Event) -> dynamic)?\n  override var onsubmit: ((Event) -> dynamic)?\n  override var onsuspend: ((Event) ->
dynamic)?\n  override var ontimeupdate: ((Event) -> dynamic)?\n  override var ontoggle: ((Event) -> dynamic)?\n
  override var onvolumechange: ((Event) -> dynamic)?\n  override var onwaiting: ((Event) -> dynamic)?\n
  override var ongotpointercapture: ((PointerEvent) -> dynamic)?\n  override var onlostpointercapture:
(PointerEvent) -> dynamic)?\n  override var onpointerdown: ((PointerEvent) -> dynamic)?\n  override var
onpointermove: ((PointerEvent) -> dynamic)?\n  override var onpointerup: ((PointerEvent) -> dynamic)?\n
  override var onpointercancel: ((PointerEvent) -> dynamic)?\n  override var onpointerover: ((PointerEvent) ->
dynamic)?\n  override var onpointerout: ((PointerEvent) -> dynamic)?\n  override var onpointerenter:
(PointerEvent) -> dynamic)?\n  override var onpointerleave: ((PointerEvent) -> dynamic)?\n  override var
oncopy: ((ClipboardEvent)
-> dynamic)?\n  override var oncut: ((ClipboardEvent) -> dynamic)?\n  override var onpaste: ((ClipboardEvent) -
> dynamic)?\n  override var contentEditable: String\n  override val isContentEditable: Boolean\n  override val
style: CSSStyleDeclaration\n  override val children: HTMLCollection\n  override val firstElementChild:
Element?\n  override val lastElementChild: Element?\n  override val childElementCount: Int\n  override val
previousElementSibling: Element?\n  override val nextElementSibling: Element?\n  override val assignedSlot:
HTMLSlotElement?\n  override fun prepend(vararg nodes: dynamic)\n  override fun append(vararg nodes:
dynamic)\n  override fun querySelector(selectors: String): Element?\n  override fun querySelectorAll(selectors:
String): NodeList\n  override fun before(vararg nodes: dynamic)\n  override fun after(vararg nodes: dynamic)\n
  override fun replaceWith(vararg nodes: dynamic)\n  override fun remove()\n  override
fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n  override fun
convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally
*/): DOMQuad\n  override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options:
ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n  override fun convertPointFromNode(point:
DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n\n
companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val
TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val

```

```

DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n } \n} \n\npublic external open class
Audio(src: String = definedExternally) : HTMLAudioElement { \n    override var onabort: ((Event) -> dynamic)? \n
override var onblur: ((FocusEvent) -> dynamic)? \n    override var oncancel: ((Event) -> dynamic)? \n    override var
oncanplay: ((Event) -> dynamic)? \n    override var oncanplaythrough: ((Event) -> dynamic)? \n    override var
onchange: ((Event) -> dynamic)? \n    override var onclick: ((MouseEvent) -> dynamic)? \n    override var onclose:
((Event) -> dynamic)? \n    override var oncontextmenu: ((MouseEvent) -> dynamic)? \n    override var oncuechange:
((Event) -> dynamic)? \n    override var ondblclick: ((MouseEvent) -> dynamic)? \n    override var ondrag:
((DragEvent) -> dynamic)? \n    override var ondragend: ((DragEvent) -> dynamic)? \n    override var ondragenter:
((DragEvent) -> dynamic)? \n    override var ondragexit: ((DragEvent) -> dynamic)? \n    override var ondragleave:
((DragEvent) -> dynamic)? \n    override var ondragover: ((DragEvent) -> dynamic)? \n    override var ondragstart:
((DragEvent) -> dynamic)? \n    override var ondrop: ((DragEvent) -> dynamic)? \n    override var ondurationchange:
((Event) -> dynamic)? \n    override var onemptied: ((Event) -> dynamic)? \n    override var onended: ((Event) ->
dynamic)? \n    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)? \n    override var onfocus:
((FocusEvent) -> dynamic)? \n    override var oninput: ((InputEvent) -> dynamic)? \n    override var oninvalid:
((Event) -> dynamic)? \n    override var onkeydown: ((KeyboardEvent) -> dynamic)? \n    override var onkeypress:
((KeyboardEvent) -> dynamic)? \n    override var onkeyup: ((KeyboardEvent) -> dynamic)? \n    override
var onload: ((Event) -> dynamic)? \n    override var onloadeddata: ((Event) -> dynamic)? \n    override var
onloadedmetadata: ((Event) -> dynamic)? \n    override var onloadend: ((Event) -> dynamic)? \n    override var
onloadstart: ((ProgressEvent) -> dynamic)? \n    override var onmousedown: ((MouseEvent) -> dynamic)? \n
override var onmouseenter: ((MouseEvent) -> dynamic)? \n    override var onmouseleave: ((MouseEvent) ->
dynamic)? \n    override var onmousemove: ((MouseEvent) -> dynamic)? \n    override var onmouseout:
((MouseEvent) -> dynamic)? \n    override var onmouseover: ((MouseEvent) -> dynamic)? \n    override var
onmouseup: ((MouseEvent) -> dynamic)? \n    override var onwheel: ((WheelEvent) -> dynamic)? \n    override var
onpause: ((Event) -> dynamic)? \n    override var onplay: ((Event) -> dynamic)? \n    override var onplaying: ((Event)
-> dynamic)? \n    override var onprogress: ((ProgressEvent) -> dynamic)? \n    override var onratechange: ((Event) ->
dynamic)? \n    override var onreset:
((Event) -> dynamic)? \n    override var onresize: ((Event) -> dynamic)? \n    override var onscroll: ((Event) ->
dynamic)? \n    override var onseeked: ((Event) -> dynamic)? \n    override var onseeking: ((Event) -> dynamic)? \n
override var onselect: ((Event) -> dynamic)? \n    override var onshow: ((Event) -> dynamic)? \n    override var
onstalled: ((Event) -> dynamic)? \n    override var onsubmit: ((Event) -> dynamic)? \n    override var onsuspend:
((Event) -> dynamic)? \n    override var ontimeupdate: ((Event) -> dynamic)? \n    override var ontoggle: ((Event) ->
dynamic)? \n    override var onvolumechange: ((Event) -> dynamic)? \n    override var onwaiting: ((Event) ->
dynamic)? \n    override var ongotpointercapture: ((PointerEvent) -> dynamic)? \n    override var
onlostpointercapture: ((PointerEvent) -> dynamic)? \n    override var onpointerdown: ((PointerEvent) -> dynamic)? \n
override var onpointermove: ((PointerEvent) -> dynamic)? \n    override var onpointerup: ((PointerEvent)
-> dynamic)? \n    override var onpointercancel: ((PointerEvent) -> dynamic)? \n    override var onpointerover:
((PointerEvent) -> dynamic)? \n    override var onpointerout: ((PointerEvent) -> dynamic)? \n    override var
onpointerenter: ((PointerEvent) -> dynamic)? \n    override var onpointerleave: ((PointerEvent) -> dynamic)? \n
override var oncopy: ((ClipboardEvent) -> dynamic)? \n    override var oncut: ((ClipboardEvent) -> dynamic)? \n
override var onpaste: ((ClipboardEvent) -> dynamic)? \n    override var contentEditable: String \n    override val
isContentEditable: Boolean \n    override val style: CSSStyleDeclaration \n    override val children:
HTMLCollection \n    override val firstElementChild: Element? \n    override val lastElementChild: Element? \n
override val childElementCount: Int \n    override val previousElementSibling: Element? \n    override val
nextElementSibling: Element? \n    override val assignedSlot: HTMLSlotElement? \n    override fun prepend(vararg
nodes: dynamic) \n

```



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    override fun append(vararg nodes: dynamic)\n    override fun querySelector(selectors: String): Element?\n
    override fun querySelectorAll(selectors: String): NodeList\n    override fun before(vararg nodes: dynamic)\n
    override fun after(vararg nodes: dynamic)\n    override fun replaceWith(vararg nodes: dynamic)\n    override fun
    remove()\n    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* =
    definedExternally */): DOMQuad\n    override fun convertRectFromNode(rect: DOMRectReadOnly, from:
    dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n    override fun
    convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* =
    definedExternally */): DOMPoint\n\n    companion object {\n        val NETWORK_EMPTY: Short\n        val
        NETWORK_IDLE: Short\n        val NETWORK_LOADING: Short\n
        val NETWORK_NO_SOURCE: Short\n        val HAVE_NOTHING: Short\n        val HAVE_METADATA:
        Short\n        val HAVE_CURRENT_DATA: Short\n        val HAVE_FUTURE_DATA: Short\n        val
        HAVE_ENOUGH_DATA: Short\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n
        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
        Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
        COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
        DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
        DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n\n    /**\n     * Exposes the
    JavaScript [Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin\n     *\n     *public external open
    class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean =
    definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement {\n        override var onabort:
    ((Event) -> dynamic)?\n        override var onblur: ((FocusEvent) -> dynamic)?\n        override var oncancel: ((Event) ->
    dynamic)?\n        override var oncanplay: ((Event) -> dynamic)?\n        override var oncanplaythrough: ((Event) ->
    dynamic)?\n        override var onchange: ((Event) -> dynamic)?\n        override var onclick: ((MouseEvent) ->
    dynamic)?\n        override var onclose: ((Event) -> dynamic)?\n        override var oncontextmenu: ((MouseEvent) ->
    dynamic)?\n        override var oncuechange: ((Event) -> dynamic)?\n        override var ondblclick: ((MouseEvent) ->
    dynamic)?\n        override var ondrag: ((DragEvent) -> dynamic)?\n        override var ondragend: ((DragEvent) ->
    dynamic)?\n        override
        var ondragenter: ((DragEvent) -> dynamic)?\n        override var ondragexit: ((DragEvent) -> dynamic)?\n        override
        var ondragleave: ((DragEvent) -> dynamic)?\n        override var ondragover: ((DragEvent) -> dynamic)?\n        override
        var ondragstart: ((DragEvent) -> dynamic)?\n        override var ondrop: ((DragEvent) -> dynamic)?\n        override var
        ondurationchange: ((Event) -> dynamic)?\n        override var onemptied: ((Event) -> dynamic)?\n        override var
        onended: ((Event) -> dynamic)?\n        override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n
        override var onfocus: ((FocusEvent) -> dynamic)?\n        override var oninput: ((InputEvent) -> dynamic)?\n
        override var oninvalid: ((Event) -> dynamic)?\n        override var onkeydown: ((KeyboardEvent) -> dynamic)?\n
        override var onkeypress: ((KeyboardEvent) -> dynamic)?\n        override var onkeyup: ((KeyboardEvent) -> dynamic)?\n
        override var onload: ((Event) -> dynamic)?\n        override var onloadeddata: ((Event) -> dynamic)?\n
        override var onloadedmetadata: ((Event) -> dynamic)?\n        override var onloadend: ((Event) -> dynamic)?\n
        override var onloadstart: ((ProgressEvent) -> dynamic)?\n        override var onmousedown: ((MouseEvent) ->
        dynamic)?\n        override var onmouseenter: ((MouseEvent) -> dynamic)?\n        override var onmouseleave:
        ((MouseEvent) -> dynamic)?\n        override var onmousemove: ((MouseEvent) -> dynamic)?\n        override var
        onmouseout: ((MouseEvent) -> dynamic)?\n        override var onmouseover: ((MouseEvent) -> dynamic)?\n        override
        var onmouseup: ((MouseEvent) -> dynamic)?\n        override var onwheel: ((WheelEvent) -> dynamic)?\n        override
        var onpause: ((Event) -> dynamic)?\n        override var onplay: ((Event) -> dynamic)?\n        override var onplaying:
        ((Event) -> dynamic)?\n        override var onprogress: ((ProgressEvent) -> dynamic)?\n        override var onratechange:

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((Event) -> dynamic)?\n  override var onreset: ((Event) -> dynamic)?\n  override var onresize: ((Event) ->
dynamic)?\n  override
  var onscroll: ((Event) -> dynamic)?\n  override var onseeked: ((Event) -> dynamic)?\n  override var onseeking:
((Event) -> dynamic)?\n  override var onselect: ((Event) -> dynamic)?\n  override var onshow: ((Event) ->
dynamic)?\n  override var onstalled: ((Event) -> dynamic)?\n  override var onsubmit: ((Event) -> dynamic)?\n
override var onsuspend: ((Event) -> dynamic)?\n  override var ontimeupdate: ((Event) -> dynamic)?\n  override
var ontoggle: ((Event) -> dynamic)?\n  override var onvolumechange: ((Event) -> dynamic)?\n  override var
onwaiting: ((Event) -> dynamic)?\n  override var ongotpointercapture: ((PointerEvent) -> dynamic)?\n  override
var onlostpointercapture: ((PointerEvent) -> dynamic)?\n  override var onpointerdown: ((PointerEvent) ->
dynamic)?\n  override var onpointermove: ((PointerEvent) -> dynamic)?\n  override var onpointerup:
((PointerEvent) -> dynamic)?\n  override var onpointercancel: ((PointerEvent) -> dynamic)?\n  override
  var onpointerover: ((PointerEvent) -> dynamic)?\n  override var onpointerout: ((PointerEvent) -> dynamic)?\n
override var onpointerenter: ((PointerEvent) -> dynamic)?\n  override var onpointerleave: ((PointerEvent) ->
dynamic)?\n  override var oncopy: ((ClipboardEvent) -> dynamic)?\n  override var oncut: ((ClipboardEvent) ->
dynamic)?\n  override var onpaste: ((ClipboardEvent) -> dynamic)?\n  override var contentEditable: String\n
override val isContentEditable: Boolean\n  override val style: CSSStyleDeclaration\n  override val children:
HTMLCollection\n  override val firstElementChild: Element?\n  override val lastElementChild: Element?\n
override val childElementCount: Int\n  override val previousElementSibling: Element?\n  override val
nextElementSibling: Element?\n  override val assignedSlot: HTMLSlotElement?\n  override fun prepend(vararg
nodes: dynamic)\n  override fun append(vararg nodes: dynamic)\n  override fun querySelector(selectors:
String): Element?\n  override fun querySelectorAll(selectors: String): NodeList\n  override fun before(vararg
nodes: dynamic)\n  override fun after(vararg nodes: dynamic)\n  override fun replaceWith(vararg nodes:
dynamic)\n  override fun remove()\n  override fun getBoxQuads(options: BoxQuadOptions /* =
definedExternally */): Array<DOMQuad>\n  override fun convertQuadFromNode(quad: dynamic, from: dynamic,
options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n  override fun
convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMQuad\n  override fun convertPointFromNode(point: DOMPointInit, from: dynamic,
options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val
ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE:
Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n\n  public external interface
UnionElementOrHTMLCollection\n  public external interface UnionElementOrRadioNodeList\n  public external
interface UnionHTMLOptGroupElementOrHTMLOptionElement\n  public external interface
UnionAudioTrackOrTextTrackOrVideoTrack\n  public external interface UnionElementOrMouseEvent\n  public
external interface UnionMessagePortOrWindowProxy\n  public external interface MediaProvider\n  public
external
  interface RenderingContext\n  public external interface HTMLOrSVGImageElement :
CanvasImageSource\n  public external interface CanvasImageSource : ImageBitmapSource\n  public external
interface ImageBitmapSource\n  public external interface HTMLOrSVGScriptElement\n  /* please, don't
implement this interface!
*\n@JsName("\null")\n@Suppress("\NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n  public external
interface DocumentReadyState {\n    companion object\n  }\n  public inline val

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DocumentReadyState.Companion.LOADING: DocumentReadyState get() =
    \"loading\".asDynamic().unsafeCast<DocumentReadyState>()\n\npublic inline val
DocumentReadyState.Companion.INTERACTIVE: DocumentReadyState get() =
    \"interactive\".asDynamic().unsafeCast<DocumentReadyState>()\n\npublic inline val
DocumentReadyState.Companion.COMPLETE: DocumentReadyState get() =
    \"complete\".asDynamic().unsafeCast<DocumentReadyState>()\n\n/* please, don't implement this interface!
*\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic
    external interface CanPlayTypeResult {\n    companion object\n}\n\npublic inline val
CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() =
    \"\".asDynamic().unsafeCast<CanPlayTypeResult>()\n\npublic inline val CanPlayTypeResult.Companion.MAYBE:
CanPlayTypeResult get() = \"maybe\".asDynamic().unsafeCast<CanPlayTypeResult>()\n\npublic inline val
CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() =
    \"probably\".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n/* please, don't implement this interface!
*\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
    interface TextTrackMode {\n    companion object\n}\n\npublic inline val TextTrackMode.Companion.DISABLED:
TextTrackMode get() = \"disabled\".asDynamic().unsafeCast<TextTrackMode>()\n\npublic inline val
TextTrackMode.Companion.HIDDEN: TextTrackMode get() =
    \"hidden\".asDynamic().unsafeCast<TextTrackMode>()\n\npublic inline val
TextTrackMode.Companion.SHOWING: TextTrackMode
    get() = \"showing\".asDynamic().unsafeCast<TextTrackMode>()\n\n/* please, don't implement this interface!
*\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
    interface TextTrackKind {\n    companion object\n}\n\npublic inline val TextTrackKind.Companion.SUBTITLES:
TextTrackKind get() = \"subtitles\".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.CAPTIONS: TextTrackKind get() =
    \"captions\".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.DESCRPTIONS: TextTrackKind get() =
    \"descriptions\".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.CHAPTERS: TextTrackKind get() =
    \"chapters\".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.METADATA: TextTrackKind get() =
    \"metadata\".asDynamic().unsafeCast<TextTrackKind>()\n\n/* please, don't implement this interface!
*\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic
    external interface SelectionMode {\n    companion object\n}\n\npublic inline val
SelectionMode.Companion.SELECT: SelectionMode get() =
    \"select\".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val SelectionMode.Companion.START:
SelectionMode get() = \"start\".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val
SelectionMode.Companion.END: SelectionMode get() =
    \"end\".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val SelectionMode.Companion.PRESERVE:
SelectionMode get() = \"preserve\".asDynamic().unsafeCast<SelectionMode>()\n\n/* please, don't implement this
interface! *\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic
    external interface CanvasFillRule {\n    companion object\n}\n\npublic inline val
CanvasFillRule.Companion.NONZERO: CanvasFillRule get() =
    \"nonzero\".asDynamic().unsafeCast<CanvasFillRule>()\n\npublic inline val
CanvasFillRule.Companion.EVENODD: CanvasFillRule get() =
    \"evenodd\".asDynamic().unsafeCast<CanvasFillRule>()\n\n/*
    please, don't implement this interface!
*\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
    interface ImageSmoothingQuality {\n    companion object\n}\n\npublic inline val

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ImageSmoothingQuality.Companion.LOW: ImageSmoothingQuality get() =
  "low".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\npublic inline val
ImageSmoothingQuality.Companion.MEDIUM: ImageSmoothingQuality get() =
  "medium".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\npublic inline val
ImageSmoothingQuality.Companion.HIGH: ImageSmoothingQuality get() =
  "high".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\n/* please, don't implement this interface!
*\n\n@JsName("null")\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface CanvasLineCap {\n  companion object\n}\n\npublic inline val CanvasLineCap.Companion.BUTT:
CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()\n\npublic
inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() =
  "round".asDynamic().unsafeCast<CanvasLineCap>()\n\npublic inline val CanvasLineCap.Companion.SQUARE:
CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()\n\n/* please, don't implement this
interface! *\n\n@JsName("null")\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic
external interface CanvasLineJoin {\n  companion object\n}\n\npublic inline val
CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() =
  "round".asDynamic().unsafeCast<CanvasLineJoin>()\n\npublic inline val CanvasLineJoin.Companion.BEVEL:
CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()\n\npublic inline val
CanvasLineJoin.Companion.MITER: CanvasLineJoin get() =
  "miter".asDynamic().unsafeCast<CanvasLineJoin>()\n\n/* please, don't implement this interface!
*\n\n@JsName("null")\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface CanvasTextAlign {\n  companion object\n}\n\npublic
inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() =
  "start".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val CanvasTextAlign.Companion.END:
CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val
CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() =
  "left".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val CanvasTextAlign.Companion.RIGHT:
CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val
CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() =
  "center".asDynamic().unsafeCast<CanvasTextAlign>()\n\n/* please, don't implement this interface!
*\n\n@JsName("null")\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface CanvasTextBaseline {\n  companion object\n}\n\npublic inline val CanvasTextBaseline.Companion.TOP:
CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.HANGING:
  CanvasTextBaseline get() = "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() =
  "middle".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() =
  "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() =
  "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() =
  "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()\n\n/* please, don't implement this interface!
*\n\n@JsName("null")\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface CanvasDirection {\n  companion object\n}\n\npublic inline val CanvasDirection.Companion.LTR:
CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()\n\npublic
inline val CanvasDirection.Companion.RTL: CanvasDirection get() =
  "rtl".asDynamic().unsafeCast<CanvasDirection>()\n\npublic inline val CanvasDirection.Companion.INHERIT:
CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()\n\n/* please, don't implement this

```

```

interface! *\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic
external interface ScrollRestoration {\n  companion object\n}\n\npublic inline val
ScrollRestoration.Companion.AUTO: ScrollRestoration get() =
"auto".asDynamic().unsafeCast<ScrollRestoration>()\n\npublic inline val
ScrollRestoration.Companion.MANUAL: ScrollRestoration get() =
"manual".asDynamic().unsafeCast<ScrollRestoration>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface ImageOrientation {\n  companion object\n}\n\npublic inline val ImageOrientation.Companion.NONE:
ImageOrientation get()
= "none".asDynamic().unsafeCast<ImageOrientation>()\n\npublic inline val
ImageOrientation.Companion.FLIPY: ImageOrientation get() =
"flipY".asDynamic().unsafeCast<ImageOrientation>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface PremultiplyAlpha {\n  companion object\n}\n\npublic inline val PremultiplyAlpha.Companion.NONE:
PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()\n\npublic inline val
PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() =
"premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()\n\npublic inline val
PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() =
"default".asDynamic().unsafeCast<PremultiplyAlpha>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface ColorSpaceConversion {\n  companion object\n}\n\npublic inline
val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() =
"none".asDynamic().unsafeCast<ColorSpaceConversion>()\n\npublic inline val
ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() =
"default".asDynamic().unsafeCast<ColorSpaceConversion>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface ResizeQuality {\n  companion object\n}\n\npublic inline val ResizeQuality.Companion.PIXELATED:
ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val
ResizeQuality.Companion.LOW: ResizeQuality get() =
"low".asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val ResizeQuality.Companion.MEDIUM:
ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val
ResizeQuality.Companion.HIGH: ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()\n\n/*
please, don't implement this
interface! *\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic
external interface BinaryType {\n  companion object\n}\n\npublic inline val BinaryType.Companion.BLOB:
BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()\n\npublic inline val
BinaryType.Companion.ARRAYBUFFER: BinaryType get() =
"arraybuffer".asDynamic().unsafeCast<BinaryType>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface WorkerType {\n  companion object\n}\n\npublic inline val WorkerType.Companion.CLASSIC:
WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()\n\npublic inline val
WorkerType.Companion.MODULE: WorkerType get() =
"module".asDynamic().unsafeCast<WorkerType>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface ShadowRootMode {\n  companion object\n}\n\npublic
inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() =
"open".asDynamic().unsafeCast<ShadowRootMode>()\n\npublic inline val
ShadowRootMode.Companion.CLOSED: ShadowRootMode get() =

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"closed".asDynamic().unsafeCast<ShadowRootMode>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface ScrollBehavior {\n    companion object\n}\n\npublic inline val ScrollBehavior.Companion.AUTO:
ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()\n\npublic inline val
ScrollBehavior.Companion.INSTANT: ScrollBehavior get() =
"instant".asDynamic().unsafeCast<ScrollBehavior>()\n\npublic inline val ScrollBehavior.Companion.SMOOTH:
ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()\n\n/* please, don't implement this
interface! *\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic
external interface ScrollLogicalPosition {\n
    companion object\n}\n\npublic inline val ScrollLogicalPosition.Companion.START: ScrollLogicalPosition get() =
"start".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\npublic inline val
ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() =
"center".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\npublic inline val
ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() =
"end".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\npublic inline val
ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() =
"nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface CSSBoxType {\n    companion object\n}\n\npublic inline val CSSBoxType.Companion.MARGIN:
CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()\n\npublic inline val
CSSBoxType.Companion.BORDER: CSSBoxType get() =
"border".asDynamic().unsafeCast<CSSBoxType>()\n\npublic
inline val CSSBoxType.Companion.PADDING: CSSBoxType get() =
"padding".asDynamic().unsafeCast<CSSBoxType>()\n\npublic inline val CSSBoxType.Companion.CONTENT:
CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()), /*\n * Copyright 2010-2021 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n *\n\n// NOTE: THIS FILE IS AUTO-GENERATED,
DO NOT EDIT!\n\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.fetch\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.files.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript
[Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin\n *\n\npublic external open class
Headers(init: dynamic = definedExternally) {\n    fun append(name: String, value: String)\n    fun delete(name:
String)\n    fun get(name: String): String?\n
    fun has(name: String): Boolean\n    fun set(name: String, value: String)\n}\n\n/**\n * Exposes the JavaScript
[Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin\n *\n\npublic external interface Body {\n
val bodyUsed: Boolean\n    fun arrayBuffer(): Promise<ArrayBuffer>\n    fun blob(): Promise<Blob>\n    fun
formData(): Promise<FormData>\n    fun json(): Promise<Any?>\n    fun text(): Promise<String>\n}\n\n/**\n *
Exposes the JavaScript [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin\n *\n\npublic
external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {\n    open val method:
String\n    open val url: String\n    open val headers: Headers\n    open val type: RequestType\n    open val
destination: RequestDestination\n    open val referrer: String\n    open val referrerPolicy: dynamic\n    open val
mode: RequestMode\n    open val credentials: RequestCredentials\n    open val cache: RequestCache\n    open
val redirect: RequestRedirect\n    open val integrity: String\n    open val keepalive: Boolean\n    override val
bodyUsed: Boolean\n    fun clone(): Request\n    override fun arrayBuffer(): Promise<ArrayBuffer>\n    override fun
blob(): Promise<Blob>\n    override fun formData(): Promise<FormData>\n    override fun json():
Promise<Any?>\n    override fun text(): Promise<String>\n}\n\npublic external interface RequestInit {\n    var
method: String?\n    get() = definedExternally\n    set(value) = definedExternally\n    var headers: dynamic\n
get() = definedExternally\n    set(value) = definedExternally\n    var body: dynamic\n    get() =
definedExternally\n    set(value) = definedExternally\n    var referrer: String?\n    get() = definedExternally\n

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set(value) = definedExternally\n var referrerPolicy: dynamic\n get() = definedExternally\n set(value) =
definedExternally\n var mode: RequestMode?\n get() = definedExternally\n
set(value) = definedExternally\n var credentials: RequestCredentials?\n get() = definedExternally\n
set(value) = definedExternally\n var cache: RequestCache?\n get() = definedExternally\n set(value) =
definedExternally\n var redirect: RequestRedirect?\n get() = definedExternally\n set(value) =
definedExternally\n var integrity: String?\n get() = definedExternally\n set(value) = definedExternally\n
var keepalive: Boolean?\n get() = definedExternally\n set(value) = definedExternally\n var window:
Any?\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun RequestInit(method: String? =
undefined, headers: dynamic = undefined, body: dynamic = undefined, referrer: String? = undefined, referrerPolicy:
dynamic = undefined, mode: RequestMode? = undefined, credentials:
RequestCredentials? = undefined, cache: RequestCache? = undefined, redirect: RequestRedirect? = undefined,
integrity: String? = undefined, keepalive: Boolean? = undefined, window: Any? = undefined): RequestInit {\n val
o = js(\"({})\")\n o[\"method\"] = method\n o[\"headers\"] = headers\n o[\"body\"] = body\n o[\"referrer\"] =
referrer\n o[\"referrerPolicy\"] = referrerPolicy\n o[\"mode\"] = mode\n o[\"credentials\"] = credentials\n
o[\"cache\"] = cache\n o[\"redirect\"] = redirect\n o[\"integrity\"] = integrity\n o[\"keepalive\"] = keepalive\n
o[\"window\"] = window\n return o\n}\n\n/*\n * Exposes the JavaScript
[Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin\n */\npublic external open class
Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {\n open val type:
ResponseType\n open val url: String\n open val redirected: Boolean\n open val status: Short\n open
val ok: Boolean\n open val statusText: String\n open val headers: Headers\n open val body: dynamic\n open
val trailer: Promise<Headers>\n override val bodyUsed: Boolean\n fun clone(): Response\n override fun
arrayBuffer(): Promise<ArrayBuffer>\n override fun blob(): Promise<Blob>\n override fun formData():
Promise<FormData>\n override fun json(): Promise<Any?>\n override fun text(): Promise<String>\n\n
companion object {\n fun error(): Response\n fun redirect(url: String, status: Short = definedExternally):
Response\n }\n}\n\npublic external interface ResponseInit {\n var status: Short? /* = 200 */\n get() =
definedExternally\n set(value) = definedExternally\n var statusText: String? /* = \"OK\" */\n get() =
definedExternally\n set(value) = definedExternally\n var headers: dynamic\n get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic
inline fun ResponseInit(status: Short? = 200, statusText: String? = \"OK\", headers: dynamic = undefined):
ResponseInit {\n val o = js(\"({})\")\n o[\"status\"] = status\n o[\"statusText\"] = statusText\n o[\"headers\"]
= headers\n return o\n}\n\n/* please, don't implement this interface!
*/\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface RequestType {\n companion object\n}\n\npublic inline val RequestType.Companion.EMPTY:
RequestType get() = \"\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val
RequestType.Companion.AUDIO: RequestType get() =
\"audio\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val RequestType.Companion.FONT:
RequestType get() = \"font\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val
RequestType.Companion.IMAGE: RequestType get() =
\"image\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val RequestType.Companion.SCRIPT:
RequestType get() = \"script\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val
RequestType.Companion.STYLE: RequestType get() =
\"style\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val RequestType.Companion.TRACK:
RequestType get() = \"track\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val
RequestType.Companion.VIDEO: RequestType get() = \"video\".asDynamic().unsafeCast<RequestType>()\n\n/*
please, don't implement this interface!

```

```

*\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface RequestDestination {\n  companion object\n}\n\npublic inline val
RequestDestination.Companion.EMPTY: RequestDestination get() =
""\n\npublic inline val
RequestDestination.Companion.DOCUMENT: RequestDestination get() =
"document"\n\npublic inline val
RequestDestination.Companion.EMBED: RequestDestination get() =
"embed"\n\npublic
inline val RequestDestination.Companion.FONT: RequestDestination get() =
"font"\n\npublic inline val
RequestDestination.Companion.IMAGE: RequestDestination get() =
"image"\n\npublic inline val
RequestDestination.Companion.MANIFEST: RequestDestination get() =
"manifest"\n\npublic inline val
RequestDestination.Companion.MEDIA: RequestDestination get() =
"media"\n\npublic inline val
RequestDestination.Companion.OBJECT: RequestDestination get() =
"object"\n\npublic inline val
RequestDestination.Companion.REPORT: RequestDestination get() =
"report"\n\npublic inline val
RequestDestination.Companion.SCRIPT: RequestDestination get() =
"script"\n\npublic
inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() =
"serviceworker"\n\npublic inline val
RequestDestination.Companion.SHAREDWORKER: RequestDestination get() =
"sharedworker"\n\npublic inline val
RequestDestination.Companion.STYLE: RequestDestination get() =
"style"\n\npublic inline val
RequestDestination.Companion.WORKER: RequestDestination get() =
"worker"\n\npublic inline val
RequestDestination.Companion.XSLT: RequestDestination get() =
"xslt"\n\npublic inline val RequestDestination.Companion.XSLT: RequestDestination get() =
"xslt"\n\n*\n\n/* please, don't implement this interface!
*\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface RequestMode {\n  companion object\n}\n\npublic inline val RequestMode.Companion.NAVIGATE:
RequestMode
get() = "navigate"\n\npublic inline val
RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-
origin"\n\npublic inline val
RequestMode.Companion.NO_CORS:
RequestMode get() = "no-cors"\n\npublic inline val
RequestMode.Companion.CORS: RequestMode get() = "cors"\n\npublic inline val
RequestMode.Companion.CORS: RequestMode get() = "cors"\n\n*\n\n/* please, don't implement this interface!
*\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface RequestCredentials {\n  companion object\n}\n\npublic inline val RequestCredentials.Companion.OMIT:
RequestCredentials
get() = "omit"\n\npublic inline val
RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-
origin"\n\npublic inline val
RequestCredentials.Companion.INCLUDE: RequestCredentials get() =
"include"

```



```

\include\}.asDynamic().unsafeCast<RequestCredentials>()\n\n/* please, don't implement this interface!
*\n@JsName("\null")\n@Suppress("\NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface RequestCache {\n    companion object\n}\n\npublic inline val RequestCache.Companion.DEFAULT:
RequestCache get() = \default\}.asDynamic().unsafeCast<RequestCache>()\n\npublic inline val
RequestCache.Companion.NO_STORE: RequestCache get() = \no-
store\}.asDynamic().unsafeCast<RequestCache>()\n\npublic inline val RequestCache.Companion.RELOAD:
RequestCache get() = \reload\}.asDynamic().unsafeCast<RequestCache>()\n\npublic inline val
RequestCache.Companion.NO_CACHE: RequestCache get() = \no-
cache\}.asDynamic().unsafeCast<RequestCache>()\n\npublic inline val
RequestCache.Companion.FORCE_CACHE: RequestCache get() = \force-
cache\}.asDynamic().unsafeCast<RequestCache>()\n\npublic inline val
RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = \only-if-
cached\}.asDynamic().unsafeCast<RequestCache>()\n\n/*
please, don't implement this interface!
*\n@JsName("\null")\n@Suppress("\NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface RequestRedirect {\n    companion object\n}\n\npublic inline val RequestRedirect.Companion.FOLLOW:
RequestRedirect get() = \follow\}.asDynamic().unsafeCast<RequestRedirect>()\n\npublic inline val
RequestRedirect.Companion.ERROR: RequestRedirect get() =
\error\}.asDynamic().unsafeCast<RequestRedirect>()\n\npublic inline val RequestRedirect.Companion.MANUAL:
RequestRedirect get() = \manual\}.asDynamic().unsafeCast<RequestRedirect>()\n\n/* please, don't implement this
interface! *\n@JsName("\null")\n@Suppress("\NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic
external interface ResponseType {\n    companion object\n}\n\npublic inline val ResponseType.Companion.BASIC:
ResponseType get() = \basic\}.asDynamic().unsafeCast<ResponseType>()\n\npublic inline val
ResponseType.Companion.CORS: ResponseType get() =
\cors\}.asDynamic().unsafeCast<ResponseType>()\n\npublic
inline val ResponseType.Companion.DEFAULT: ResponseType get() =
\default\}.asDynamic().unsafeCast<ResponseType>()\n\npublic inline val ResponseType.Companion.ERROR:
ResponseType get() = \error\}.asDynamic().unsafeCast<ResponseType>()\n\npublic inline val
ResponseType.Companion.OPAQUE: ResponseType get() =
\opaque\}.asDynamic().unsafeCast<ResponseType>()\n\npublic inline val
ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() =
\opaqueredirect\}.asDynamic().unsafeCast<ResponseType>()"\n\n/* Copyright 2010-2021 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n *\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT
EDIT!\n\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.mediacapture\n\nimport
kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\n/**\n * Exposes
the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin\n *\n\npublic
external open class MediaStream() : EventTarget, MediaProvider {\n    constructor(stream: MediaStream)\n
constructor(tracks: Array<MediaStreamTrack>)\n    open val id: String\n    open val active: Boolean\n    var
onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?\n    var onremovetrack: ((MediaStreamTrackEvent) ->
dynamic)?\n    fun getAudioTracks(): Array<MediaStreamTrack>\n    fun getVideoTracks():
Array<MediaStreamTrack>\n    fun getTracks(): Array<MediaStreamTrack>\n    fun getTrackById(trackId: String):
MediaStreamTrack?\n    fun addTrack(track: MediaStreamTrack)\n    fun removeTrack(track: MediaStreamTrack)\n
    fun clone(): MediaStream\n}\n\n/**\n * Exposes the JavaScript
[MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin\n *\n\npublic
external abstract class MediaStreamTrack : EventTarget {\n    open val kind: String\n
open val id: String\n    open val label: String\n    open var enabled: Boolean\n    open val muted: Boolean\n    open
var onmute: ((Event) -> dynamic)?\n    open var onunmute: ((Event) -> dynamic)?\n    open val readyState:

```

MediaStreamTrackState\n open var onended: ((Event) -> dynamic)?\n open var onoverconstrained: ((Event) -> dynamic)?\n fun clone(): MediaStreamTrack\n fun stop()\n fun getCapabilities(): MediaTrackCapabilities\n fun getConstraints(): MediaTrackConstraints\n fun getSettings(): MediaTrackSettings\n fun applyConstraints(constraints: MediaTrackConstraints = definedExternally): Promise<Unit>\n}\n\n**\n * Exposes the JavaScript

[MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints)

```
ts) to Kotlin\n *^npublic external interface MediaTrackSupportedConstraints {\n  var width: Boolean? /* = true\n  *^n  get() = definedExternally\n    set(value) = definedExternally\n  var height: Boolean? /*\n  = true *^n  get() = definedExternally\n    set(value) = definedExternally\n  var aspectRatio: Boolean? /* =\n  true *^n  get() = definedExternally\n    set(value) = definedExternally\n  var frameRate: Boolean? /* = true\n  *^n  get() = definedExternally\n    set(value) = definedExternally\n  var facingMode: Boolean? /* = true *^n\n    get() = definedExternally\n    set(value) = definedExternally\n  var resizeMode: Boolean? /* = true *^n\n  get() = definedExternally\n    set(value) = definedExternally\n  var volume: Boolean? /* = true *^n  get() =\n  definedExternally\n    set(value) = definedExternally\n  var sampleRate: Boolean? /* = true *^n  get() =\n  definedExternally\n    set(value) = definedExternally\n  var sampleSize: Boolean? /* = true *^n  get() =\n  definedExternally\n    set(value) = definedExternally\n  var echoCancellation: Boolean? /* = true *^n  get()\n  = definedExternally\n\n  set(value) = definedExternally\n  var autoGainControl: Boolean? /* = true *^n  get() = definedExternally\n  set(value) = definedExternally\n  var noiseSuppression: Boolean? /* = true *^n  get() = definedExternally\n  set(value) = definedExternally\n  var latency: Boolean? /* = true *^n  get() = definedExternally\n  set(value) = definedExternally\n  var channelCount: Boolean? /* = true *^n  get() = definedExternally\n  set(value) = definedExternally\n  var deviceId: Boolean? /* = true *^n  get() = definedExternally\n  set(value) = definedExternally\n  var groupId: Boolean? /* = true *^n  get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",\n  "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun
```

MediaTrackSupportedConstraints(width: Boolean? = true, height: Boolean? = true, aspectRatio: Boolean? = true, frameRate: Boolean? = true, facingMode:

Boolean? = true, resizeMode: Boolean? = true, volume: Boolean? = true, sampleRate: Boolean? = true, sampleSize: Boolean? = true, echoCancellation: Boolean? = true, autoGainControl: Boolean? = true, noiseSuppression: Boolean? = true, latency: Boolean? = true, channelCount: Boolean? = true, deviceId: Boolean? = true, groupId: Boolean? = true): MediaTrackSupportedConstraints {\n val o = js("{}")\n o["width"] = width\n o["height"] = height\n o["aspectRatio"] = aspectRatio\n o["frameRate"] = frameRate\n o["facingMode"] = facingMode\n o["resizeMode"] = resizeMode\n o["volume"] = volume\n o["sampleRate"] = sampleRate\n o["sampleSize"] = sampleSize\n o["echoCancellation"] = echoCancellation\n o["autoGainControl"] = autoGainControl\n o["noiseSuppression"] = noiseSuppression\n o["latency"] = latency\n o["channelCount"] = channelCount\n o["deviceId"] = deviceId\n o["groupId"] = groupId\n return o\n}\n\npublic

```
external interface MediaTrackCapabilities {\n  var width: ULongRange?\n  get() = definedExternally\n  set(value) = definedExternally\n  var height: ULongRange?\n  get() = definedExternally\n  set(value) = definedExternally\n  var aspectRatio: DoubleRange?\n  get() = definedExternally\n  set(value) = definedExternally\n  var frameRate: DoubleRange?\n  get() = definedExternally\n  set(value) = definedExternally\n  var facingMode: Array<String>?\n  get() = definedExternally\n  set(value) = definedExternally\n  var resizeMode: Array<String>?\n  get() = definedExternally\n  set(value) = definedExternally\n  var volume: DoubleRange?\n  get() = definedExternally\n  set(value) = definedExternally\n  var sampleRate: ULongRange?\n  get() = definedExternally\n  set(value) = definedExternally\n  var sampleSize: ULongRange?\n  get() = definedExternally\n  set(value) = definedExternally\n  var echoCancellation: Array<Boolean>?\n  get() = definedExternally\n  set(value) = definedExternally\n  var autoGainControl: Array<Boolean>?\n  get() = definedExternally\n  set(value) =
```

```

definedExternally\n    var noiseSuppression: Array<Boolean>?\n        get() = definedExternally\n        set(value) =
definedExternally\n    var latency: DoubleRange?\n        get() = definedExternally\n        set(value) =
definedExternally\n    var channelCount: ULongRange?\n        get() = definedExternally\n        set(value) =
definedExternally\n    var deviceId: String?\n        get() = definedExternally\n        set(value) = definedExternally\n
var groupId: String?\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun MediaTrackCapabilities(width:
ULongRange? = undefined, height: ULongRange? = undefined, aspectRatio:
DoubleRange? = undefined, frameRate: DoubleRange? = undefined, facingMode: Array<String>? = undefined,
resizeMode: Array<String>? = undefined, volume: DoubleRange? = undefined, sampleRate: ULongRange? =
undefined, sampleSize: ULongRange? = undefined, echoCancellation: Array<Boolean>? = undefined,
autoGainControl: Array<Boolean>? = undefined, noiseSuppression: Array<Boolean>? = undefined, latency:
DoubleRange? = undefined, channelCount: ULongRange? = undefined, deviceId: String? = undefined, groupId:
String? = undefined): MediaTrackCapabilities {\n    val o = js(\"({})\")\n    o[\"width\"] = width\n    o[\"height\"] =
height\n    o[\"aspectRatio\"] = aspectRatio\n    o[\"frameRate\"] = frameRate\n    o[\"facingMode\"] = facingMode\n    o[\"resizeMode\"] = resizeMode\n    o[\"volume\"] = volume\n    o[\"sampleRate\"] = sampleRate\n
o[\"sampleSize\"] = sampleSize\n    o[\"echoCancellation\"] = echoCancellation\n    o[\"autoGainControl\"] =
autoGainControl\n    o[\"noiseSuppression\"]
= noiseSuppression\n    o[\"latency\"] = latency\n    o[\"channelCount\"] = channelCount\n    o[\"deviceId\"] =
deviceId\n    o[\"groupId\"] = groupId\n    return o\n}\n\n/**\n * Exposes the JavaScript
[MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin\n
*\n\npublic external interface MediaTrackConstraints : MediaTrackConstraintSet {\n    var advanced:
Array<MediaTrackConstraintSet>?\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun MediaTrackConstraints(advanced:
Array<MediaTrackConstraintSet>? = undefined, width: dynamic = undefined, height: dynamic = undefined,
aspectRatio: dynamic = undefined, frameRate: dynamic = undefined, facingMode: dynamic = undefined,
resizeMode: dynamic = undefined, volume: dynamic = undefined, sampleRate: dynamic = undefined, sampleSize:
dynamic = undefined, echoCancellation:
dynamic = undefined, autoGainControl: dynamic = undefined, noiseSuppression: dynamic = undefined, latency:
dynamic = undefined, channelCount: dynamic = undefined, deviceId: dynamic = undefined, groupId: dynamic =
undefined): MediaTrackConstraints {\n    val o = js(\"({})\")\n    o[\"advanced\"] = advanced\n    o[\"width\"] =
width\n    o[\"height\"] = height\n    o[\"aspectRatio\"] = aspectRatio\n    o[\"frameRate\"] = frameRate\n
o[\"facingMode\"] = facingMode\n    o[\"resizeMode\"] = resizeMode\n    o[\"volume\"] = volume\n
o[\"sampleRate\"] = sampleRate\n    o[\"sampleSize\"] = sampleSize\n    o[\"echoCancellation\"] =
echoCancellation\n    o[\"autoGainControl\"] = autoGainControl\n    o[\"noiseSuppression\"] = noiseSuppression\n
o[\"latency\"] = latency\n    o[\"channelCount\"] = channelCount\n    o[\"deviceId\"] = deviceId\n    o[\"groupId\"] =
groupId\n    return o\n}\n\npublic external interface MediaTrackConstraintSet {\n    var width: dynamic\n        get()
= definedExternally\n
        set(value) = definedExternally\n    var height: dynamic\n        get() = definedExternally\n        set(value) =
definedExternally\n    var aspectRatio: dynamic\n        get() = definedExternally\n        set(value) =
definedExternally\n    var frameRate: dynamic\n        get() = definedExternally\n        set(value) =
definedExternally\n    var facingMode: dynamic\n        get() = definedExternally\n        set(value) =
definedExternally\n    var resizeMode: dynamic\n        get() = definedExternally\n        set(value) =
definedExternally\n    var volume: dynamic\n        get() = definedExternally\n        set(value) = definedExternally\n
var sampleRate: dynamic\n        get() = definedExternally\n        set(value) = definedExternally\n    var sampleSize:
dynamic\n        get() = definedExternally\n        set(value) = definedExternally\n    var echoCancellation: dynamic\n
        get() = definedExternally\n        set(value) = definedExternally\n    var

```

```

autoGainControl: dynamic\n    get() = definedExternally\n    set(value) = definedExternally\n    var
noiseSuppression: dynamic\n    get() = definedExternally\n    set(value) = definedExternally\n    var latency:
dynamic\n    get() = definedExternally\n    set(value) = definedExternally\n    var channelCount: dynamic\n
get() = definedExternally\n    set(value) = definedExternally\n    var deviceId: dynamic\n    get() =
definedExternally\n    set(value) = definedExternally\n    var groupId: dynamic\n    get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun MediaTrackConstraintSet(width:
dynamic = undefined, height: dynamic = undefined, aspectRatio: dynamic = undefined, frameRate: dynamic =
undefined, facingMode: dynamic = undefined, resizeMode: dynamic = undefined, volume: dynamic = undefined,
sampleRate: dynamic = undefined,
sampleSize: dynamic = undefined, echoCancellation: dynamic = undefined, autoGainControl: dynamic =
undefined, noiseSuppression: dynamic = undefined, latency: dynamic = undefined, channelCount: dynamic =
undefined, deviceId: dynamic = undefined, groupId: dynamic = undefined): MediaTrackConstraintSet {\n    val o =
js(\"({})\")\n    o[\"width\"] = width\n    o[\"height\"] = height\n    o[\"aspectRatio\"] = aspectRatio\n
o[\"frameRate\"] = frameRate\n    o[\"facingMode\"] = facingMode\n    o[\"resizeMode\"] = resizeMode\n
o[\"volume\"] = volume\n    o[\"sampleRate\"] = sampleRate\n    o[\"sampleSize\"] = sampleSize\n
o[\"echoCancellation\"] = echoCancellation\n    o[\"autoGainControl\"] = autoGainControl\n
o[\"noiseSuppression\"] = noiseSuppression\n    o[\"latency\"] = latency\n    o[\"channelCount\"] = channelCount\n
o[\"deviceId\"] = deviceId\n    o[\"groupId\"] = groupId\n    return o\n}\n\n/**\n * Exposes the JavaScript
[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings)
to Kotlin\n * \n\npublic external interface MediaTrackSettings {\n    var width: Int?\n    get() = definedExternally\n
set(value) = definedExternally\n    var height: Int?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var aspectRatio: Double?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var frameRate: Double?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var facingMode: String?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var resizeMode: String?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var volume: Double?\n    get() = definedExternally\n    set(value) = definedExternally\n
var sampleRate: Int?\n    get() = definedExternally\n    set(value) = definedExternally\n    var sampleSize:
Int?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var echoCancellation: Boolean?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var autoGainControl: Boolean?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var noiseSuppression: Boolean?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var latency: Double?\n    get() = definedExternally\n    set(value) = definedExternally\n
var channelCount: Int?\n    get() = definedExternally\n    set(value) = definedExternally\n    var deviceId:
String?\n    get() = definedExternally\n    set(value) = definedExternally\n    var groupId: String?\n    get() =
definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun MediaTrackSettings(width: Int? =
undefined, height: Int? = undefined, aspectRatio: Double? = undefined, frameRate: Double? = undefined,
facingMode: String? = undefined, resizeMode: String? = undefined, volume: Double? = undefined, sampleRate:
Int? = undefined, sampleSize: Int? = undefined, echoCancellation: Boolean? = undefined, autoGainControl:
Boolean? = undefined, noiseSuppression: Boolean? = undefined, latency: Double? = undefined, channelCount: Int?
= undefined, deviceId: String? = undefined, groupId: String? = undefined): MediaTrackSettings {\n    val o =
js(\"({})\")\n    o[\"width\"] = width\n    o[\"height\"] = height\n    o[\"aspectRatio\"] = aspectRatio\n
o[\"frameRate\"] = frameRate\n    o[\"facingMode\"] = facingMode\n    o[\"resizeMode\"] = resizeMode\n
o[\"volume\"] = volume\n    o[\"sampleRate\"] = sampleRate\n    o[\"sampleSize\"] = sampleSize\n
o[\"echoCancellation\"] = echoCancellation\n    o[\"autoGainControl\"] = autoGainControl\n
o[\"noiseSuppression\"] = noiseSuppression\n    o[\"latency\"] = latency\n    o[\"channelCount\"] = channelCount\n
o[\"deviceId\"] = deviceId\n    o[\"groupId\"] = groupId\n

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= groupId\n    return o\n}\n\n/**\n * Exposes the JavaScript
[MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin\n
*/\npublic external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) :
Event {\n    open val track: MediaStreamTrack\n\n    companion object {\n        val NONE: Short\n        val
CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface MediaStreamTrackEventInit : EventInit {\n    var track:
MediaStreamTrack?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun MediaStreamTrackEventInit(track:
MediaStreamTrack?, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
MediaStreamTrackEventInit {\n    val o = js("{}")\n    o["track"] = track\n    o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n    o["composed"]
= composed\n    return o\n}\n\npublic external open class OverconstrainedErrorEvent(type: String, eventInitDict:
OverconstrainedErrorEventInit) : Event {\n    open val error: dynamic\n\n    companion object {\n        val NONE:
Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE:
Short\n    }\n}\n\npublic external interface OverconstrainedErrorEventInit : EventInit {\n    var error: dynamic /* =
null */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun OverconstrainedErrorEventInit(error:
dynamic = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
OverconstrainedErrorEventInit {\n    val o = js("{}")\n    o["error"] = error\n    o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n\n/**\n * Exposes the JavaScript [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to
Kotlin\n */\npublic external abstract class MediaDevices : EventTarget {\n    open var ondevicechange: ((Event) ->
dynamic)?\n    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>\n    fun getSupportedConstraints():
MediaTrackSupportedConstraints\n    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally):
Promise<MediaStream>\n}\n\n/**\n * Exposes the JavaScript
[MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin\n */\npublic
external abstract class MediaDeviceInfo {\n    open val deviceId: String\n    open val kind: MediaDeviceKind\n
open val label: String\n    open val groupId: String\n    fun toJSON(): dynamic\n}\n\npublic external abstract class
InputDeviceInfo : MediaDeviceInfo {\n    fun getCapabilities(): MediaTrackCapabilities\n}\n\n/**\n * Exposes the
JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints)
to Kotlin\n */\npublic external interface MediaStreamConstraints {\n    var video: dynamic /* = false */\n    get()
= definedExternally\n    set(value) = definedExternally\n    var audio: dynamic /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun MediaStreamConstraints(video:
dynamic = false, audio: dynamic = false): MediaStreamConstraints {\n    val o = js("{}")\n    o["video"] =
video\n    o["audio"] = audio\n    return o\n}\n\npublic external interface ConstrainingPattern {\n    var
onoverconstrained: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
fun getCapabilities(): Capabilities\n    fun getConstraints(): Constraints\n    fun getSettings(): Settings\n    fun
applyConstraints(constraints: Constraints = definedExternally):
Promise<Unit>\n}\n\n/**\n * Exposes the JavaScript
[DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin\n */\npublic external
interface DoubleRange {\n    var max: Double?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var min: Double?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleRange(max: Double? =
undefined, min: Double? = undefined): DoubleRange {\n    val o = js("{}")\n    o["max"] = max\n    o["min"] =
min\n    return o\n}\n\npublic external interface ConstrainDoubleRange : DoubleRange {\n    var exact: Double?\n

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    get() = definedExternally\n    set(value) = definedExternally\n    var ideal: Double?\n    get() =
definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic
inline fun ConstrainDoubleRange(exact: Double? = undefined, ideal: Double? = undefined, max: Double? =
undefined, min: Double? = undefined): ConstrainDoubleRange {\n    val o = js(\"({})\")\n    o[\"exact\"] = exact\n    o[\"ideal\"] = ideal\n    o[\"max\"] = max\n    o[\"min\"] = min\n    return o\n}\n\npublic external interface
ULongRange {\n    var max: Int?\n    get() = definedExternally\n    set(value) = definedExternally\n    var min:
Int?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange(max: Int? = undefined,
min: Int? = undefined): ULongRange {\n    val o = js(\"({})\")\n    o[\"max\"] = max\n    o[\"min\"] = min\n    return
o\n}\n\npublic external interface ConstrainULongRange : ULongRange {\n    var exact: Int?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var ideal:
Int?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainULongRange(exact: Int? =
undefined, ideal: Int? = undefined, max: Int? = undefined, min: Int? = undefined): ConstrainULongRange {\n    val o
= js(\"({})\")\n    o[\"exact\"] = exact\n    o[\"ideal\"] = ideal\n    o[\"max\"] = max\n    o[\"min\"] = min\n    return
o\n}\n\n/**\n * Exposes the JavaScript
[ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to
Kotlin\n */\npublic external interface ConstrainBooleanParameters {\n    var exact: Boolean?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var ideal: Boolean?\n    get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainBooleanParameters(exact:
Boolean? = undefined, ideal: Boolean? = undefined): ConstrainBooleanParameters {\n    val o = js(\"({})\")\n
o[\"exact\"] = exact\n    o[\"ideal\"] = ideal\n    return o\n}\n\n/**\n * Exposes the JavaScript
[ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters)
to Kotlin\n */\npublic external interface ConstrainDOMStringParameters {\n    var exact: dynamic\n    get() =
definedExternally\n    set(value) = definedExternally\n    var ideal: dynamic\n    get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined):
ConstrainDOMStringParameters {\n    val o = js(\"({})\")\n    o[\"exact\"] = exact\n    o[\"ideal\"] = ideal\n    return
o\n}\n\npublic external interface Capabilities\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun Capabilities(): Capabilities {\n    val o
= js(\"({})\")\n    return o\n}\n\npublic external interface Settings\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun Settings(): Settings {\n    val o =
js(\"({})\")\n    return o\n}\n\npublic external interface ConstraintSet\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ConstraintSet(): ConstraintSet {\n
val o = js(\"({})\")\n    return o\n}\n\npublic external interface Constraints : ConstraintSet {\n    var advanced:
Array<ConstraintSet>?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun Constraints(advanced:
Array<ConstraintSet>? = undefined): Constraints {\n    val o = js(\"({})\")\n    o[\"advanced\"]
= advanced\n    return o\n}\n\n/** please, don't implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface MediaStreamTrackState {\n    companion object\n}\n\npublic inline val
MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() =

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"live".asDynamic().unsafeCast<MediaStreamTrackState>()\n\npublic inline val
MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() =
"ended".asDynamic().unsafeCast<MediaStreamTrackState>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface VideoFacingModeEnum {\n    companion object\n}\n\npublic inline val
VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() =
"user".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val
VideoFacingModeEnum.Companion.ENVIRONMENT: VideoFacingModeEnum get() =
"environment".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic
inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() =
"left".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val
VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() =
"right".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface VideoResizeModeEnum {\n    companion object\n}\n\npublic inline val
VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() =
"none".asDynamic().unsafeCast<VideoResizeModeEnum>()\n\npublic inline val
VideoResizeModeEnum.Companion.CROP_AND_SCALE: VideoResizeModeEnum get() = "crop-and-
scale".asDynamic().unsafeCast<VideoResizeModeEnum>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface MediaDeviceKind {\n    companion object\n}\n\npublic inline val
MediaDeviceKind.Companion.AUDIOINPUT:
MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()\n\npublic inline val
MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() =
"audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()\n\npublic inline val
MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() =
"videoinput".asDynamic().unsafeCast<MediaDeviceKind>()"/*\n * Copyright 2010-2021 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT
EDIT!\n\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.mediasource\n\nimport
kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\n/**\n * Exposes
the JavaScript [MediaSource](https://developer.mozilla.org/en/docs/Web/API/MediaSource) to Kotlin\n */\n\npublic
external open class MediaSource
: EventTarget, MediaProvider {\n    open val sourceBuffers: SourceBufferList\n    open val activeSourceBuffers:
SourceBufferList\n    open val readyState: ReadyState\n    var duration: Double\n    var onsourceopen: ((Event) ->
dynamic)?\n    var onsourceended: ((Event) -> dynamic)?\n    var onsourceclose: ((Event) -> dynamic)?\n    fun
addSourceBuffer(type: String): SourceBuffer\n    fun removeSourceBuffer(sourceBuffer: SourceBuffer)\n    fun
endOfStream(error: EndOfStreamError = definedExternally)\n    fun setLiveSeekableRange(start: Double, end:
Double)\n    fun clearLiveSeekableRange()\n\n    companion object {\n        fun isTypeSupported(type: String):
Boolean\n    }\n}\n\n/**\n * Exposes the JavaScript
[SourceBuffer](https://developer.mozilla.org/en/docs/Web/API/SourceBuffer) to Kotlin\n */\n\npublic external
abstract class SourceBuffer : EventTarget {\n    open var mode: AppendMode\n    open val updating: Boolean\n    open
val buffered: TimeRanges\n    open var timestampOffset:
Double\n    open val audioTracks: AudioTrackList\n    open val videoTracks: VideoTrackList\n    open val
textTracks: TextTrackList\n    open var appendWindowStart: Double\n    open var appendWindowEnd: Double\n    open
var onupdatestart: ((Event) -> dynamic)?\n    open var onupdate: ((Event) -> dynamic)?\n    open var
onupdateend: ((Event) -> dynamic)?\n    open var onerror: ((Event) -> dynamic)?\n    open var onabort: ((Event) ->
dynamic)?\n    fun appendBuffer(data: dynamic)\n    fun abort()\n    fun remove(start: Double, end:

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Double)\n}\n\n**\n * Exposes the JavaScript
[SourceBufferList](https://developer.mozilla.org/en/docs/Web/API/SourceBufferList) to Kotlin\n *\npublic
external abstract class SourceBufferList : EventTarget {\n  open val length: Int\n  open var onaddsourcebuffer:
((Event) -> dynamic)?\n  open var onremovesourcebuffer: ((Event) ->
dynamic)?\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\\",
\\"INVISIBLE_MEMBER\\")\n@kotlin.internal.InlineOnly\npublic inline operator
fun SourceBufferList.get(index: Int): SourceBuffer? = asDynamic()[index]\n\n/* please, don't implement this
interface! *\n@JsName(\\"null\\")\n@Suppress(\\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\\")\npublic
external interface ReadyState {\n  companion object\n}\n\npublic inline val ReadyState.Companion.CLOSED:
ReadyState get() = \\"closed\".asDynamic().unsafeCast<ReadyState>()\n\npublic inline val
ReadyState.Companion.OPEN: ReadyState get() = \\"open\".asDynamic().unsafeCast<ReadyState>()\n\npublic
inline val ReadyState.Companion.ENDED: ReadyState get() =
\\"ended\".asDynamic().unsafeCast<ReadyState>()\n\n/* please, don't implement this interface!
*\n@JsName(\\"null\\")\n@Suppress(\\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\\")\npublic external
interface EndOfStreamError {\n  companion object\n}\n\npublic inline val
EndOfStreamError.Companion.NETWORK: EndOfStreamError get() =
\\"network\".asDynamic().unsafeCast<EndOfStreamError>()\n\npublic inline val
EndOfStreamError.Companion.DECODE: EndOfStreamError
get() = \\"decode\".asDynamic().unsafeCast<EndOfStreamError>()\n\n/* please, don't implement this interface!
*\n@JsName(\\"null\\")\n@Suppress(\\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\\")\npublic external
interface AppendMode {\n  companion object\n}\n\npublic inline val AppendMode.Companion.SEGMENTS:
AppendMode get() = \\"segments\".asDynamic().unsafeCast<AppendMode>()\n\npublic inline val
AppendMode.Companion.SEQUENCE: AppendMode get() =
\\"sequence\".asDynamic().unsafeCast<AppendMode>())\n\n/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\n@n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n//
See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.pointerevents\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\npublic external interface
PointerEventInit : MouseEventInit
{\n  var pointerId: Int? /* = 0 *\n  get() = definedExternally\n  set(value) = definedExternally\n  var
width: Double? /* = 1.0 *\n  get() = definedExternally\n  set(value) = definedExternally\n  var height:
Double? /* = 1.0 *\n  get() = definedExternally\n  set(value) = definedExternally\n  var pressure: Float? /*
= 0f *\n  get() = definedExternally\n  set(value) = definedExternally\n  var tangentialPressure: Float? /* =
0f *\n  get() = definedExternally\n  set(value) = definedExternally\n  var tiltX: Int? /* = 0 *\n  get() =
definedExternally\n  set(value) = definedExternally\n  var tiltY: Int? /* = 0 *\n  get() = definedExternally\n
set(value) = definedExternally\n  var twist: Int? /* = 0 *\n  get() = definedExternally\n  set(value) =
definedExternally\n  var pointerType: String? /* = \\"\" *\n  get() = definedExternally\n  set(value) =
definedExternally\n
  var isPrimary: Boolean? /* = false *\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\\",
\\"INVISIBLE_MEMBER\\")\n@kotlin.internal.InlineOnly\npublic inline fun PointerEventInit(pointerId: Int? = 0,
width: Double? = 1.0, height: Double? = 1.0, pressure: Float? = 0f, tangentialPressure: Float? = 0f, tiltX: Int? = 0,
tiltY: Int? = 0, twist: Int? = 0, pointerType: String? = \\"\", isPrimary: Boolean? = false, screenX: Int? = 0, screenY:
Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? =
null, region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false,
metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn:
Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock:
Boolean? = false, modifierScrollLock: Boolean?

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= false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? =
false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed:
Boolean? = false): PointerEventInit {\n  val o = js(\{"\})\n  o["pointerId"] = pointerId\n  o["width"] =
width\n  o["height"] = height\n  o["pressure"] = pressure\n  o["tangentialPressure"] = tangentialPressure\n
o["tiltX"] = tiltX\n  o["tiltY"] = tiltY\n  o["twist"] = twist\n  o["pointerType"] = pointerType\n
o["isPrimary"] = isPrimary\n  o["screenX"] = screenX\n  o["screenY"] = screenY\n  o["clientX"] =
clientX\n  o["clientY"] = clientY\n  o["button"] = button\n  o["buttons"] = buttons\n  o["relatedTarget"] =
relatedTarget\n  o["region"] = region\n  o["ctrlKey"] = ctrlKey\n  o["shiftKey"] = shiftKey\n  o["altKey"]
= altKey\n  o["metaKey"] = metaKey\n  o["modifierAltGraph"]
= modifierAltGraph\n  o["modifierCapsLock"] = modifierCapsLock\n  o["modifierFn"] = modifierFn\n
o["modifierFnLock"] = modifierFnLock\n  o["modifierHyper"] = modifierHyper\n  o["modifierNumLock"] =
modifierNumLock\n  o["modifierScrollLock"] = modifierScrollLock\n  o["modifierSuper"] = modifierSuper\n
o["modifierSymbol"] = modifierSymbol\n  o["modifierSymbolLock"] = modifierSymbolLock\n  o["view"] =
view\n  o["detail"] = detail\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] =
composed\n  return o\n}\n\n/*\n * Exposes the JavaScript
[PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin\n */\npublic external open
class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {\n  open val
pointerId: Int\n  open val width: Double\n  open val height: Double\n  open val pressure: Float\n  open val
tangentialPressure: Float\n
  open val tiltX: Int\n  open val tiltY: Int\n  open val twist: Int\n  open val pointerType: String\n  open val
isPrimary: Boolean\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n
    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}, /*\n * Copyright 2010-2021 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED,
DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.svg\n\nimport
kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\n\n/*\n * Exposes the
JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin\n */\npublic
external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance
{\n  open val dataset:
DOMStringMap\n  open val ownerSVGElement: SVGSVGElement?\n  open val viewportElement:
SVGElement?\n  open var tabIndex: Int\n  fun focus()\n  fun blur()\n\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\npublic external interface
SVGBoundingBoxOptions
{\n  var fill: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n  var
stroke: Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n  var markers:
Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n  var clipped:
Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\npublic inline fun SVGBoundingBoxOptions(fill:
Boolean? = true, stroke: Boolean? = false, markers: Boolean? = false, clipped: Boolean? = false):

```

```

SVGBoundingBoxOptions {
    val o = js("{}")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

Exposes the JavaScript [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin

public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short

        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short

        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin

public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short

        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short

        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin

public external abstract class SVGNumber {
    open var value: Float
}

Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin

public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_PX: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin

public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
    }
}

```

```

    val SVG_ANGLETYPE_GRAD: Short\n    }\n\n\npublic external abstract class SVGNameList {\n    open val
length: Int\n    open val numberOfItems: Int\n    fun clear()\n    fun initialize(newItem: dynamic): dynamic\n    fun
insertItemBefore(newItem: dynamic, index: Int): dynamic\n    fun replaceItem(newItem: dynamic, index: Int):
dynamic\n    fun removeItem(index: Int): dynamic\n    fun appendItem(newItem: dynamic): dynamic\n    fun
getItem(index: Int): dynamic\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNameList.get(index: Int):
dynamic = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNameList.set(index: Int,
newItem: dynamic) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript
[SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin\n */\npublic external
abstract
class SVGNumberList {\n    open val length: Int\n    open val numberOfItems: Int\n    fun clear()\n    fun
initialize(newItem: SVGNumber): SVGNumber\n    fun insertItemBefore(newItem: SVGNumber, index: Int):
SVGNumber\n    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber\n    fun removeItem(index: Int):
SVGNumber\n    fun appendItem(newItem: SVGNumber): SVGNumber\n    fun getItem(index: Int):
SVGNumber\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNumberList.get(index:
Int): SVGNumber? = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNumberList.set(index:
Int, newItem: SVGNumber) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript
[SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin\n */\npublic external
abstract class SVGLengthList {\n    open val length: Int\n
    open val numberOfItems: Int\n    fun clear()\n    fun initialize(newItem: SVGLength): SVGLength\n    fun
insertItemBefore(newItem: SVGLength, index: Int): SVGLength\n    fun replaceItem(newItem: SVGLength, index:
Int): SVGLength\n    fun removeItem(index: Int): SVGLength\n    fun appendItem(newItem: SVGLength):
SVGLength\n    fun getItem(index: Int): SVGLength\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGLengthList.get(index:
Int): SVGLength? = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGLengthList.set(index: Int,
newItem: SVGLength) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript
[SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin\n */\npublic external abstract class SVGAnimatedBoolean {\n    open var baseVal: Boolean\n    open val animVal:
Boolean\n}\n\n/**\n * Exposes the JavaScript
[SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to
Kotlin\n */\npublic external abstract class SVGAnimatedEnumeration {\n    open var baseVal: Short\n    open val
animVal: Short\n}\n\n/**\n * Exposes the JavaScript
[SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin\n */\npublic external abstract class SVGAnimatedInteger {\n    open var baseVal: Int\n    open val animVal:
Int\n}\n\n/**\n * Exposes the JavaScript
[SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin\n */\npublic external abstract class SVGAnimatedNumber {\n    open var baseVal: Float\n    open val animVal:
Float\n}\n\n/**\n * Exposes the JavaScript
[SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin\n */\npublic external abstract class SVGAnimatedLength {\n    open val baseVal: SVGLength\n    open val animVal:
SVGLength\n}\n\n/**\n * Exposes the JavaScript
[SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin\n */\npublic
external abstract class SVGAnimatedAngle {\n    open val baseVal: SVGAngle\n    open val animVal:
SVGAngle\n}

```

SVGAngle\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin\n *^\npublic external abstract class SVGAnimatedString {\n open var baseVal: String\n open val animVal: String\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin\n *^\npublic external abstract class SVGAnimatedRect {\n open val baseVal: DOMRect\n open val animVal: DOMRectReadOnly\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin\n *^\npublic external abstract class SVGAnimatedNumberList {\n open val baseVal: SVGNumberList\n open val animVal: SVGNumberList\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin\n *^\npublic external abstract class SVGAnimatedLengthList {\n open val baseVal: SVGLengthList\n open val animVal: SVGLengthList\n}\n\n/**\n * Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin\n *^\npublic external abstract class SVGStringList {\n open val length: Int\n open val numberOfItems: Int\n fun clear()\n fun initialize(newItem: String): String\n fun insertItemBefore(newItem: String, index: Int): String\n fun replaceItem(newItem: String, index: Int): String\n fun removeItem(index: Int): String\n fun appendItem(newItem: String): String\n fun getItem(index: Int): String\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript [SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin\n *^\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface SVGUnitTypes {\n companion object {\n val SVG_UNIT_TYPE_UNKNOWN: Short\n val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin\n *^\npublic external interface SVGTests {\n val requiredExtensions: SVGStringList\n val systemLanguage: SVGStringList\n}\n\npublic external interface SVGFitToViewBox {\n val viewBox: SVGAnimatedRect\n val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n}\n\n/**\n * Exposes the JavaScript [SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin\n *^\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface SVGZoomAndPan {\n var zoomAndPan: Short\n\n companion object {\n val SVG_ZOOMANDPAN_UNKNOWN: Short\n val SVG_ZOOMANDPAN_DISABLE: Short\n val SVG_ZOOMANDPAN_MAGNIFY: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin\n *^\npublic external interface SVGURIReference {\n val href: SVGAnimatedString\n}\n\n/**\n * Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin\n *^\npublic external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open var currentScale: Float\n open val currentTranslate: DOMPointReadOnly\n fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList\n fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList\n fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean\n fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean\n fun deselectAll()\n fun createSVGNumber():

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SVGNumber\n fun createSVGLength(): SVGLength\n fun createSVGAngle(): SVGAngle\n fun
createSVGPoint(): DOMPoint\n fun createSVGMatrix(): DOMMatrix\n fun createSVGRect(): DOMRect\n
fun createSVGTransform(): SVGTransform\n fun createSVGTransformFromMatrix(matrix:
DOMMatrixReadOnly): SVGTransform\n fun getElementById(elementId: String): Element\n fun
suspendRedraw(maxWaitMilliseconds: Int): Int\n fun unsuspendRedraw(suspendHandleID: Int)\n fun
unsuspendRedrawAll()\n
fun forceRedraw()\n companion object {\n val SVG_ZOOMANDPAN_UNKNOWN: Short\n val
SVG_ZOOMANDPAN_DISABLE: Short\n val SVG_ZOOMANDPAN_MAGNIFY: Short\n val
ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement)
to Kotlin\n */\npublic external abstract class SVGGElement : SVGGraphicsElement {\n companion object {\n
val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class
SVGUnknownElement : SVGGraphicsElement {\n companion
object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE:
Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val
ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE:
Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin\n */\npublic
external abstract class SVGDefsElement : SVGGraphicsElement {\n companion object {\n val
ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n

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[SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin\n *\\npublic external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val instanceRoot: SVGElement?\n open val animatedInstanceRoot: SVGElement?\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external open class SVGUseElementShadowRoot : ShadowRoot {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external interface SVGElementInstance {\n val correspondingElement: SVGElement?\n get() = definedExternally\n val correspondingUseElement: SVGUseElement?\n get() = definedExternally\n}\n\npublic external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {\n open val sourceAnimation: dynamic\n}\n\n/**\n * Exposes the JavaScript

[SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin\n *\\npublic external abstract class SVGSwitchElement : SVGGraphicsElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external interface GetSVGDocument {\n fun getSVGDocument(): Document\n}\n\n/**\n * Exposes the JavaScript

[SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin\n *\\npublic external abstract class SVGStyleElement : SVGElement, LinkStyle {\n open var type: String\n open var media: String\n open var title: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

```

DOCUMENT_POSITION_DISCONNECTED: Short\n
    val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n
        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n\n/**\n * Exposes
the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin\n
*/\npublic external abstract class SVGTransform {\n    open val type: Short\n    open val matrix: DOMMatrix\n
open val angle: Float\n    fun setMatrix(matrix: DOMMatrixReadOnly)\n    fun setTranslate(tx: Float, ty: Float)\n
fun setScale(sx: Float, sy: Float)\n    fun setRotate(angle: Float, cx: Float, cy: Float)\n    fun setSkewX(angle:
Float)\n    fun setSkewY(angle: Float)\n\n    companion object {\n        val SVG_TRANSFORM_UNKNOWN:
Short\n        val SVG_TRANSFORM_MATRIX: Short\n        val SVG_TRANSFORM_TRANSLATE: Short\n
val SVG_TRANSFORM_SCALE: Short\n        val SVG_TRANSFORM_ROTATE: Short\n
        val SVG_TRANSFORM_SKEWX: Short\n        val SVG_TRANSFORM_SKEWY: Short\n    }\n\n/**\n *
Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to
Kotlin\n
*/\npublic external abstract class SVGTransformList {\n    open val length: Int\n    open val
numberOfItems: Int\n    fun clear()\n    fun initialize(newItem: SVGTransform): SVGTransform\n    fun
insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform\n    fun replaceItem(newItem:
SVGTransform, index: Int): SVGTransform\n    fun removeItem(index: Int): SVGTransform\n    fun
appendItem(newItem: SVGTransform): SVGTransform\n    fun createSVGTransformFromMatrix(matrix:
DOMMatrixReadOnly): SVGTransform\n    fun consolidate(): SVGTransform?\n    fun getItem(index: Int):
SVGTransform\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGTransformList.get(index:
Int): SVGTransform? = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGTransformList.set(index:
Int, newItem: SVGTransform) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript
[SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to
Kotlin\n
*/\npublic external abstract class SVGAnimatedTransformList {\n    open val baseVal:
SVGTransformList\n    open val animVal: SVGTransformList\n}\n\n/**\n * Exposes the JavaScript
[SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin\n
*/\npublic external abstract class SVGPreserveAspectRatio {\n    open var align: Short\n    open var meetOrSlice:
Short\n\n    companion object {\n        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short\n        val
SVG_PRESERVEASPECTRATIO_NONE: Short\n        val SVG_PRESERVEASPECTRATIO_XMINYMIN:
Short\n        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short\n
        val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short\n        val
SVG_PRESERVEASPECTRATIO_XMINYMID: Short\n        val
SVG_PRESERVEASPECTRATIO_XMIDYMID: Short\n        val
SVG_PRESERVEASPECTRATIO_XMAXYMID: Short\n        val
SVG_PRESERVEASPECTRATIO_XMINYMAX: Short\n        val
SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short\n        val
SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short\n        val SVG_MEETORSLICE_UNKNOWN: Short\n
        val SVG_MEETORSLICE_MEET: Short\n        val SVG_MEETORSLICE_SLICE: Short\n    }\n\n/**\n *
Exposes the JavaScript
[SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspect
Ratio) to Kotlin\n
*/\npublic external abstract class SVGAnimatedPreserveAspectRatio {\n    open val baseVal:
SVGPreserveAspectRatio\n    open val animVal: SVGPreserveAspectRatio\n}\n\n/**\n * Exposes the JavaScript
[SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin\n
*/\npublic
external abstract class SVGPathElement : SVGGeometryElement
{\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val
TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:

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Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin\n *\npublic
external abstract class SVGRectElement : SVGGeometryElement {\n
    open val x: SVGAnimatedLength\n    open val y: SVGAnimatedLength\n    open val width:
SVGAnimatedLength\n    open val height: SVGAnimatedLength\n    open val rx: SVGAnimatedLength\n    open
val ry: SVGAnimatedLength\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement)
to Kotlin\n *\npublic external abstract class SVGCircleElement : SVGGeometryElement {\n    open val cx:
SVGAnimatedLength\n    open val cy: SVGAnimatedLength\n    open val r: SVGAnimatedLength\n\n    companion
object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE:
Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to
Kotlin\n *\npublic external abstract class SVGEllipseElement : SVGGeometryElement {\n    open val cx:
SVGAnimatedLength\n    open val cy: SVGAnimatedLength\n    open val rx: SVGAnimatedLength\n    open val ry:
SVGAnimatedLength\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING:
Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n        val
DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the
JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin\n
*\npublic external abstract class SVGLineElement : SVGGeometryElement {\n    open val x1:

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SVGAnimatedLength\n open val y1: SVGAnimatedLength\n open val x2: SVGAnimatedLength\n open val
y2: SVGAnimatedLength\n\n companion object {\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE:
Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY:
Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n\n/**\n * Exposes
the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin\n
*/\npublic external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {\n companion
object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE:
Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val
ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE:
Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE:
Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY:
Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n\n/**\n * Exposes
the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to
Kotlin\n */\npublic external interface SVGAnimatedPoints {\n val points: SVGPointList\n val animatedPoints:
SVGPointList\n}\n\npublic external abstract class SVGPointList {\n open val length: Int\n open val
numberOfItems: Int\n fun clear()\n fun initialize(newItem: DOMPoint): DOMPoint\n fun
insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint\n fun replaceItem(newItem: DOMPoint, index:
Int): DOMPoint\n fun removeItem(index: Int): DOMPoint\n fun appendItem(newItem: DOMPoint):
DOMPoint\n
fun getItem(index: Int): DOMPoint\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGPointList.get(index: Int):
DOMPoint? = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGPointList.set(index: Int,
newItem: DOMPoint) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript
[SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin\n
*/\npublic external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {\n
companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val
TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE:
Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val
COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n
val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val
NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val
DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY:
Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n\n/**\n * Exposes
the JavaScript [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to
Kotlin\n */\npublic external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {\n
companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val

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TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE:
Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n
val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript
[SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin\n
*/\npublic external abstract class SVGTextContentElement : SVGGraphicsElement {\n    open val textLength:
SVGAnimatedLength\n    open val lengthAdjust: SVGAnimatedEnumeration\n    fun getNumberOfChars(): Int\n
fun getComputedTextLength(): Float\n    fun getSubStringLength(charnum: Int, nchars: Int): Float\n    fun
getStartPositionOfChar(charnum: Int): DOMPoint\n    fun getEndPositionOfChar(charnum: Int): DOMPoint\n
    fun getExtentOfChar(charnum: Int): DOMRect\n    fun getRotationOfChar(charnum: Int): Float\n    fun
getCharNumAtPosition(point: DOMPoint): Int\n    fun selectSubString(charnum: Int, nchars: Int)\n\n    companion
object {\n        val LENGTHADJUST_UNKNOWN: Short\n        val LENGTHADJUST_SPACING: Short\n
val LENGTHADJUST_SPACINGANDGLYPHS: Short\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to
Kotlin\n
*/\npublic external abstract class SVGTextPositioningElement : SVGTextContentElement {\n    open val x:
SVGAnimatedLengthList\n    open val y: SVGAnimatedLengthList\n    open val dx: SVGAnimatedLengthList\n
open val dy: SVGAnimatedLengthList\n    open val rotate: SVGAnimatedNumberList\n\n    companion object {\n
        val LENGTHADJUST_UNKNOWN: Short\n        val LENGTHADJUST_SPACING: Short\n        val
LENGTHADJUST_SPACINGANDGLYPHS: Short\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin\n
*/\npublic external abstract class SVGTextElement : SVGTextPositioningElement {\n    companion object {\n
        val LENGTHADJUST_UNKNOWN: Short\n        val LENGTHADJUST_SPACING: Short\n        val
LENGTHADJUST_SPACINGANDGLYPHS: Short\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE:

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Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin \n * \n public
external abstract class SVGTSpanElement : SVGTextPositioningElement { \n    companion object { \n    val
LENGTHADJUST_UNKNOWN: Short\n    val LENGTHADJUST_SPACING: Short\n    val
LENGTHADJUST_SPACINGANDGLYPHS: Short\n    val ELEMENT_NODE: Short\n
    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n
    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin \n
* \n public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference { \n    open
val startOffset: SVGAnimatedLength \n    open
val method: SVGAnimatedEnumeration \n    open val spacing: SVGAnimatedEnumeration \n \n    companion object
{ \n    val TEXTPATH_METHODTYPE_UNKNOWN: Short\n    val TEXTPATH_METHODTYPE_ALIGN:
Short\n    val TEXTPATH_METHODTYPE_STRETCH: Short\n    val
TEXTPATH_SPACINGTYPE_UNKNOWN: Short\n    val TEXTPATH_SPACINGTYPE_AUTO: Short\n
    val TEXTPATH_SPACINGTYPE_EXACT: Short\n    val LENGTHADJUST_UNKNOWN: Short\n    val
LENGTHADJUST_SPACING: Short\n    val LENGTHADJUST_SPACINGANDGLYPHS: Short\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED:
Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val
DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin \n * \n public
external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference,
HTMLOrSVGImageElement { \n    open val x: SVGAnimatedLength \n    open val y: SVGAnimatedLength \n    open
val width: SVGAnimatedLength \n    open val height: SVGAnimatedLength \n    open val preserveAspectRatio:
SVGAnimatedPreserveAspectRatio \n    open var crossOrigin: String? \n \n    companion object { \n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val

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DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }n}\n\n/**\n * Exposes the JavaScript
[SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to
Kotlin\n */\npublic external abstract class SVGForeignObjectElement : SVGGraphicsElement {\n open val x:
SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val
height: SVGAnimatedLength\n\n companion object {\n val ELEMENT_NODE: Short\n
val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n
val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }n}\n\npublic external abstract class
SVGMarkerElement : SVGElement, SVGFitToViewBox {\n open val refX: SVGAnimatedLength\n open val
refY: SVGAnimatedLength\n open val markerUnits: SVGAnimatedEnumeration\n open val markerWidth:
SVGAnimatedLength\n open val markerHeight:
SVGAnimatedLength\n open val orientType: SVGAnimatedEnumeration\n open val orientAngle:
SVGAnimatedAngle\n open var orient: String\n fun setOrientToAuto()\n fun setOrientToAngle(angle:
SVGAngle)\n\n companion object {\n val SVG_MARKERUNITS_UNKNOWN: Short\n val
SVG_MARKERUNITS_USERSPACEONUSE: Short\n val SVG_MARKERUNITS_STROKEWIDTH:
Short\n val SVG_MARKER_ORIENT_UNKNOWN: Short\n val SVG_MARKER_ORIENT_AUTO:
Short\n val SVG_MARKER_ORIENT_ANGLE: Short\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED:
Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val
DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }n}\n\n/**\n * Exposes the JavaScript
[SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin\n
*/\npublic external abstract class SVGSolidcolorElement : SVGElement {\n companion object {\n val
ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING:
Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val
DOCUMENT_POSITION_CONTAINED_BY: Short\n val

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DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin\n
*\n\npublic external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {\n
open val gradientUnits: SVGAnimatedEnumeration\n open val gradientTransform: SVGAnimatedTransformList\n
open val spreadMethod: SVGAnimatedEnumeration\n\n companion object {\n val
SVG_SPREADMETHOD_UNKNOWN: Short\n val SVG_SPREADMETHOD_PAD: Short\n val
SVG_SPREADMETHOD_REFLECT: Short\n val SVG_SPREADMETHOD_REPEAT: Short\n val
SVG_UNIT_TYPE_UNKNOWN: Short\n val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val
SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n
val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to
Kotlin\n *\n\npublic external abstract class SVGLinearGradientElement : SVGGradientElement {\n open val
x1: SVGAnimatedLength\n open val y1: SVGAnimatedLength\n open val x2: SVGAnimatedLength\n open
val y2: SVGAnimatedLength\n\n companion object {\n val SVG_SPREADMETHOD_UNKNOWN: Short\n
val SVG_SPREADMETHOD_PAD: Short\n val SVG_SPREADMETHOD_REFLECT: Short\n val
SVG_SPREADMETHOD_REPEAT: Short\n val SVG_UNIT_TYPE_UNKNOWN: Short\n val
SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX:
Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val
ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE:
Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING:
Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val
DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the
JavaScript
[SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to
Kotlin\n *\n\npublic external abstract class SVGRadialGradientElement : SVGGradientElement {\n open val cx:
SVGAnimatedLength\n open val cy: SVGAnimatedLength\n open val r: SVGAnimatedLength\n open val fx:
SVGAnimatedLength\n open val fy: SVGAnimatedLength\n open val fr: SVGAnimatedLength\n\n companion
object {\n val SVG_SPREADMETHOD_UNKNOWN: Short\n val SVG_SPREADMETHOD_PAD:
Short\n val SVG_SPREADMETHOD_REFLECT: Short\n val SVG_SPREADMETHOD_REPEAT:
Short\n val SVG_UNIT_TYPE_UNKNOWN: Short\n val SVG_UNIT_TYPE_USERSPACEONUSE:
Short\n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX:
Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val
ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE:
Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

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DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external abstract class
SVGMeshGradientElement : SVGGradientElement {\n    companion object {\n        val
SVG_SPREADMETHOD_UNKNOWN: Short\n    val SVG_SPREADMETHOD_PAD: Short\n    val
SVG_SPREADMETHOD_REFLECT:
Short\n    val SVG_SPREADMETHOD_REPEAT: Short\n    val SVG_UNIT_TYPE_UNKNOWN: Short\n
    val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n    val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX:
Short\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n
    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val
ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE:
Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external abstract class
SVGMeshrowElement
: SVGElement {\n    companion object {\n        val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:
Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external abstract class
SVGMeshpatchElement : SVGElement {\n    companion object {\n        val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n
    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val
ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE:
Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin\n */\n\npublic
external abstract class SVGStopElement : SVGElement {\n    open val offset: SVGAnimatedNumber\n\n
companion object {\n        val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val
TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n

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    val DOCUMENT_POSITION_CONTAINED_BY: Short
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short } }
    * Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin
    * public external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes {
    open val patternUnits: SVGAnimatedEnumeration
    open val patternContentUnits: SVGAnimatedEnumeration
    open val patternTransform: SVGAnimatedTransformList
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    companion object {
    val SVG_UNIT_TYPE_UNKNOWN: Short
    val SVG_UNIT_TYPE_USERSPACEONUSE: Short
    val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short } }
    * public external abstract class SVGHatchElement : SVGElement {
    companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short } }
    * public external abstract class SVGHatchpathElement : SVGElement {
    companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short } }
    * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
    * public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short

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    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement)
to Kotlin\n */\npublic external abstract class SVGScriptElement : SVGElement, SVGURIReference,
HTMLorSVGScriptElement {\n    open var type: String\n    open var crossOrigin: String?\n\n    companion object
{\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC:
Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin\n */\npublic external
abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {\n    open val target:
SVGAnimatedString\n    open val download: SVGAnimatedString\n    open val rel: SVGAnimatedString\n    open
val relList: SVGAnimatedString\n    open val hreflang: SVGAnimatedString\n    open val type:
SVGAnimatedString\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val
DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n
        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin\n
*/\npublic external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {\n
    companion object {\n        val SVG_ZOOMANDPAN_UNKNOWN: Short\n        val
SVG_ZOOMANDPAN_DISABLE: Short\n        val SVG_ZOOMANDPAN_MAGNIFY: Short\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Copyright 2010-2021
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-
GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.files\n\nimport
kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\nimport
org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to
Kotlin\n */\npublic external open class Blob(blobParts: Array<dynamic>

```

```

= definedExternally, options: BlobPropertyBag = definedExternally) : MediaPlayer, ImageBitmapSource {\n
open val size: Number\n  open val type: String\n  open val isClosed: Boolean\n  fun slice(start: Int =
definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob\n  fun
close()\n}\n\npublic external interface BlobPropertyBag {\n  var type: String? /* = \"\" */\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun BlobPropertyBag(type: String? = \"\"):
BlobPropertyBag {\n  val o = js(\"({})\")\n  o[\"type\"] = type\n  return o\n}\n\n/**\n * Exposes the JavaScript
[File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin\n */\npublic external open class File(fileBits:
Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {\n  open val name:
String\n  open val lastModified: Int?\n}\n\npublic external interface FilePropertyBag : BlobPropertyBag {\n  var
lastModified: Int?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun FilePropertyBag(lastModified: Int? =
undefined, type: String? = \"\"): FilePropertyBag {\n  val o = js(\"({})\")\n  o[\"lastModified\"] = lastModified\n
o[\"type\"] = type\n  return o\n}\n\n/**\n * Exposes the JavaScript
[FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin\n */\npublic external abstract class
FileList : ItemArrayLike<File> {\n  override fun item(index: Int):
File?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun FileList.get(index: Int): File?
= asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader)
to Kotlin\n */\npublic external open class FileReader : EventTarget {\n  open val readyState: Short\n  open val
result: dynamic\n  open val error: dynamic\n  var onloadstart: ((ProgressEvent) -> dynamic)?\n  var onprogress:
((ProgressEvent) -> dynamic)?\n  var onload: ((Event) -> dynamic)?\n  var onabort: ((Event) -> dynamic)?\n  var
onerror: ((Event) -> dynamic)?\n  var onloadend: ((Event) -> dynamic)?\n  fun readAsArrayBuffer(blob: Blob)\n
fun readAsBinaryString(blob: Blob)\n  fun readAsText(blob: Blob, label: String = definedExternally)\n  fun
readAsDataURL(blob: Blob)\n  fun abort()\n\n  companion object {\n    val EMPTY: Short\n    val
LOADING: Short\n    val DONE: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin\n */\npublic external
open class FileReaderSync {\n  fun readAsArrayBuffer(blob: Blob): ArrayBuffer\n  fun readAsBinaryString(blob:
Blob): String\n  fun readAsText(blob: Blob, label: String = definedExternally): String\n  fun
readAsDataURL(blob: Blob): String\n}"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See
github.com/kotlin/dukat for details\n\npackage org.w3c.notifications\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.events.*\nimport org.w3c.workers.*\n\n/**\n * Exposes the JavaScript
[Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin\n */\npublic external open
class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {\n  var onclick:
((MouseEvent) -> dynamic)?\n  var onerror: ((Event) -> dynamic)?\n  open val title: String\n  open val dir:
NotificationDirection\n\n  open val lang: String\n  open val body: String\n  open val tag: String\n  open val image: String\n  open val
icon: String\n  open val badge: String\n  open val sound: String\n  open val vibrate: Array<out Int>\n  open val
timestamp: Number\n  open val renotify: Boolean\n  open val silent: Boolean\n  open val noscreen: Boolean\n
open val requireInteraction: Boolean\n  open val sticky: Boolean\n  open val data: Any?\n  open val actions:
Array<out NotificationAction>\n  fun close()\n\n  companion object {\n    val permission:
NotificationPermission\n    val maxActions: Int\n    fun requestPermission(deprecatedCallback:
(NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>\n  }\n}\n\npublic
external interface NotificationOptions {\n  var dir: NotificationDirection? /* = NotificationDirection.AUTO */\n

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get() = definedExternally\n    set(value) = definedExternally\n    var lang: String? /* =
"\\" /*\n    get() = definedExternally\n    set(value) = definedExternally\n    var body: String? /* = "\\" /*\n
get() = definedExternally\n    set(value) = definedExternally\n    var tag: String? /* = "\\" /*\n    get() =
definedExternally\n    set(value) = definedExternally\n    var image: String?\n    get() = definedExternally\n
set(value) = definedExternally\n    var icon: String?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var badge: String?\n    get() = definedExternally\n    set(value) = definedExternally\n
var sound: String?\n    get() = definedExternally\n    set(value) = definedExternally\n    var vibrate: dynamic\n
    get() = definedExternally\n    set(value) = definedExternally\n    var timestamp: Number?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var renotify: Boolean? /* = false /*\n    get() =
definedExternally\n    set(value)
= definedExternally\n    var silent: Boolean? /* = false /*\n    get() = definedExternally\n    set(value) =
definedExternally\n    var noscreen: Boolean? /* = false /*\n    get() = definedExternally\n    set(value) =
definedExternally\n    var requireInteraction: Boolean? /* = false /*\n    get() = definedExternally\n    set(value)
= definedExternally\n    var sticky: Boolean? /* = false /*\n    get() = definedExternally\n    set(value) =
definedExternally\n    var data: Any? /* = null /*\n    get() = definedExternally\n    set(value) =
definedExternally\n    var actions: Array<NotificationAction>? /* = arrayOf() /*\n    get() = definedExternally\n
    set(value) = definedExternally\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationOptions(dir:
NotificationDirection? = NotificationDirection.AUTO, lang: String? = "\\"", body: String? = "\\"", tag: String? = "\\"",
image:
String? = undefined, icon: String? = undefined, badge: String? = undefined, sound: String? = undefined, vibrate:
dynamic = undefined, timestamp: Number? = undefined, renotify: Boolean? = false, silent: Boolean? = false,
noscreen: Boolean? = false, requireInteraction: Boolean? = false, sticky: Boolean? = false, data: Any? = null,
actions: Array<NotificationAction>? = arrayOf()): NotificationOptions {\n    val o = js(\\"({})\")\n    o[\"dir\"] = dir\n
    o[\"lang\"] = lang\n    o[\"body\"] = body\n    o[\"tag\"] = tag\n    o[\"image\"] = image\n    o[\"icon\"] = icon\n
    o[\"badge\"] = badge\n    o[\"sound\"] = sound\n    o[\"vibrate\"] = vibrate\n    o[\"timestamp\"] = timestamp\n
    o[\"renotify\"] = renotify\n    o[\"silent\"] = silent\n    o[\"noscreen\"] = noscreen\n    o[\"requireInteraction\"] =
requireInteraction\n    o[\"sticky\"] = sticky\n    o[\"data\"] = data\n    o[\"actions\"] = actions\n    return
o\n}\n\npublic external interface NotificationAction {\n    var action: String?\n
    var title: String?\n    var icon: String?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationAction(action: String?,
title: String?, icon: String? = undefined): NotificationAction {\n    val o = js(\\"({})\")\n    o[\"action\"] = action\n
    o[\"title\"] = title\n    o[\"icon\"] = icon\n    return o\n}\n\npublic external interface GetNotificationOptions {\n    var
tag: String? /* = "\\" /*\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun GetNotificationOptions(tag: String? =
\\""): GetNotificationOptions {\n    val o = js(\\"({})\")\n    o[\"tag\"] = tag\n    return o\n}\n\n/**\n * Exposes the
JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin\n
*/\n\npublic external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) :
ExtendableEvent {\n    open val notification: Notification\n    open val action: String\n\n    companion object {\n
val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val
BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface NotificationEventInit : ExtendableEventInit {\n
var notification: Notification?\n    var action: String? /* = "\\" /*\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationEventInit(notification:
Notification?, action: String? = "\\"", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
false): NotificationEventInit {\n    val o = js(\\"({})\")\n    o[\"notification\"] = notification\n    o[\"action\"] =

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action\n  o["bubbles"] = bubbles\n
  o["cancelable"] = cancelable\n  o["composed"] = composed\n  return o\n}\n\n/* please, don't implement this
interface! *\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic
external interface NotificationPermission {\n  companion object\n}\n\npublic inline val
NotificationPermission.Companion.DEFAULT: NotificationPermission get() =
"default".asDynamic().unsafeCast<NotificationPermission>()\n\npublic inline val
NotificationPermission.Companion.DENIED: NotificationPermission get() =
"denied".asDynamic().unsafeCast<NotificationPermission>()\n\npublic inline val
NotificationPermission.Companion.GRANTED: NotificationPermission get() =
"granted".asDynamic().unsafeCast<NotificationPermission>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface NotificationDirection {\n  companion object\n}\n\npublic inline val
NotificationDirection.Companion.AUTO: NotificationDirection
get() = "auto".asDynamic().unsafeCast<NotificationDirection>()\n\npublic inline val
NotificationDirection.Companion.LTR: NotificationDirection get() =
"ltr".asDynamic().unsafeCast<NotificationDirection>()\n\npublic inline val
NotificationDirection.Companion.RTL: NotificationDirection get() =
"rtl".asDynamic().unsafeCast<NotificationDirection>()\n\n/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\n@n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n//
See github.com/kotlin/dukat for details\n\npackage org.w3c.workers\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\nimport org.w3c.fetch.*\nimport
org.w3c.notifications.*\n\n/**\n * Exposes the JavaScript
[ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin\n *\n\npublic
external abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker,
UnionClientOrMessagePortOrServiceWorker {\n  open val scriptURL: String\n  open val state:
ServiceWorkerState\n  open var onstatechange: ((Event) -> dynamic)?\n  fun postMessage(message: Any?,
transfer: Array<dynamic> = definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to
Kotlin\n *\n\npublic external abstract class ServiceWorkerRegistration : EventTarget {\n  open val installing:
ServiceWorker?\n  open val waiting: ServiceWorker?\n  open val active: ServiceWorker?\n  open val scope:
String\n  open var onupdatefound: ((Event) -> dynamic)?\n  open val APISpace: dynamic\n  fun update():
Promise<Unit>\n  fun unregister(): Promise<Boolean>\n  fun showNotification(title: String, options:
NotificationOptions = definedExternally): Promise<Unit>\n  fun getNotifications(filter:
GetNotificationOptions = definedExternally): Promise<Array<Notification>>\n  fun methodName():
Promise<dynamic>\n}\n\n/**\n * Exposes the JavaScript
[ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin\n
*\n\npublic external abstract class ServiceWorkerContainer : EventTarget {\n  open val controller:
ServiceWorker?\n  open val ready: Promise<ServiceWorkerRegistration>\n  open var oncontrollerchange:
((Event) -> dynamic)?\n  open var onmessage: ((MessageEvent) -> dynamic)?\n  fun register(scriptURL: String,
options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>\n  fun
getRegistration(clientURL: String = definedExternally): Promise<Any?>\n  fun getRegistrations():
Promise<Array<ServiceWorkerRegistration>>\n  fun startMessages()\n}\n\npublic external interface
RegistrationOptions {\n  var scope: String?\n  get() = definedExternally\n  set(value) = definedExternally\n
var type: WorkerType? /* = WorkerType.CLASSIC *\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun RegistrationOptions(scope: String? =
undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {\n  val o = js("{}")\n

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o["scope"] = scope\n  o["type"] = type\n  return o\n}\n\n/**\n * Exposes the JavaScript
[ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to
Kotlin\n */\npublic external open class ServiceWorkerMessageEvent(type: String, eventInitDict:
ServiceWorkerMessageEventInit = definedExternally) : Event {\n  open val data: Any?\n  open val origin:
String\n  open val lastEventId: String\n  open val source: UnionMessagePortOrServiceWorker?\n  open val
ports: Array<out MessagePort>?\n\n  companion object {\n    val NONE: Short\n    val
CAPTURING_PHASE:
Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface
ServiceWorkerMessageEventInit : EventInit {\n  var data: Any?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var origin: String?\n  get() = definedExternally\n  set(value) = definedExternally\n
var lastEventId: String?\n  get() = definedExternally\n  set(value) = definedExternally\n  var source:
UnionMessagePortOrServiceWorker?\n  get() = definedExternally\n  set(value) = definedExternally\n  var
ports: Array<MessagePort>?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ServiceWorkerMessageEventInit(data:
Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined, source:
UnionMessagePortOrServiceWorker? = undefined, ports: Array<MessagePort>?
= undefined, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
ServiceWorkerMessageEventInit {\n  val o = js("{}")\n  o["data"] = data\n  o["origin"] = origin\n
o["lastEventId"] = lastEventId\n  o["source"] = source\n  o["ports"] = ports\n  o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n  o["composed"] = composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to
Kotlin\n */\npublic external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {\n  open val clients:
Clients\n  open val registration: ServiceWorkerRegistration\n  open var oninstall: ((Event) -> dynamic)?\n  open
var onactivate: ((Event) -> dynamic)?\n  open var onfetch: ((FetchEvent) -> dynamic)?\n  open var
onforeignfetch: ((Event) -> dynamic)?\n  open var onmessage: ((MessageEvent) -> dynamic)?\n  open
var onnotificationclick: ((NotificationEvent) -> dynamic)?\n  open var onnotificationclose: ((NotificationEvent) ->
dynamic)?\n  open var onfunctionalevent: ((Event) -> dynamic)?\n  fun skipWaiting():
Promise<Unit>\n}\n\n/**\n * Exposes the JavaScript
[Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin\n */\npublic external abstract class Client :
UnionClientOrMessagePortOrServiceWorker {\n  open val url: String\n  open val frameType: FrameType\n
open val id: String\n  fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)\n}\n\n/**\n
 * Exposes the JavaScript [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to
Kotlin\n */\npublic external abstract class WindowClient : Client {\n  open val visibilityState: dynamic\n  open
val focused: Boolean\n  fun focus(): Promise<WindowClient>\n  fun navigate(url: String):
Promise<WindowClient>\n}\n\n/**\n * Exposes the JavaScript
[Clients](https://developer.mozilla.org/en/docs/Web/API/Clients)
to Kotlin\n */\npublic external abstract class Clients {\n  fun get(id: String): Promise<Any?>\n  fun
matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>\n  fun openWindow(url:
String): Promise<WindowClient?>\n  fun claim(): Promise<Unit>\n}\n\npublic external interface
ClientQueryOptions {\n  var includeUncontrolled: Boolean? /* = false */\n  get() = definedExternally\n
set(value) = definedExternally\n  var type: ClientType? /* = ClientType.WINDOW */\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun
ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW):
ClientQueryOptions {\n  val o = js("{}")\n  o["includeUncontrolled"] = includeUncontrolled\n  o["type"] =
type\n  return o\n}\n\n/**\n * Exposes the

```

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JavaScript [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin\n
*\npublic external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit =
definedExternally) : Event {\n fun waitUntil(f: Promise<Any?>)\n\n companion object {\n val NONE:
Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE:
Short\n }\n}\n\npublic external interface ExtendableEventInit :
EventInit\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun ExtendableEventInit(bubbles:
Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ExtendableEventInit {\n val o =
js(\"({})\")\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n
return o\n}\n\n/**\n * Exposes the JavaScript
[InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin\n *\npublic
external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) :
ExtendableEvent {\n fun registerForeignFetch(options: ForeignFetchOptions)\n\n companion object {\n val
NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val
BUBBLING_PHASE: Short\n }\n}\n\npublic external interface ForeignFetchOptions {\n var scopes:
Array<String>?\n var origins: Array<String>?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun ForeignFetchOptions(scopes:
Array<String>?, origins: Array<String>?): ForeignFetchOptions {\n val o = js(\"({})\")\n o[\"scopes\"] =
scopes\n o[\"origins\"] = origins\n return o\n}\n\n/**\n * Exposes the JavaScript
[FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin\n *\npublic external open class
FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {\n open val
request: Request\n open val clientId: String?\n open val isReload: Boolean\n fun respondWith(r:
Promise<Response>)\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n
val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface
FetchEventInit : ExtendableEventInit {\n var request: Request?\n var clientId: String? /* = null *\n get() =
definedExternally\n set(value) = definedExternally\n var isReload: Boolean? /* = false *\n get() =
definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun FetchEventInit(request: Request?,
clientId: String? = null, isReload: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false,
composed: Boolean? = false): FetchEventInit {\n val o = js(\"({})\")\n o[\"request\"] = request\n o[\"clientId\"]
= clientId\n
o[\"isReload\"] = isReload\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] =
composed\n return o\n}\n\npublic external open class ForeignFetchEvent(type: String, eventInitDict:
ForeignFetchEventInit) : ExtendableEvent {\n open val request: Request\n open val origin: String\n fun
respondWith(r: Promise<ForeignFetchResponse>)\n\n companion object {\n val NONE: Short\n val
CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface ForeignFetchEventInit : ExtendableEventInit {\n var request: Request?\n var
origin: String? /* = \"null\" *\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun ForeignFetchEventInit(request:
Request?, origin: String? = \"null\", bubbles: Boolean? = false, cancelable: Boolean? = false,
composed: Boolean? = false): ForeignFetchEventInit {\n val o = js(\"({})\")\n o[\"request\"] = request\n
o[\"origin\"] = origin\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] =
composed\n return o\n}\n\npublic external interface ForeignFetchResponse {\n var response: Response?\n var
origin: String?\n get() = definedExternally\n set(value) = definedExternally\n var headers:
Array<String>?\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun ForeignFetchResponse(response:

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Response?, origin: String? = undefined, headers: Array<String>? = undefined): ForeignFetchResponse {\n  val o =
js("{}")\n  o["response"] = response\n  o["origin"] = origin\n  o["headers"] = headers\n  return
o}\n\n/**\n * Exposes the JavaScript
[ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent)
to Kotlin\n * \npublic external open class ExtendableMessageEvent(type: String, eventInitDict:
ExtendableMessageEventInit = definedExternally) : ExtendableEvent {\n  open val data: Any?\n  open val origin:
String\n  open val lastEventId: String\n  open val source: UnionClientOrMessagePortOrServiceWorker?\n  open
val ports: Array<out MessagePort>?\n\n  companion object {\n    val NONE: Short\n    val
CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface ExtendableMessageEventInit : ExtendableEventInit {\n  var data: Any?\n
get() = definedExternally\n  set(value) = definedExternally\n  var origin: String?\n  get() =
definedExternally\n  set(value) = definedExternally\n  var lastEventId: String?\n  get() =
definedExternally\n  set(value) = definedExternally\n  var source:
UnionClientOrMessagePortOrServiceWorker?\n
    get() = definedExternally\n    set(value) = definedExternally\n    var ports: Array<MessagePort>?\n    get()
= definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ExtendableMessageEventInit(data:
Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined, source:
UnionClientOrMessagePortOrServiceWorker? = undefined, ports: Array<MessagePort>? = undefined, bubbles:
Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ExtendableMessageEventInit {\n
val o = js("{}")\n  o["data"] = data\n  o["origin"] = origin\n  o["lastEventId"] = lastEventId\n
o["source"] = source\n  o["ports"] = ports\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n
o["composed"] = composed\n  return o}\n\n/**\n * Exposes the JavaScript
[Cache](https://developer.mozilla.org/en/docs/Web/API/Cache)
to Kotlin\n * \npublic external abstract class Cache {\n  fun match(request: dynamic, options: CacheQueryOptions
= definedExternally): Promise<Any?>\n  fun matchAll(request: dynamic = definedExternally, options:
CacheQueryOptions = definedExternally): Promise<Array<Response>>\n  fun add(request: dynamic):
Promise<Unit>\n  fun addAll(requests: Array<dynamic>): Promise<Unit>\n  fun put(request: dynamic, response:
Response): Promise<Unit>\n  fun delete(request: dynamic, options: CacheQueryOptions = definedExternally):
Promise<Boolean>\n  fun keys(request: dynamic = definedExternally, options: CacheQueryOptions =
definedExternally): Promise<Array<Request>>\n}\n\npublic external interface CacheQueryOptions {\n  var
ignoreSearch: Boolean? /* = false */\n  get() = definedExternally\n  set(value) = definedExternally\n  var
ignoreMethod: Boolean? /* = false */\n  get() = definedExternally\n  set(value) = definedExternally\n  var
ignoreVary:
Boolean? /* = false */\n  get() = definedExternally\n  set(value) = definedExternally\n  var cacheName:
String?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun CacheQueryOptions(ignoreSearch:
Boolean? = false, ignoreMethod: Boolean? = false, ignoreVary: Boolean? = false, cacheName: String? = undefined):
CacheQueryOptions {\n  val o = js("{}")\n  o["ignoreSearch"] = ignoreSearch\n  o["ignoreMethod"] =
ignoreMethod\n  o["ignoreVary"] = ignoreVary\n  o["cacheName"] = cacheName\n  return o}\n\npublic
external interface CacheBatchOperation {\n  var type: String?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var request: Request?\n  get() = definedExternally\n  set(value) = definedExternally\n
var response: Response?\n  get() = definedExternally\n
    set(value) = definedExternally\n  var options: CacheQueryOptions?\n  get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun CacheBatchOperation(type: String? =
undefined, request: Request? = undefined, response: Response? = undefined, options: CacheQueryOptions? =

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undefined): CacheBatchOperation {
    val o = js("{}")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}

/** Exposes the JavaScript [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>

    fun keys(): Promise<Array<String>>
}

public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UnionMessagePortOrServiceWorker
public external interface UnionClientOrMessagePortOrServiceWorker

/** please, don't implement this interface! */
@JsName("null")
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object {
        public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() =
            "installing".asDynamic().unsafeCast<ServiceWorkerState>()
        public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() =
            "installed".asDynamic().unsafeCast<ServiceWorkerState>()
        public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() =
            "activating".asDynamic().unsafeCast<ServiceWorkerState>()
        public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() =
            "activated".asDynamic().unsafeCast<ServiceWorkerState>()
        public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() =
            "redundant".asDynamic().unsafeCast<ServiceWorkerState>()
    }

    /** please, don't implement this interface! */
    @JsName("null")
    @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
    public external interface FrameType {
        companion object {
            public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()
            public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()
            public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()
            public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()
        }

        /** please, don't implement this interface! */
        @JsName("null")
        @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
        public external interface ClientType {
            companion object {
                public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()
                public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()
                public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()
                public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()
            }
        }

        /** Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.
         * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
         */
        /** NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
         * See github.com/kotlin/dukat for details
         */
        package org.w3c.xhr
        import kotlin.js.*
        import org.khronos.webgl.*
        import org.w3c.dom.*
        import org.w3c.dom.events.*
        import org.w3c.files.*
    }

    /** Exposes the JavaScript [XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to Kotlin */
    public external abstract class XMLHttpRequestEventTarget : EventTarget {
        open var onloadstart: ((ProgressEvent) -> dynamic)?
        open var onprogress: ((ProgressEvent) -> dynamic)?
        open var onabort: ((Event) -> dynamic)?
        open var onerror: ((Event) -> dynamic)?
        open var onload: ((Event) -> dynamic)?
        open var ontimeout: ((Event) -> dynamic)?
        open var onloadend: ((Event) -> dynamic)?
    }
}

```



```

abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget {
    * Exposes the JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin
    * public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
        var onreadystatechange: ((Event) -> dynamic)?
        open val readyState: Short
        var timeout: Int
        var withCredentials: Boolean
        open val upload: XMLHttpRequestUpload
        open val responseURL: String
        open val status: Short
        open val statusText: String
        var responseType: XMLHttpRequestResponseType
        open val response: Any?
        open val responseText: String
        open val responseXML: Document?
        fun open(method: String, url: String)
        fun open(method: String, url: String, async: Boolean, username: String? = definedExternally, password: String? = definedExternally)
        fun setRequestHeader(name: String, value: String)
        fun send(body: dynamic = definedExternally)
        fun abort()
        fun getResponseHeader(name: String): String?
        fun getAllResponseHeaders(): String
        fun overrideMimeType(mime: String)
        companion object {
            val UNSENT: Short
            val OPENED: Short
            val HEADERS_RECEIVED: Short
            val LOADING: Short
            val DONE: Short
        }
    }
}
* Exposes the JavaScript [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin
* public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}
* Exposes the JavaScript [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin
* public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var loaded: Number? /* = 0 */
    get() = definedExternally
    set(value) = definedExternally
    var total: Number? /* = 0 */
    get() = definedExternally
    set(value) = definedExternally
}
@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun ProgressEventInit(lengthComputable: Boolean? = false, loaded: Number? = 0, total: Number? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ProgressEventInit {
    val o = js("{}")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
* please, don't implement this interface!
* @JsName("null")
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
    companion object {
        public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = ""
        public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer"
        public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob"
        public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document"
        public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json"
        public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() =
    }
}

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"text\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()"/>*\n * Copyright 2010-2018 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport
kotlin.annotation.AnnotationRetention.BINARY\nimport kotlin.annotation.AnnotationRetention.SOURCE\nimport
kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport
kotlin.internal.RequireKotlinVersionKind\nimport kotlin.reflect.KClass\n\n/**\n * Signals that the annotated
annotation class is a marker of an experimental API.\n * \n * Any declaration annotated with that marker is
considered an experimental declaration\n * and its call sites should accept the experimental aspect of it either
by using [UseExperimental],\n * or by being annotated with that marker themselves, effectively causing further
propagation of that experimental aspect.\n * \n * This class is deprecated in favor of a more general approach
provided by [RequiresOptIn]/[OptIn].\n
*/\n\n@Target(ANNOTATION_CLASS)\n@Retention(BINARY)\n@SinceKotlin("1.2")\n@RequireKotlin("1.2.50
", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\n@DeprecatedSinceKotlin(warningSince =
"1.4", errorSince = "1.6")\n@Deprecated("Please use RequiresOptIn instead.")\npublic annotation class
Experimental(val level: Level = Level.ERROR) {\n    /**\n     * Severity of the diagnostic that should be reported on
usages of experimental API which did not explicitly accept the experimental aspect\n     * of that API either by using
[UseExperimental] or by being annotated with the corresponding marker annotation.\n     */\n    public enum class
Level {\n        /** Specifies that a warning should be reported on incorrect usages
of this experimental API. */\n        WARNING,\n        /** Specifies that an error should be reported on incorrect
usages of this experimental API. */\n        ERROR,\n    }\n}\n\n/**\n * Allows to use experimental API denoted by
the given markers in the annotated file, declaration, or expression.\n * \n * If a declaration is annotated with
[UseExperimental], its usages are not required to opt-in to that experimental API.\n * \n * This class is
deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].\n */\n\n@Target(\n    CLASS,
PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
TYPEALIAS)\n@Retention(SOURCE)\n@SinceKotlin("1.2")\n@RequireKotlin("1.2.50", versionKind =
RequireKotlinVersionKind.COMPILER_VERSION)\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.6")\n@Deprecated("Please use OptIn instead.", ReplaceWith("OptIn(*markerClass)"),
"kotlin.OptIn")\npublic annotation
class UseExperimental(\n    vararg val markerClass: KClass<out Annotation>\n)\n\n@Target(CLASS,
PROPERTY, CONSTRUCTOR, FUNCTION, TYPEALIAS)\n@Retention(BINARY)\ninternal annotation class
WasExperimental(\n    vararg val markerClass: KClass<out Annotation>\n)\n\n", "package kotlin\n\nimport
kotlin.annotation.AnnotationTarget.*\n\n/**\n * This annotation marks the standard library API that is considered
experimental and is not subject to the\n * [general compatibility
guarantees](https://kotlinlang.org/docs/reference/evolution/components-stability.html) given for the standard
library:\n * the behavior of such API may be changed or the API may be removed completely in any further
release.\n * \n * > Beware using the annotated API especially if you're developing a library, since your library might
become binary incompatible\n * with the future versions of the standard library.\n * \n * Any usage of a declaration
annotated with `@ExperimentalStdlibApi` must be accepted either by\n *
annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalStdlibApi::class)`,\n * or by using the
compiler argument `-opt-in=kotlin.ExperimentalStdlibApi`. \n */\n\n@RequiresOptIn(level =
RequiresOptIn.Level.ERROR)\n@Retention(AnnotationRetention.BINARY)\n@Target(\n    CLASS,\n    ANNOTATION_CLASS,\n    PROPERTY,\n    FIELD,\n    LOCAL_VARIABLE,\n    VALUE_PARAMETER,\n    CONSTRUCTOR,\n    FUNCTION,\n    PROPERTY_GETTER,\n    PROPERTY_SETTER,\n    TYPEALIAS)\n@MustBeDocumented\n@SinceKotlin("1.3")\npublic annotation class
ExperimentalStdlibApi\n", "/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.annotation.AnnotationTarget.*\nimport

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kotlin.experimental.ExperimentalTypeInference\n\n/**\n * Allows to infer generic type arguments of a function from the calls in the annotated function parameter of that function.\n *\n * When this annotation is placed on a generic function parameter of a function,\n * it enables to infer the type arguments of that generic function from the lambda body passed to that parameter.\n *\n * The calls that affect inference are either members of the receiver type of an annotated function parameter or\n * extensions for that type. The extensions must be themselves annotated with `@BuilderInference`.\n *\n * Example: we declare\n * ```\n * fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>\n * ```\n * and use it like\n * ```\n * val result = sequence { yield("result") }\n * ```\n * Here the type argument of the resulting sequence is inferred to `String` from\n * the argument of the [SequenceScope.yield] function, that is called inside the lambda passed to [sequence].\n *\n * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.\n */\n @Target(VALUE_PARAMETER, FUNCTION, PROPERTY)\n @Retention(AnnotationRetention.BINARY)\n @SinceKotlin("1.3")\n @ExperimentalTypeInference\n public annotation class BuilderInference\n\n\n/**\n * Enables overload selection based on the type of the value returned from lambda argument.\n *\n * When two or more function overloads have otherwise the same parameter lists that differ only in the return type\n * of a functional parameter, this annotation enables overload selection by the type of the value returned from\n * the lambda function passed to this functional parameter.\n *\n * Example:\n * ```\n * @OverloadResolutionByLambdaReturnType\n * fun create(intProducer: () -> Int): Int\n * fun create(doubleProducer: () -> Double): Double\n * val newValue = create { 3.14 }\n * ```\n * The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned\n * from the lambda function.\n *\n * This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot\n * choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.\n *\n * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.\n */\n @Target(FUNCTION)\n @Retention(AnnotationRetention.BINARY)\n @SinceKotlin("1.4")\n @ExperimentalTypeInference\n public annotation class OverloadResolutionByLambdaReturnType", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\n\n\n/**\n * The experimental multiplatform support API marker.\n *\n * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`,\n * or by using the compiler argument `-opt-in=kotlin.ExperimentalMultiplatform`.\n */\n @RequiresOptIn\n @MustBeDocumented\n @Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)\n @Retention(AnnotationRetention.BINARY)\n @RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\n public annotation class ExperimentalMultiplatform\n\n\n/**\n * Marks an expected annotation class that it isn't required to have actual counterparts in all platforms.\n *\n * This annotation is only applicable to `expect` annotation classes in multi-platform projects and marks that class as `optional`.\n *\n * Optional expected class is allowed to have no corresponding actual class on the platform. Optional annotations can only be used\n * to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform,\n * the annotation entries where it's used are simply erased when compiling code on that platform.\n *\n * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.\n */\n @Target(ANNOTATION_CLASS)\n @Retention(AnnotationRetention.BINARY)\n @ExperimentalMultiplatform\n @RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\n public annotation class OptionalExpectation\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming

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Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport
kotlin.annotation.AnnotationRetention.BINARY\nimport kotlin.annotation.AnnotationRetention.SOURCE\nimport
kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport
kotlin.internal.RequireKotlinVersionKind\nimport
kotlin.reflect.KClass\n\n/**\n * Signals that the annotated annotation class is a marker of an API that requires an
explicit opt-in.\n */\n * Call sites of any declaration annotated with that marker should opt in to the API either by
using [OptIn],\n * or by being annotated with that marker themselves, effectively causing further propagation of the
opt-in requirement.\n */\n * This class requires opt-in itself and can only be used with the compiler argument ` -opt-
in=kotlin.RequiresOptIn `.\n */\n * @property message message to be reported on usages of API without an explicit
opt-in, or empty string for the default message.\n *
The default message is: ` "This declaration is
experimental and its usage should be marked with 'Marker'\n *
or '@OptIn(Marker::class)'\n`, where
`Marker` is the opt-in requirement marker.\n * @property level specifies how usages of API without an explicit opt-
in are reported in code.\n
*/\n@Target(ANNOTATION_CLASS)\n@Retention(BINARY)\n@SinceKotlin("1.3")\n@RequireKotlin("1.3.70
",
versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class RequiresOptIn(\n
val message: String = "",\n val level: Level = Level.ERROR)\n {\n /**\n * Severity of the diagnostic that
should be reported on usages which did not explicitly opted into\n * the API either by using [OptIn] or by being
annotated with the corresponding marker annotation.\n */\n public enum class Level {\n /** Specifies that a
warning should be reported on incorrect usages of this API. */\n WARNING,\n /** Specifies that an error
should be reported on incorrect usages of this API. */\n ERROR,\n } }\n\n/**\n * Allows to use the API
denoted by the given markers in the annotated file, declaration, or expression.\n * If a declaration is annotated with
[OptIn], its usages are **not** required to opt in to that API.\n */\n * This class requires opt-in itself
and can only be used with the compiler argument ` -opt-in=kotlin.RequiresOptIn `.\n */\n@Target(\n CLASS,
PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
TYPEALIAS)\n\n@Retention(SOURCE)\n@SinceKotlin("1.3")\n@RequireKotlin("1.3.70", versionKind =
RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class OptIn(\n vararg val markerClass:
KClass<out Annotation>)\n\n", /*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\nimport kotlin.js.JsName\n\n/**\n * Provides a skeletal
implementation of the read-only [Collection] interface.\n */\n * @param E the type of elements contained in the
collection. The collection is covariant in its element type.\n */\n@SinceKotlin("1.1")\npublic abstract class
AbstractCollection<out
E> protected constructor() : Collection<E> {\n abstract override val size: Int\n abstract override fun iterator():
Iterator<E>\n\n override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }\n\n
override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =\n elements.all { contains(it) }\n
// use when js will support bound refs: elements.all(this::contains)\n\n override fun isEmpty(): Boolean = size ==
0\n\n override fun toString(): String = joinToString(", ", "[", "]") {\n if (it === this) "(this Collection)"
else it.toString() }\n\n /**\n * Returns new array of type `Array<Any?>` with the elements of this
collection.\n */\n @JsName("toArray")\n protected open fun toArray(): Array<Any?> =
copyToArrayImpl(this)\n\n /**\n * Fills the provided [array] or creates new array of the same type\n * and
fills it with the elements of this collection.\n */\n protected open fun <T>
toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)\n\n", /*\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\nprivate enum class
State {\n Ready,\n NotReady,\n Done,\n Failed}\n\n\n/**\n * A base class to simplify implementing iterators

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so that implementations only have to implement [computeNext]\n * to implement the iterator, calling [done] when
the iteration is complete.\n *\npublic abstract class AbstractIterator<T> : Iterator<T> {\n    private var state =
State.NotReady\n    private var nextValue: T? = null\n\n    override fun hasNext(): Boolean {\n        require(state !=
State.Failed)\n        return when (state) {\n            State.Done -> false\n            State.Ready -> true\n            else ->
tryToComputeNext()\n        }\n    }\n\n    override fun next():
T {\n        if (!hasNext()) throw NoSuchElementException()\n        state = State.NotReady\n        @Suppress("UNCHECKED_CAST")\n        return nextValue as T\n    }\n\n    private fun tryToComputeNext():
Boolean {\n        state = State.Failed\n        computeNext()\n        return state == State.Ready\n    }\n\n    /**\n     *
Computes the next item in the iterator.\n     * This callback method should call one of these two methods:\n     *\n     * * [setNext] with the next value of the iteration\n     * * [done] to indicate there are no more elements\n     *\n     * Failure to call either method will result in the iteration terminating with a failed state\n     */\n    abstract
protected fun computeNext(): Unit\n\n    /**\n     * Sets the next value in the iteration, called from the
[computeNext] function\n     */\n    protected fun setNext(value: T): Unit {\n        nextValue = value\n        state =
State.Ready\n    }\n\n    /**\n     * Sets the state to done so that
the iteration terminates.\n     */\n    protected fun done() {\n        state = State.Done\n    }\n}\n\n"/\n *
Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\n/*\n * Based on GWT
AbstractList\n * Copyright 2007 Google Inc.\n *\n\npackage kotlin.collections\n\n/*\n * Provides a skeletal
implementation of the read-only [List] interface.\n *\n * This class is intended to help implementing read-only lists
so it doesn't support concurrent modification tracking.\n *\n * @param E the type of elements contained in the list.
The list is covariant in its element type.\n */\n@SinceKotlin("1.1")\npublic abstract class AbstractList<out E>
protected constructor() : AbstractCollection<E>(), List<E> {\n    abstract override val size: Int\n    abstract override
fun get(index: Int): E\n\n    override fun iterator(): Iterator<E> = IteratorImpl()\n\n    override fun indexOf(element: @UnsafeVariance E): Int = indexOfFirst { it == element }\n\n    override fun
lastIndexOf(element: @UnsafeVariance E): Int = indexOfLast { it == element }\n\n    override fun listIterator():
ListIterator<E> = ListIteratorImpl(0)\n\n    override fun listIterator(index: Int): ListIterator<E> =
ListIteratorImpl(index)\n\n    override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex,
toIndex)\n\n    private class SubList<out E>(private val list: AbstractList<E>, private val fromIndex: Int, toIndex:
Int) : AbstractList<E>(), RandomAccess {\n        private var _size: Int = 0\n        init {\n            checkRangeIndexes(fromIndex, toIndex, list.size)\n            this._size = toIndex - fromIndex\n        }\n\n        override fun get(index: Int): E {\n            checkElementIndex(index, _size)\n            return list[fromIndex +
index]\n        }\n\n        override val size: Int get() = _size\n    }\n\n    /**\n     * Compares this list with other list instance with the ordered structural equality.\n     * This method returns true, if
[other] instance is a [List] of the same size, which contains the same elements in the same order.\n     */\n    override
fun equals(other: Any?): Boolean {\n        if (other === this) return true\n        if (other !is List<*>) return false\n\n        return orderedEquals(this, other)\n    }\n\n    /**\n     * Returns the hash code value for this list.\n     */\n    override
fun hashCode(): Int = orderedHashCode(this)\n\n    private open inner class IteratorImpl : Iterator<E> {\n        /**
the index of the item that will be returned on the next call to [next]`()\n     */\n        protected var index = 0\n\n        override fun hasNext(): Boolean = index < size\n\n        override fun next(): E {\n            if (!hasNext()) throw
NoSuchElementException()\n            return get(index++)\n        }\n    }\n\n    /**\n     * Implementation of
[ListIterator] for abstract
lists.\n     */\n    private open inner class ListIteratorImpl(index: Int) : IteratorImpl(), ListIterator<E> {\n        init
{\n            checkPositionIndex(index, this@AbstractList.size)\n            this.index = index\n        }\n\n        override
fun hasPrevious(): Boolean = index > 0\n\n        override fun nextIndex(): Int = index\n\n        override fun
previous(): E {\n            if (!hasPrevious()) throw NoSuchElementException()\n            return get(--index)\n        }\n\n        override fun previousIndex(): Int = index - 1\n    }\n\n    internal companion object {\n        internal fun
checkElementIndex(index: Int, size: Int) {\n            if (index < 0 || index >= size) {\n                throw
IndexOutOfBoundsException("index: $index, size: $size")\n            }\n        }\n    }\n\n    internal fun

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checkPositionIndex(index: Int, size: Int) {\n      if (index < 0 || index > size) {\n          throw
IndexOutOfBoundsException("index: $index, size: $size")\n
      }\n      }\n      internal fun checkRangeIndexes(fromIndex: Int, toIndex: Int, size: Int) {\n          if
(fromIndex < 0 || toIndex > size) {\n              throw IndexOutOfBoundsException("fromIndex: $fromIndex,
toIndex: $toIndex, size: $size")\n          }\n          if (fromIndex > toIndex) {\n              throw
IllegalArgumentOutOfRangeException("fromIndex: $fromIndex > toIndex: $toIndex")\n          }\n      }\n      }\n      internal fun
checkBoundsIndexes(startIndex: Int, endIndex: Int, size: Int) {\n          if (startIndex < 0 || endIndex > size) {\n
              throw IndexOutOfBoundsException("startIndex: $startIndex, endIndex: $endIndex, size: $size")\n          }\n
          if (startIndex > endIndex) {\n              throw IllegalArgumentException("startIndex: $startIndex > endIndex:
$endIndex")\n          }\n      }\n      }\n      internal fun orderedHashCode(c: Collection<*>): Int {\n          var
hashCode = 1\n          for
(e in c) {\n              hashCode = 31 * hashCode + (e?.hashCode() ?: 0)\n          }\n          return hashCode\n
}\n      }\n      internal fun orderedEquals(c: Collection<*>, other: Collection<*>): Boolean {\n          if (c.size !=
other.size) return false\n          val otherIterator = other.iterator()\n          for (elem in c) {\n              val
elemOther = otherIterator.next()\n              if (elem != elemOther) {\n                  return false\n              }\n
          }\n          return true\n      }\n      }\n      }"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n/*\n * Based on GWT AbstractMap\n * Copyright 2007 Google Inc.\n\n */\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [Map] interface.\n\n */\n * The implementor is required to
implement [entries] property, which should return read-only set of map entries.\n\n */\n * @param K the type of map
keys. The map is invariant in its key type.\n\n */\n * @param V the type of map values. The map is covariant in its value
type.\n\n */\n\n@SinceKotlin("1.1")\npublic abstract class AbstractMap<K, out V> protected constructor() : Map<K,
V> {\n\n    override fun containsKey(key: K): Boolean {\n        return implFindEntry(key) != null\n    }\n\n    override fun containsValue(value: @UnsafeVariance V): Boolean = entries.any { it.value == value }\n\n    internal
fun containsEntry(entry: Map.Entry<*, *>?): Boolean {\n        // since entry comes from @UnsafeVariance
parameters it can be virtually anything\n        if (entry !is Map.Entry<*, *>) return false\n        val key = entry.key\n
        val value = entry.value\n        val ourValue = get(key)\n        if (value != ourValue) {\n            return false\n
        }\n        // Perhaps it was null and we don't contain the key?\n
        if (ourValue == null && !containsKey(key)) {\n            return false\n        }\n        return true\n    }\n\n    /**\n     * Compares this map with other instance with the ordered structural equality.\n     *\n     * @return true, if
[other] instance is a [Map] of the same size, all entries of which are contained in the [entries] set of this map.\n\n
    */\n\n    override fun equals(other: Any?): Boolean {\n        if (other === this) return true\n        if (other !is Map<*,
*>) return false\n        if (size != other.size) return false\n        return other.entries.all { containsEntry(it) }\n    }\n\n    override operator fun get(key: K): V? = implFindEntry(key)?.value\n\n    /**\n     * Returns the hash code value
for this map.\n     *\n     * It is the same as the hashCode of [entries] set.\n     *\n     */\n\n    override fun hashCode(): Int =
entries.hashCode()\n\n    override fun isEmpty(): Boolean = size == 0\n\n    override val size: Int get() =
entries.size\n\n    /**\n     *\n     * Returns a read-only [Set] of all keys in this map.\n     *\n     * Accessing this property first time creates a keys
view from [entries].\n     *\n     * All subsequent accesses just return the created instance.\n     *\n     */\n\n    override val keys:
Set<K>\n        get() {\n            if (_keys == null) {\n                _keys = object : AbstractSet<K>() {\n
                    override operator fun contains(element: K): Boolean = containsKey(element)\n\n                    override operator fun
iterator(): Iterator<K> {\n                        val entryIterator = entries.iterator()\n                        return object :
Iterator<K> {\n                            override fun hasNext(): Boolean = entryIterator.hasNext()\n\n                            override fun next(): K = entryIterator.next().key\n                        }\n                    }\n\n                    override val size:
Int get() = this@AbstractMap.size\n                }\n            }\n            return _keys!!\n        }\n\n        @kotlin.jvm.Volatile\n        private var _keys: Set<K>? = null\n\n        override fun toString(): String =
entries.joinToString(", ", "{", "}") { toString(it) }\n\n        private fun toString(entry: Map.Entry<K, V>): String =

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toString(entry.key) + "=" + toString(entry.value)\n\n private fun toString(o: Any?): String = if (o === this) \"(this
Map)\" else o.toString()\n\n /**\n * Returns a read-only [Collection] of all values in this map.\n * \n *
Accessing this property first time creates a values view from [entries].\n * All subsequent accesses just return the
created instance.\n * \n override val values: Collection<V>\n get() {\n if (_values == null) {\n
_values = object : AbstractCollection<V>() {\n override operator fun contains(element:
@UnsafeVariance V): Boolean = containsValue(element)\n override operator fun iterator():
Iterator<V> {\n val entryIterator\n
= entries.iterator()\n return object : Iterator<V> {\n override fun hasNext(): Boolean
= entryIterator.hasNext()\n override fun next(): V = entryIterator.next().value\n }\n
}\n\n override val size: Int get() = this@AbstractMap.size\n }\n }\n
return _values!!\n }\n\n @kotlin.jvm.Volatile\n private var _values: Collection<V>? = null\n\n private fun
implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }\n\n internal companion object
{\n\n internal fun entryHashCode(e: Map.Entry<*, *>): Int = with(e) { (key?.hashCode() ?: 0) xor
(value?.hashCode() ?: 0) }\n internal fun entryToString(e: Map.Entry<*, *>): String = with(e) {
\"$key=$value\" }\n internal fun entryEquals(e: Map.Entry<*, *>, other: Any?): Boolean {\n if (other !is
Map.Entry<*,
*>) return false\n return e.key == other.key && e.value == other.value\n }\n }\n\n\"/*\n * Copyright
2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage
kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [Set] interface.\n * \n * This class is
intended to help implementing read-only sets so it doesn't support concurrent modification tracking.\n * \n * @param
E the type of elements contained in the set. The set is covariant in its element type.\n
*\n*\n@SinceKotlin(\"1.1\")\npublic abstract class AbstractSet<out E> protected constructor() :
AbstractCollection<E>(), Set<E> {\n\n /**\n * Compares this set with other set instance with the unordered
structural equality.\n * \n * @return true, if [other] instance is a [Set] of the same size, all elements of which are
contained
in this set.\n * \n override fun equals(other: Any?): Boolean {\n if (other === this) return true\n if
(other !is Set<*>) return false\n return setEquals(this, other)\n }\n\n /**\n * Returns the hash code value
for this set.\n * \n override fun hashCode(): Int = unorderedHashCode(this)\n\n internal companion object {\n
internal fun unorderedHashCode(c: Collection<*>): Int {\n var hashCode = 0\n for (element in c)
{\n hashCode += (element?.hashCode() ?: 0)\n }\n return hashCode\n }\n\n internal
fun setEquals(c: Set<*>, other: Set<*>): Boolean {\n if (c.size != other.size) return false\n return
c.containsAll(other)\n }\n }\n\n\"/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt
file.\n */\n\npackage kotlin.collections\n\n/**\n * Resizable-array implementation of the deque data structure.\n * \n
* The name deque is short for \"double ended queue\" and is usually pronounced \"deck\".\n * \n * The collection
provide methods for convenient access to the both ends.\n * It also implements [MutableList] interface and supports
efficient get/set operations by index.\n
*\n*\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic class ArrayDeque<E> :
AbstractMutableList<E> {\n private var head: Int = 0\n private var elementData: Array<Any?>\n\n override
var size: Int = 0\n private set\n\n /**\n * Constructs an empty deque with specified [initialCapacity], or
throws [IllegalArgumentException] if [initialCapacity] is negative.\n * \n public constructor(initialCapacity:
Int) {\n elementData = when {\n initialCapacity == 0 -> emptyElementData\n initialCapacity > 0 -
-> arrayOfNulls(initialCapacity)\n
else -> throw IllegalArgumentException(\"Illegal Capacity: $initialCapacity\")\n }\n }\n\n /**\n *
Constructs an empty deque.\n * \n public constructor() {\n elementData = emptyElementData\n }\n\n
/**\n * Constructs a deque that contains the same elements as the specified [elements] collection in the same

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order.\n    *^n    public constructor(elements: Collection<E>) {\n        elementData = elements.toArray()\n        size = elementData.size\n        if (elementData.isEmpty()) elementData = emptyElementData\n    }\n\n    /**\n     * Ensures that the capacity of this deque is at least equal to the specified [minCapacity].\n     * If the current capacity is less than the [minCapacity], a new backing storage is allocated with greater capacity.\n     * Otherwise, this method takes no action and simply returns.\n     */\n    private fun ensureCapacity(minCapacity: Int) {\n        if (minCapacity < 0) throw IllegalStateException("Deque is too big.")\n        // overflow\n        if (minCapacity <= elementData.size) return\n        if (elementData === emptyElementData) {\n            elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))\n            return\n        }\n        val newCapacity = newCapacity(elementData.size, minCapacity)\n        copyElements(newCapacity)\n    }\n\n    /**\n     * Creates a new array with the specified [newCapacity] size and copies elements in the [elementData] array to it.\n     */\n    private fun copyElements(newCapacity: Int) {\n        val newElements = arrayOfNulls<Any?>(newCapacity)\n        elementData.copyInto(newElements, 0, head, elementData.size)\n        elementData.copyInto(newElements, elementData.size - head, 0, head)\n        head = 0\n        elementData = newElements\n    }\n\n    @kotlin.internal.InlineOnly\n    private inline fun internalGet(internalIndex: Int): E {\n        @Suppress("UNCHECKED_CAST")\n        return elementData[internalIndex]\n    }\n\n    as E\n    }\n\n    private fun positiveMod(index: Int): Int = if (index >= elementData.size) index - elementData.size\n    else index\n\n    private fun negativeMod(index: Int): Int = if (index < 0) index + elementData.size else index\n\n    @kotlin.internal.InlineOnly\n    private inline fun internalIndex(index: Int): Int = positiveMod(head + index)\n\n    private fun incremented(index: Int): Int = if (index == elementData.lastIndex) 0 else index + 1\n\n    private fun decremented(index: Int): Int = if (index == 0) elementData.lastIndex else index - 1\n\n    override fun isEmpty(): Boolean = size == 0\n\n    /**\n     * Returns the first element, or throws [NoSuchElementException] if this deque is empty.\n     */\n    public fun first(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")\n    else internalGet(head)\n\n    /**\n     * Returns the first element, or `null` if this deque is empty.\n     */\n    public fun firstOrNull(): E? = if (isEmpty()) null\n    else internalGet(head)\n\n    /**\n     * Returns the last element, or throws [NoSuchElementException] if this deque is empty.\n     */\n    public fun last(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")\n    else internalGet(internalIndex(lastIndex))\n\n    /**\n     * Returns the last element, or `null` if this deque is empty.\n     */\n    public fun lastOrNull(): E? = if (isEmpty()) null else internalGet(internalIndex(lastIndex))\n\n    /**\n     * Prepends the specified [element] to this deque.\n     */\n    public fun addFirst(element: E) {\n        ensureCapacity(size + 1)\n        head = decremented(head)\n        elementData[head] = element\n        size += 1\n    }\n\n    /**\n     * Appends the specified [element] to this deque.\n     */\n    public fun addLast(element: E) {\n        ensureCapacity(size + 1)\n        elementData[internalIndex(size)] = element\n        size += 1\n    }\n\n    /**\n     * Removes the first element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.\n     */\n    public fun removeFirst(): E {\n        if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")\n        val element = internalGet(head)\n        elementData[head] = null\n        head = incremented(head)\n        size -= 1\n        return element\n    }\n\n    /**\n     * Removes the first element from this deque and returns that removed element, or returns `null` if this deque is empty.\n     */\n    public fun removeFirstOrNull(): E? = if (isEmpty()) null else removeFirst()\n\n    /**\n     * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.\n     */\n    public fun removeLast(): E {\n        if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")\n        val internalLastIndex = internalIndex(lastIndex)\n        val element = internalGet(internalLastIndex)\n        elementData[internalLastIndex] = null\n        size -= 1\n        return element\n    }\n\n    /**\n     * Removes the last element from this deque and returns that removed element, or returns `null` if this deque is empty.\n     */\n    public fun removeLastOrNull(): E? = if (isEmpty()) null else removeLast()\n\n    // MutableList, MutableCollection\n    public override fun add(element: E): Boolean {\n        addLast(element)\n        return true\n    }\n\n    public override fun add(index: Int, element: E) {\n        AbstractList.checkPositionIndex(index, size)\n    }

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if (index == size) {\n      addLast(element)\n      return\n    } else if (index == 0) {\n
addFirst(element)\n      return\n    }\n    ensureCapacity(size + 1)\n    // Elements in circular array lay
in 2 ways:\n    // 1. `head` is less than `tail`:  [#, #, e1, e2, e3, #]\n    // 2. `head` is greater than `tail`:  [e3,
#, #, #, e1, e2]\n    //
    where head is the index of the first element in the circular array,\n    // and tail is the index following the last
element.\n    // At this point the insertion index is not equal to head or tail.\n    // Also the circular array
can store at least one more element.\n    // Depending on where the given element must be inserted the
preceding or the succeeding\n    // elements will be shifted to make room for the element to be inserted.\n    //
    // In case the preceding elements are shifted:\n    // * if the insertion index is greater than the head (regardless
of circular array form)\n    // -> shift the preceding elements\n    // * otherwise, the circular array has (2)
form and the insertion index is less than tail\n    // -> shift all elements in the back of the array\n    // ->
shift preceding elements in the front of the array\n    // In case the succeeding elements are shifted:\n
    // * if the insertion index is less than the tail (regardless of circular array form)\n    // -> shift the succeeding
elements\n    // * otherwise, the circular array has (2) form and the insertion index is greater than head\n    //
-> shift all elements in the front of the array\n    // -> shift succeeding elements in the back of the array\n
val internalIndex = internalIndex(index)\n    if (index < (size + 1) shr 1) {\n    // closer to the first element -
> shift preceding elements\n    val decrementedInternalIndex = decremented(internalIndex)\n    val
decrementedHead = decremented(head)\n    if (decrementedInternalIndex >= head) {\n
elementData[decrementedHead] = elementData[head] // head can be zero\n
elementData.copyInto(elementData, head, head + 1, decrementedInternalIndex + 1)\n    } else { // head > tail\n
    elementData.copyInto(elementData, head
- 1, head, elementData.size) // head can't be zero\n    elementData[elementData.size - 1] = elementData[0]\n
    elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)\n    }\n
elementData[decrementedInternalIndex] = element\n    head = decrementedHead\n    } else {\n    //
closer to the last element -> shift succeeding elements\n    val tail = internalIndex(size)\n    if
(internalIndex < tail) {\n    elementData.copyInto(elementData, internalIndex + 1, internalIndex, tail)\n
} else { // head > tail\n    elementData.copyInto(elementData, 1, 0, tail)\n    elementData[0] =
elementData[elementData.size - 1]\n    elementData.copyInto(elementData, internalIndex + 1, internalIndex,
elementData.size - 1)\n    }\n    elementData[internalIndex] = element\n    }\n    size += 1\n    }\n
private fun copyCollectionElements(internalIndex:
Int, elements: Collection<E>) {\n    val iterator = elements.iterator()\n    for (index in internalIndex until
elementData.size) {\n    if (!iterator.hasNext()) break\n    elementData[index] = iterator.next()\n    }\n
for (index in 0 until head) {\n    if (!iterator.hasNext()) break\n    elementData[index] = iterator.next()\n
}\n    size += elements.size\n    }\n    public override fun addAll(elements: Collection<E>): Boolean {\n
if (elements.isEmpty()) return false\n    ensureCapacity(this.size + elements.size)\n
copyCollectionElements(internalIndex(size), elements)\n    return true\n    }\n    public override fun
addAll(index: Int, elements: Collection<E>): Boolean {\n    AbstractList.checkPositionIndex(index, size)\n
if (elements.isEmpty()) {\n    return false\n    } else if (index == size) {\n    return addAll(elements)\n
}\n
    ensureCapacity(this.size + elements.size)\n    val tail = internalIndex(size)\n    val internalIndex =
internalIndex(index)\n    val elementsSize = elements.size\n    if (index < (size + 1) shr 1) {\n    // closer
to the first element -> shift preceding elements\n    var shiftedHead = head - elementsSize\n    if
(internalIndex >= head) {\n    if (shiftedHead >= 0) {\n    elementData.copyInto(elementData,
shiftedHead, head, internalIndex)\n    } else { // head < tail, insertion leads to head >= tail\n
shiftedHead += elementData.size\n    val elementsToShift = internalIndex - head\n    val
shiftToBack = elementData.size - shiftedHead\n    if (shiftToBack >= elementsToShift) {\n
elementData.copyInto(elementData, shiftedHead, head, internalIndex)\n    } else {\n
elementData.copyInto(elementData,

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    shiftedHead, head, head + shiftToBack)\n                elementData.copyInto(elementData, 0, head +
shiftToBack, internalIndex)\n                }\n                }\n                } else { // head > tail, internalIndex < tail\n
    elementData.copyInto(elementData, shiftedHead, head, elementData.size)\n                if (elementsSize >=
internalIndex) {\n                elementData.copyInto(elementData, elementData.size - elementsSize, 0,
internalIndex)\n                } else {\n                elementData.copyInto(elementData, elementData.size -
elementsSize, 0, elementsSize)\n                elementData.copyInto(elementData, 0, elementsSize, internalIndex)\n
                }\n                }\n                head = shiftedHead\n                copyCollectionElements(negativeMod(internalIndex -
elementsSize), elements)\n                } else {\n                // closer to the last element -> shift succeeding elements\n\n
val
    shiftedInternalIndex = internalIndex + elementsSize\n\n                if (internalIndex < tail) {\n                if (tail +
elementsSize <= elementData.size) {\n                elementData.copyInto(elementData, shiftedInternalIndex,
internalIndex, tail)\n                } else { // head < tail, insertion leads to head >= tail\n                if
(shiftedInternalIndex >= elementData.size) {\n                elementData.copyInto(elementData,
shiftedInternalIndex - elementData.size, internalIndex, tail)\n                } else {\n                val shiftToFront =
tail + elementsSize - elementData.size\n                elementData.copyInto(elementData, 0, tail - shiftToFront,
tail)\n                elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail - shiftToFront)\n
                }\n                }\n                } else { // head > tail, internalIndex > head\n
elementData.copyInto(elementData, elementsSize,
0, tail)\n                if (shiftedInternalIndex >= elementData.size) {\n                elementData.copyInto(elementData,
shiftedInternalIndex - elementData.size, internalIndex, elementData.size)\n                } else {\n
elementData.copyInto(elementData, 0, elementData.size - elementsSize, elementData.size)\n
elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, elementData.size - elementsSize)\n
}\n                }\n                copyCollectionElements(internalIndex, elements)\n                }\n\n                return true\n                }\n\n                public
override fun get(index: Int): E {\n                AbstractList.checkElementIndex(index, size)\n\n                return
internalGet(internalIndex(index))\n                }\n\n                public override fun set(index: Int, element: E): E {\n
AbstractList.checkElementIndex(index, size)\n\n                val internalIndex = internalIndex(index)\n                val oldElement
= internalGet(internalIndex)\n                elementData[internalIndex]
= element\n\n                return oldElement\n                }\n\n                public override fun contains(element: E): Boolean =
indexOf(element) != -1\n\n                public override fun indexOf(element: E): Int {\n                val tail = internalIndex(size)\n\n
                if (head < tail) {\n                for (index in head until tail) {\n                if (element == elementData[index]) return
index - head\n                }\n                } else if (head >= tail) {\n                for (index in head until elementData.size) {\n
                if (element == elementData[index]) return index - head\n                }\n                for (index in 0 until tail) {\n                if
(element == elementData[index]) return index + elementData.size - head\n                }\n                }\n\n                return -1\n
}\n\n                public override fun lastIndexOf(element: E): Int {\n                val tail = internalIndex(size)\n\n                if (head < tail)
{\n                for (index in tail - 1 downTo head) {\n                if (element == elementData[index])
return index - head\n                }\n                } else if (head > tail) {\n                for (index in tail - 1 downTo 0) {\n                if
(element == elementData[index]) return index + elementData.size - head\n                }\n                for (index in
elementData.lastIndex downTo head) {\n                if (element == elementData[index]) return index - head\n
                }\n                }\n\n                return -1\n                }\n\n                public override fun remove(element: E): Boolean {\n                val index =
indexOf(element)\n                if (index == -1) return false\n                removeAt(index)\n                return true\n                }\n\n                public
override fun removeAt(index: Int): E {\n                AbstractList.checkElementIndex(index, size)\n\n                if (index ==
lastIndex) {\n                return removeLast()\n                } else if (index == 0) {\n                return removeFirst()\n                }\n\n
                val internalIndex = internalIndex(index)\n                val element = internalGet(internalIndex)\n\n                if (index < size shr
1) {\n
                // closer to the first element -> shift preceding elements\n                if (internalIndex >= head) {\n
elementData.copyInto(elementData, head + 1, head, internalIndex)\n                } else { // head > tail, internalIndex <
head\n                elementData.copyInto(elementData, 1, 0, internalIndex)\n                elementData[0] =
elementData[elementData.size - 1]\n                elementData.copyInto(elementData, head + 1, head, elementData.size

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- 1)\n        }\n        elementData[head] = null\n        head = incremented(head)\n    } else {\n        //
closer to the last element -> shift succeeding elements\n        val internalLastIndex = internalIndex(lastIndex)\n        if (internalIndex <= internalLastIndex) {\n            elementData.copyInto(elementData, internalIndex,
internalIndex + 1, internalLastIndex + 1)\n        } else { // head > tail, internalIndex > head\n            elementData.copyInto(elementData,
internalIndex, internalIndex + 1, elementData.size)\n            elementData[elementData.size - 1] =
elementData[0]\n            elementData.copyInto(elementData, 0, 1, internalLastIndex + 1)\n        }\n        elementData[internalLastIndex] = null\n    }\n    size -= 1\n    return element\n }\n\n public override fun
removeAll(elements: Collection<E>): Boolean = filterInPlace { !elements.contains(it) }\n\n public override fun
retainAll(elements: Collection<E>): Boolean = filterInPlace { elements.contains(it) }\n\n private inline fun
filterInPlace(predicate: (E) -> Boolean): Boolean {\n    if (this.isEmpty() || elementData.isEmpty())\n        return
false\n    val tail = internalIndex(size)\n    var newTail = head\n    var modified = false\n    if (head <
tail) {\n        for (index in head until tail) {\n            val element = elementData[index]\n\n
@Suppress(\"UNCHECKED_CAST\")\n            if (predicate(element as E))\n                elementData[newTail++] = element\n            else\n
modified = true\n        }\n        elementData.fill(null, newTail, tail)\n    } else {\n        for (index in head
until elementData.size) {\n            val element = elementData[index]\n            elementData[index] = null\n\n
@Suppress(\"UNCHECKED_CAST\")\n            if (predicate(element as E))\n                elementData[newTail++] = element\n            else\n
modified = true\n        }\n        newTail =
positiveMod(newTail)\n        for (index in 0 until tail) {\n            val element = elementData[index]\n
elementData[index] = null\n\n            @Suppress(\"UNCHECKED_CAST\")\n            if (predicate(element as
E)) {\n                elementData[newTail] = element\n                newTail = incremented(newTail)\n
            } else {\n                modified = true\n            }\n        }\n        if (modified)\n            size =
negativeMod(newTail - head)\n        return modified\n    }\n\n public override fun clear() {\n    val tail =
internalIndex(size)\n    if (head < tail) {\n        elementData.fill(null, head, tail)\n    } else if (isNotEmpty())
{\n        elementData.fill(null, head, elementData.size)\n        elementData.fill(null, 0, tail)\n    }\n    head =
0\n    size = 0\n }\n\n @Suppress(\"NOTHING_TO_OVERRIDE\")\n override fun <T> toArray(array:
Array<T>): Array<T> {\n    @Suppress(\"UNCHECKED_CAST\")\n    val dest = (if (array.size >= size) array
else arrayOfNulls(array, size)) as Array<Any?>\n    val tail = internalIndex(size)\n    if (head < tail) {\n
elementData.copyInto(dest, startIndex = head, endIndex = tail)\n    } else if (isNotEmpty()) {\n
elementData.copyInto(dest,
destinationOffset = 0, startIndex = head, endIndex = elementData.size)\n        elementData.copyInto(dest,
destinationOffset = elementData.size - head, startIndex = 0, endIndex = tail)\n    }\n    if (dest.size > size) {\n
dest[size] = null // null-terminate\n    }\n    @Suppress(\"UNCHECKED_CAST\")\n    return dest as
Array<T>\n }\n\n @Suppress(\"NOTHING_TO_OVERRIDE\")\n override fun toArray(): Array<Any?> {\n    return
toArray(arrayOfNulls<Any?>(size))\n }\n\n // for testing\n internal fun <T> testToArray(array:
Array<T>): Array<T> = toArray(array)\n internal fun testToArray(): Array<Any?> = toArray()\n\n internal
companion object {\n    private val emptyElementData = emptyArray<Any?>()\n    private const val
maxArraySize = Int.MAX_VALUE - 8\n    private const val defaultMinCapacity = 10\n    internal fun
newCapacity(oldCapacity: Int, minCapacity: Int): Int {\n        // overflow-conscious\n        var newCapacity = oldCapacity + (oldCapacity shr 1)\n        if (newCapacity - minCapacity < 0)\n            newCapacity = minCapacity\n        if (newCapacity - maxArraySize > 0)\n            newCapacity = if
(minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize\n        return newCapacity\n    }\n }\n\n // For testing only\n internal fun internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit)
{\n    val tail = internalIndex(size)\n    val head = if (isEmpty() || head < tail) head else head -
elementData.size\n    structure(head, toArray())\n }\n}
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Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n

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*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("ArraysKt")\n\n\npackage
kotlin.collections\n\nimport kotlin.contracts.*\n\n\n/**\n
 * Returns a single list of all elements from all arrays in the given array.\n * @sample
samples.collections.Arrays.Transformations.flattenArray\n *\n\npublic fun <T> Array<out Array<out T>>.flatten():
List<T> {\n    val result = ArrayList<T>(sumOf { it.size })\n    for (element in this) {\n        result.addAll(element)\n
    }\n    return result\n}\n\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from the first values of each
pair from this array,\n * *second* list is built from the second values of each pair from this array.\n * @sample
samples.collections.Arrays.Transformations.unzipArray\n *\n\npublic fun <T, R> Array<out Pair<T, R>>.unzip():
Pair<List<T>, List<R>> {\n    val listT = ArrayList<T>(size)\n    val listR = ArrayList<R>(size)\n    for (pair in
this) {\n        listT.add(pair.first)\n        listR.add(pair.second)\n    }\n    return listT to listR\n}\n\n\n/**\n * Returns
`true` if this nullable array is either null or empty.\n * @sample
samples.collections.Arrays.Usage.arrayIsNullOrEmpty\n
*\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n\npublic inline fun Array<*>?.isNullOrEmpty(): Boolean
{\n    contract {\n        returns(false) implies (this@isNullOrEmpty != null)\n    }\n    return this == null ||
this.isEmpty()\n}\n\n\n/**\n * Returns this array if it's not empty\n * or the result of calling [defaultValue] function if
the array is empty.\n * @sample samples.collections.Arrays.Usage.arrayIfEmpty\n
*\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")\n\npublic inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =\n    if (isEmpty())
defaultValue() else
this\n\n\n@OptIn(ExperimentalUnsignedTypes::class)\n@SinceKotlin("1.3")\n@PublishedApi\n@kotlin.jvm.Jvm
Name("contentDeepEquals")\n@kotlin.js.JsName("contentDeepEqualsImpl")\n\ninternal fun <T> Array<out
T>?.contentDeepEqualsImpl(other: Array<out T>?): Boolean {\n    if (this === other)
return true\n    if (this == null || other == null || this.size != other.size) return false\n\n    for (i in indices) {\n        val
v1 = this[i]\n        val v2 = other[i]\n\n        if (v1 === v2) {\n            continue\n        } else if (v1 == null || v2 ==
null) {\n            return false\n        }\n\n        when {\n            v1 is Array<*> && v2 is Array<*> -> if
(!v1.contentDeepEquals(v2)) return false\n            v1 is ByteArray && v2 is ByteArray -> if
(!v1.contentEquals(v2)) return false\n            v1 is ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2))
return false\n            v1 is IntArray && v2 is IntArray -> if (!v1.contentEquals(v2)) return false\n            v1 is
LongArray && v2 is LongArray -> if (!v1.contentEquals(v2)) return false\n            v1 is FloatArray && v2 is
FloatArray -> if (!v1.contentEquals(v2)) return false\n            v1 is DoubleArray && v2 is DoubleArray -> if
(!v1.contentEquals(v2)) return
false\n            v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false\n            v1 is
BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false\n            v1 is UByteArray &&
v2 is UByteArray -> if (!v1.contentEquals(v2)) return false\n            v1 is UShortArray && v2 is UShortArray ->
if (!v1.contentEquals(v2)) return false\n            v1 is UIntArray && v2 is UIntArray -> if
(!v1.contentEquals(v2)) return false\n            v1 is ULongArray && v2 is ULongArray -> if
(!v1.contentEquals(v2)) return false\n            else -> if (v1 != v2) return false\n        }\n    }\n    return
true\n}\n\n\n@SinceKotlin("1.3")\n@PublishedApi\n@kotlin.jvm.JvmName("contentDeepToString")\n@kotlin.js.
JsName("contentDeepToStringImpl")\n\ninternal fun <T> Array<out T>?.contentDeepToStringImpl(): String {\n    if (this == null) return "null"\n    val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in
order not to overflow Int.MAX_VALUE\n    return buildString(length) {\n        contentDeepToStringInternal(this,
mutableListOf())\n    }\n}\n\n\n@OptIn(ExperimentalUnsignedTypes::class)\n\nprivate fun <T> Array<out
T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {\n    if (this in
processed) {\n        result.append("[...]")\n        return\n    }\n    processed.add(this)\n    result.append("[")\n\n    for (i
in indices) {\n        if (i != 0) {\n            result.append(", ")\n        }\n        val element = this[i]\n        when
(element) {\n            null -> result.append("null")\n            is Array<*> ->
element.contentDeepToStringInternal(result, processed)\n            is ByteArray ->
result.append(element.contentToString())\n            is ShortArray -> result.append(element.contentToString())\n

```

```

    is IntArray -> result.append(element.contentToString())\n        is LongArray ->
result.append(element.contentToString())\n
        is FloatArray -> result.append(element.contentToString())\n        is DoubleArray ->
result.append(element.contentToString())\n        is CharArray -> result.append(element.contentToString())\n
    is BooleanArray -> result.append(element.contentToString())\n        is UByteArray ->
result.append(element.contentToString())\n        is UShortArray -> result.append(element.contentToString())\n
    is UIntArray -> result.append(element.contentToString())\n        is ULongArray ->
result.append(element.contentToString())\n        else -> result.append(element.toString())\n    }\n
}\n\n result.append('']\n processed.removeAt(processed.lastIndex)\n}"/\n * Copyright 2010-2021 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**
Returns true if the brittle contains optimization is enabled. See KT-45438. *\ninternal fun
brittleContainsOptimizationEnabled(): Boolean\n\n**\n * Returns true if [brittleContainsOptimizationEnabled] is
true\n * and it's safe to convert this collection to a set without changing contains method behavior.\n */\nprivate fun
<T> Collection<T>.safeToConvertToSet() = brittleContainsOptimizationEnabled() && size > 2 && this is
ArrayList\n\n/**\n * When [brittleContainsOptimizationEnabled] is true:\n * - Converts this [Iterable] to a set if it is
not a [Collection].\n * - Converts this [Collection] to a set, when it's worth so and it doesn't change contains method
behavior.\n * - Otherwise returns this.\n * When [brittleContainsOptimizationEnabled] is false:\n * - Converts this
[Iterable] to a list if it is not a [Collection].\n * - Otherwise returns this.\n */\ninternal fun <T>
Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T>
=\n when (this) {\n     is Set -> this\n     is Collection ->\n         when {\n             source is Collection &&
source.size < 2 -> this\n             else -> if (this.safeToConvertToSet()) toHashSet() else this\n         }\n     }
else -
> if (brittleContainsOptimizationEnabled()) toHashSet() else toList()\n })\n\n/**\n * When
[brittleContainsOptimizationEnabled] is true:\n * - Converts this [Iterable] to a set if it is not a [Collection].\n * -
Converts this [Collection] to a set, when it's worth so and it doesn't change contains method behavior.\n * -
Otherwise returns this.\n * When [brittleContainsOptimizationEnabled] is false:\n * - Converts this [Iterable] to a
list if it is not a [Collection].\n * - Otherwise returns this.\n */\ninternal fun <T>
Iterable<T>.convertToSetForSetOperation(): Collection<T> =\n when (this) {\n     is Set -> this\n     is
Collection -> if (this.safeToConvertToSet()) toHashSet() else this\n     else -> if
(brittleContainsOptimizationEnabled())
toHashSet() else toList()\n })\n\n/**\n * Converts this sequence to a set if [brittleContainsOptimizationEnabled] is
true,\n * otherwise converts it to a list.\n */\ninternal fun <T> Sequence<T>.convertToSetForSetOperation():
Collection<T> =\n if (brittleContainsOptimizationEnabled()) toHashSet() else toList()\n\n/**\n * Converts this
array to a set if [brittleContainsOptimizationEnabled] is true,\n * otherwise converts it to a list.\n */\ninternal fun
<T> Array<T>.convertToSetForSetOperation(): Collection<T> =\n if (brittleContainsOptimizationEnabled())
toHashSet() else asList()"/\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Data class representing a value from a
collection or sequence, along with its index in that collection or sequence.\n */\n
* @property value the underlying value.\n * @property index the index of the value in the collection or sequence.\n
*/\n\npublic data class IndexedValue<out T>(public val index: Int, public val value: T)\n"/\n * Copyright 2010-
2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmName("MapAccessorsKt")\n\npackage kotlin.collections\n\nimport
kotlin.reflect.KProperty\nimport kotlin.internal.Exact\n\n/**\n * Returns the value of the property for the given
object from this read-only map.\n * @param thisRef the object for which the value is requested (not used).\n *
@param property the metadata for the property, used to get the name of property and lookup the value
corresponding to this name in the map.\n * @return the property value.\n * @throws NoSuchElementException

```

when the map doesn't contain value for the property name
and doesn't provide an implicit default (see [withDefault]).

```

*\n@kotlin.internal.InlineOnly\npublic inline
operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =\n
@Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)\n\n/**\n * Returns the value
of the property for the given object from this mutable map.\n * @param thisRef the object for which the value is
requested (not used).\n * @param property the metadata for the property, used to get the name of property and
lookup the value corresponding to this name in the map.\n * @return the property value.\n * \n * @throws
NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault]).\n * \n@kotlin.jvm.JvmName("getVar")\n@kotlin.internal.InlineOnly\npublic inline
operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property:
KProperty<*>): V1 =\n
@Suppress("UNCHECKED_CAST")
(getOrImplicitDefault(property.name) as V1)\n\n/**\n * Stores the value of the property for the given object in this
mutable map.\n * @param thisRef the object for which the value is requested (not used).\n * @param property the
metadata for the property, used to get the name of property and store the value associated with that name in the
map.\n * @param value the value to set.\n * \n@kotlin.internal.InlineOnly\npublic inline operator fun <V>
MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {\n
this.put(property.name, value)\n}\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("MapsKt")\n\npackage
kotlin.collections\n\n/**\n * Returns the value for the given key, or the implicit default value for
this map.\n * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.\n * To
create a map with implicit default value use [withDefault] method.\n * \n * @throws NoSuchElementException
when the map doesn't contain a value for the specified key and no implicit default was provided for that map.\n
*\n@kotlin.jvm.JvmName("getOrImplicitDefaultNullable")\n@PublishedApi\ninternal fun <K, V> Map<K,
V>.getOrImplicitDefault(key: K): V {\n
if (this is MapWithDefault)\n
return
this.getOrImplicitDefault(key)\n
return getOrElseNullable(key, { throw NoSuchElementException("Key $key
is missing in the map.") })\n}\n\n/**\n * Returns a wrapper of this read-only map, having the implicit default value
provided with the specified function [defaultValue].\n * \n * This implicit default value is used when the original
map doesn't contain a value for the key specified\n * and a value is obtained with [Map.getValue] function, for
example when properties
are delegated to the map.\n * \n * When this map already has an implicit default value provided with a former call to
[withDefault], it is being replaced by this call.\n * \npublic fun <K, V> Map<K, V>.withDefault(defaultValue: (key:
K) -> V): Map<K, V> =\n
when (this) {\n
is MapWithDefault -> this.map.withDefault(defaultValue)\n
else -> MapWithDefaultImpl(this, defaultValue)\n
}\n\n/**\n * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function
[defaultValue].\n * \n * This implicit default value is used when the original map doesn't contain a value for the key
specified\n * and a value is obtained with [Map.getValue] function, for example when properties are delegated to the
map.\n * \n * When this map already has an implicit default value provided with a former call to [withDefault], it
is being replaced by this call.\n
*\n@kotlin.jvm.JvmName("withDefaultMutable")\npublic fun <K, V> MutableMap<K,
V>.withDefault(defaultValue:
(key: K) -> V): MutableMap<K, V> =\n
when (this) {\n
is MutableMapWithDefault ->
this.map.withDefault(defaultValue)\n
else -> MutableMapWithDefaultImpl(this, defaultValue)\n
}\n\nprivate interface MapWithDefault<K, out V> : Map<K, V> {\n
public val map: Map<K, V>\n
public fun
getOrImplicitDefault(key: K): V\n}\n\nprivate interface MutableMapWithDefault<K, V> : MutableMap<K, V>,
MapWithDefault<K, V> {\n
public override val map: MutableMap<K, V>\n}\n\nprivate class
MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) :
MapWithDefault<K, V> {\n
override fun equals(other: Any?): Boolean = map.equals(other)\n
override fun

```

```

hashCode(): Int = map.hashCode()\n  override fun toString(): String = map.toString()\n  override val size: Int get()
= map.size\n  override fun isEmpty(): Boolean = map.isEmpty()\n  override fun containsKey(key: K): Boolean =
map.containsKey(key)\n  override fun
containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)\n  override fun get(key: K): V?
= map.get(key)\n  override val keys: Set<K> get() = map.keys\n  override val values: Collection<V> get() =
map.values\n  override val entries: Set<Map.Entry<K, V>> get() = map.entries\n\n  override fun
getOrDefault(key: K): V = map.getOrElseNullable(key, { default(key) })\n}\n\nprivate class
MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) ->
V) : MutableMapWithDefault<K, V> {\n  override fun equals(other: Any?): Boolean = map.equals(other)\n
override fun hashCode(): Int = map.hashCode()\n  override fun toString(): String = map.toString()\n  override val
size: Int get() = map.size\n  override fun isEmpty(): Boolean = map.isEmpty()\n  override fun containsKey(key:
K): Boolean = map.containsKey(key)\n  override fun containsValue(value: @UnsafeVariance V): Boolean =
map.containsValue(value)\n
  override fun get(key: K): V? = map.get(key)\n  override val keys: MutableSet<K> get() = map.keys\n  override
val values: MutableCollection<V> get() = map.values\n  override val entries:
MutableSet<MutableMap.MutableEntry<K, V>> get() = map.entries\n\n  override fun put(key: K, value: V): V? =
map.put(key, value)\n  override fun remove(key: K): V? = map.remove(key)\n  override fun putAll(from:
Map<out K, V>) = map.putAll(from)\n  override fun clear() = map.clear()\n\n  override fun
getOrDefault(key: K): V = map.getOrElseNullable(key, { default(key) })\n}\n\n"/*\n * Copyright 2010-
2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n\npackage
kotlin.collections\n\nimport kotlin.random.Random\n\n/**\n * Removes a single instance of the specified
element from this\n * collection, if it is present.\n * \n * Allows to overcome type-safety restriction of `remove` that
requires to pass an element of type `E`.\n * \n * @return `true` if the element has been successfully removed; `false`
if it was not present in the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline fun
<@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.remove(element: T): Boolean =\n
@Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).remove(element)\n\n/**\n * Removes all of
this collection's elements that are also contained in the specified collection.\n * \n * Allows to overcome type-safety
restriction of `removeAll` that requires to pass a collection of type `Collection<E>`.\n * \n * @return `true` if any of
the specified elements was removed from the collection, `false` if the collection was not modified.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out
T>.removeAll(elements:
Collection<T>): Boolean =\n  @Suppress("UNCHECKED_CAST") (this as
MutableCollection<T>).removeAll(elements)\n\n/**\n * Retains only the elements in this collection that are
contained in the specified collection.\n * \n * Allows to overcome type-safety restriction of `retainAll` that requires
to pass a collection of type `Collection<E>`.\n * \n * @return `true` if any element was removed from the collection,
`false` if the collection was not modified.\n */\n@kotlin.internal.InlineOnly\npublic inline fun
<@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =\n
@Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)\n\n/**\n * Adds the
specified [element] to this mutable collection.\n * \n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T>
MutableCollection<in T>.plusAssign(element: T) {\n  this.add(element)\n}\n\n/**\n * Adds all elements of the
given [elements] collection to this mutable collection.\n
*/\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.plusAssign(elements:
Iterable<T>) {\n  this.addAll(elements)\n}\n\n/**\n * Adds all elements of the given [elements] array to this
mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in
T>.plusAssign(elements: Array<T>) {\n  this.addAll(elements)\n}\n\n/**\n * Adds all elements of the given
[elements] sequence to this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T>

```

```

MutableCollection<in T>.plusAssign(elements: Sequence<T>) {
    this.addAll(elements)
}

/**
 * Removes a single instance of the specified [element] from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(element: T) {
    this.remove(element)
}

/**
 * Removes all elements contained in the given [elements] collection from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Iterable<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given [elements] array from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given [elements] sequence from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>) {
    this.removeAll(elements)
}

/**
 * Adds all elements of the given [elements] collection to this [MutableCollection].
 */
public fun <T> MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean {
    when (elements) {
        is Collection -> return addAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements)
                if (add(item)) result = true
            return result
        }
    }
}

/**
 * Adds all elements of the given [elements] sequence to this [MutableCollection].
 */
public fun <T> MutableCollection<in T>.addAll(elements: Sequence<T>): Boolean {
    var result: Boolean = false
    for (item in elements)
        if (add(item)) result = true
    return result
}

/**
 * Adds all elements of the given [elements] array to this [MutableCollection].
 */
public fun <T> MutableCollection<in T>.addAll(elements: Array<out T>): Boolean {
    return addAll(elements.asList())
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] collection.
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Iterable<T>): Boolean {
    return removeAll(elements.convertToSetForSetOperationWith(this))
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {
    val set = elements.convertToSetForSetOperation()
    return set.isNotEmpty() && removeAll(set)
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Array<out T>): Boolean {
    return elements.isNotEmpty() && removeAll(elements.convertToSetForSetOperation())
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.
 */
public fun <T> MutableCollection<in T>.retainAll(elements: Iterable<T>): Boolean {
    return retainAll(elements.convertToSetForSetOperationWith(this))
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] array.
 */
public fun <T> MutableCollection<in T>.retainAll(elements: Array<out T>): Boolean {
    if (elements.isNotEmpty())
        return retainAll(elements.convertToSetForSetOperation())
    else
        return retainNothing()
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] sequence.
 */
public fun <T> MutableCollection<in T>.retainAll(elements: Sequence<T>): Boolean {
    val set = elements.convertToSetForSetOperation()
    if (set.isNotEmpty())
        return retainAll(set)
    else
        return retainNothing()
}

private fun MutableCollection<*>.retainNothing(): Boolean {
    val result = isEmpty()
    clear()
    return result
}

/**
 * Removes all elements from this [MutableIterable] that match the given [predicate].
 */
@return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.
public fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableIterable] that match the given [predicate].
 */
@return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not modified.
public fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean =

```



```

filterInPlace(predicate, false)\n\nprivate fun <T> MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean,
predicateResultToRemove: Boolean): Boolean {\n    var result = false\n    with(iterator()) {\n        while
(hasNext())\n            if (predicate(next()) == predicateResultToRemove) {\n                remove()\n                result =
true\n            }\n    }\n    return result\n}\n\n/**\n * Removes the element at the specified [index] from this list.\n *
In Kotlin one should use the [MutableList.removeAt] function instead.\n */\n@Deprecated("Use removeAt(index)
instead.", ReplaceWith("removeAt(index)"), level =
DeprecationLevel.ERROR)\n@kotlin.internal.InlineOnly\npublic
inline fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)\n\n/**\n * Removes the first element
from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T>
MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else
removeAt(0)\n\n/**\n * Removes the first element from this mutable list and returns that removed element, or
returns `null` if this list is empty.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T>
MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)\n\n/**\n * Removes the last
element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is
empty.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else
removeAt(lastIndex)\n\n/**\n * Removes the last element from this mutable list and returns that removed element,
or returns `null` if this list is empty.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T>
MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)\n\n/**\n * Removes all
elements from this [MutableList] that match the given [predicate].\n * @return `true` if any element was
removed from this collection, or `false` when no elements were removed and collection was not modified.\n
*/\npublic fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate,
true)\n\n/**\n * Retains only elements of this [MutableList] that match the given [predicate].\n * @return `true`
if any element was removed from this collection, or `false` when all elements were retained
and collection was not modified.\n */\npublic fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean):
Boolean = filterInPlace(predicate, false)\n\nprivate fun <T> MutableList<T>.filterInPlace(predicate: (T) ->
Boolean, predicateResultToRemove: Boolean): Boolean {\n    if (this !is RandomAccess)\n        return (this as
MutableIterable<T>).filterInPlace(predicate, predicateResultToRemove)\n\n    var writeIndex: Int = 0\n    for
(readIndex in 0..lastIndex) {\n        val element = this[readIndex]\n        if (predicate(element) ==
predicateResultToRemove)\n            continue\n\n        if (writeIndex != readIndex)\n            this[writeIndex] =
element\n        writeIndex++\n    }\n    if (writeIndex < size) {\n        for (removeIndex in lastIndex downTo
writeIndex)\n            removeAt(removeIndex)\n        return true\n    } else {\n        return false\n    }\n}\n\n"/**\n *
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this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n\npackage
kotlin.collections\n\nprivate open class ReversedListReadOnly<out T>(private val delegate: List<T>) :
AbstractList<T>() {\n    override val size: Int get() = delegate.size\n    override fun get(index: Int): T =
delegate[reverseElementIndex(index)]\n}\n\nprivate class ReversedList<T>(private val delegate: MutableList<T>) :
AbstractMutableList<T>() {\n    override val size: Int get() = delegate.size\n    override fun get(index: Int): T =
delegate[reverseElementIndex(index)]\n    override fun clear() = delegate.clear()\n    override fun removeAt(index:
Int): T = delegate.removeAt(reverseElementIndex(index))\n    override fun set(index: Int, element: T): T =
delegate.set(reverseElementIndex(index), element)\n    override fun add(index: Int, element: T) {\n        delegate.add(reversePositionIndex(index),
element)\n    }\n}\n\nprivate fun List<*>.reverseElementIndex(index: Int) =\n    if (index in 0..lastIndex) lastIndex -
index else throw IndexOutOfBoundsException("Element index $index must be in range

```

```

[0..lastIndex]).\n\nprivate fun List<*>.reversePositionIndex(index: Int) =\n    if (index in 0..size) size - index
else throw IndexOutOfBoundsException("Position index $index must be in range [0..size]).")\n\n/**\n *
Returns a reversed read-only view of the original List.\n * All changes made in the original list will be reflected in
the reversed one.\n * @sample samples.collections.ReversedViews.asReversedList\n */\n\npublic fun <T>
List<T>.asReversed(): List<T> = ReversedListReadOnly(this)\n\n/**\n * Returns a reversed mutable view of the
original mutable List.\n * All changes made in the original list will be reflected in the reversed one and vice versa.\n
* @sample samples.collections.ReversedViews.asReversedMutableList\n
*/\n\n@kotlin.jvm.JvmName("asReversedMutable")\n\npublic
fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)\n\n"/*\n * Copyright 2010-2018
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Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SequencesKt")\n@file:OptIn(Experimenta
lTypeInference::class)\n\npackage kotlin.sequences\n\nimport kotlin.coroutines.*\nimport
kotlin.coroutines.intrinsics.*\nimport kotlin.experimental.ExperimentalTypeInference\n\n/**\n * Builds a
[Sequence] lazily yielding values one by one.\n * @see kotlin.sequences.generateSequence\n * @sample
samples.collections.Sequences.Building.buildSequenceYieldAll\n * @sample
samples.collections.Sequences.Building.buildFibonacciSequence\n */\n\n@SinceKotlin("1.3")\n\npublic fun <T>
sequence(@BuilderInference block: suspend SequenceScope<T>().() -> Unit): Sequence<T> = Sequence {
iterator(block)
}\n\n/**\n * Builds an [Iterator] lazily yielding values one by one.\n * @sample
samples.collections.Sequences.Building.buildIterator\n * @sample samples.collections.Iterables.Building.iterable\n
*/\n\n@SinceKotlin("1.3")\n\npublic fun <T> iterator(@BuilderInference block: suspend SequenceScope<T>().() ->
Unit): Iterator<T> {
    val iterator = SequenceBuilderIterator<T>()\n    iterator.nextStep =
block.createCoroutineUnintercepted(receiver = iterator, completion = iterator)\n    return iterator\n}
\n\n/**\n * The scope for yielding values of a [Sequence] or an [Iterator], provides [yield] and [yieldAll] suspension functions.\n
* @see sequence\n * @see iterator\n */\n * @sample
samples.collections.Sequences.Building.buildSequenceYieldAll\n * @sample
samples.collections.Sequences.Building.buildFibonacciSequence\n
*/\n\n@RestrictsSuspension\n@SinceKotlin("1.3")\n\npublic abstract class SequenceScope<in T> internal
constructor() {\n    /**\n     * Yields a value to the [Iterator]
being built and suspends\n     * until the next value is requested.\n     */\n     * @sample
samples.collections.Sequences.Building.buildSequenceYieldAll\n     * @sample
samples.collections.Sequences.Building.buildFibonacciSequence\n     */\n     * public abstract suspend fun yield(value:
T)\n\n     /**\n     * Yields all values from the `iterator` to the [Iterator] being built\n     * and suspends until all these
values are iterated and the next one is requested.\n     */\n     * The sequence of values returned by the given iterator
can be potentially infinite.\n     */\n     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n
*/\n     * public abstract suspend fun yieldAll(iterator: Iterator<T>)\n\n     /**\n     * Yields a collections of values to
the [Iterator] being built\n     * and suspends until all these values are iterated and the next one is requested.\n     */\n
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n     */\n     * public
suspend fun yieldAll(elements: Iterable<T>) {\n     if (elements is Collection && elements.isEmpty()) return\n
return yieldAll(elements.iterator())\n }
\n\n     /**\n     * Yields potentially infinite sequence of values to the
[Iterator] being built\n     * and suspends until all these values are iterated and the next one is requested.\n     */\n
     * The sequence can be potentially infinite.\n     */\n     * @sample
samples.collections.Sequences.Building.buildSequenceYieldAll\n     */\n     * public suspend fun yieldAll(sequence:
Sequence<T>) = yieldAll(sequence.iterator())\n}
\n\nprivate typealias State = Int\n\nprivate const val
State_NotReady: State = 0\n\nprivate const val State_ManyNotReady: State = 1\n\nprivate const val State_ManyReady:
State = 2\n\nprivate const val State_Ready: State = 3\n\nprivate const val State_Done: State = 4\n\nprivate const val
State_Failed: State = 5\n\nprivate class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>,

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Continuation<Unit> {\n
    private var state = State_NotReady\n    private var nextValue: T? = null\n    private var nextIterator: Iterator<T>?
= null\n    var nextStep: Continuation<Unit>? = null\n\n    override fun hasNext(): Boolean {\n        while (true) {\n            when (state) {\n                State_NotReady -> {\n                    State_ManyNotReady ->\n                        if
(nextIterator!!.hasNext()) {\n                            state = State_ManyReady\n                            return true\n                        }\n                    else {\n                        nextIterator = null\n                    }\n                    State_Done -> return false\n                }\n                State_Ready, State_ManyReady -> return true\n                else -> throw exceptionalState()\n            }\n            state
= State_Failed\n            val step = nextStep!!\n            nextStep = null\n            step.resume(Unit)\n        }\n    }\n\n    override fun next(): T {\n        when (state) {\n            State_NotReady, State_ManyNotReady
-> return nextNotReady()\n            State_ManyReady -> {\n                state = State_ManyNotReady\n                return nextIterator!!.next()\n            }\n            State_Ready -> {\n                state = State_NotReady\n                @Suppress("UNCHECKED_CAST")\n                val result = nextValue as T\n                nextValue = null\n                return result\n            }\n            else -> throw exceptionalState()\n        }\n    }\n\n    private fun nextNotReady(): T
{\n        if (!hasNext()) throw NoSuchElementException() else return next()\n    }\n\n    private fun
exceptionalState(): Throwable = when (state) {\n        State_Done -> NoSuchElementException()\n        State_Failed
-> IllegalStateException("Iterator has failed.")\n        else -> IllegalStateException("Unexpected state of the
iterator: $state")\n    }\n\n    override suspend fun yield(value: T) {\n        nextValue = value\n        state =
State_Ready\n        return suspendCoroutineUninterceptedOrReturn
{\n            c ->\n                nextStep = c\n                COROUTINE_SUSPENDED\n            }\n        }\n\n    override suspend fun
yieldAll(iterator: Iterator<T>) {\n        if (!iterator.hasNext()) return\n        nextIterator = iterator\n        state =
State_ManyReady\n        return suspendCoroutineUninterceptedOrReturn {\n            c ->\n                nextStep = c\n                COROUTINE_SUSPENDED\n            }\n        }\n    }\n\n    // Completion continuation implementation\n    override fun
resumeWith(result: Result<Unit>) {\n        result.getOrThrow() // just rethrow exception if it is there\n        state =
State_Done\n    }\n\n    override val context: CoroutineContext\n        get() = EmptyCoroutineContext\n    }

"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.collections\n\ninternal fun checkWindowSizeStep(size:
Int, step: Int) {\n    require(size > 0 && step > 0) {\n        if (size != step)\n            "Both size $size and step $step
must be greater than zero.\n        else\n            "size $size must be greater than zero.\n    }\n}\n\ninternal fun <T>
Sequence<T>.windowedSequence(size: Int, step: Int, partialWindows: Boolean, reuseBuffer: Boolean):
Sequence<List<T>> {\n    checkWindowSizeStep(size, step)\n    return Sequence { windowedIterator(iterator(),
size, step, partialWindows, reuseBuffer) }\n}\n\ninternal fun <T> windowedIterator(iterator: Iterator<T>, size: Int,
step: Int, partialWindows: Boolean, reuseBuffer: Boolean): Iterator<List<T>> {\n    if (!iterator.hasNext()) return
EmptyIterator\n    return iterator<List<T>> {\n        val bufferInitialCapacity = size.coerceAtMost(1024)\n        val
gap = step - size\n        if (gap >= 0) {\n            var buffer = ArrayList<T>(bufferInitialCapacity)\n            var skip
= 0\n            for (e in iterator) {\n                if (skip > 0) { skip -= 1; continue }\n                buffer.add(e)\n                if (buffer.size == size) {\n                    yield(buffer)\n                    if (reuseBuffer) buffer.clear() else buffer = ArrayList(size)\n                    skip = gap\n                }\n                }\n                if (buffer.isNotEmpty()) {\n                    if (partialWindows || buffer.size == size)\n                        yield(buffer)\n                }\n                } else {\n                    var buffer = RingBuffer<T>(bufferInitialCapacity)\n                    for (e in
iterator) {\n                        buffer.add(e)\n                        if (buffer.isFull()) {\n                            if (buffer.size < size) { buffer =
buffer.expanded(maxCapacity = size); continue }\n                            yield(if (reuseBuffer) buffer else
ArrayList(buffer))\n                            buffer.removeFirst(step)\n                        }\n                    }\n                    if (partialWindows) {\n                        while (buffer.size > step) {\n                            yield(if (reuseBuffer)
buffer else ArrayList(buffer))\n                            buffer.removeFirst(step)\n                        }\n                    }\n                    if
(buffer.isNotEmpty()) yield(buffer)\n                }\n            }\n        }\n    }\n}\n\ninternal class MovingSubList<out E>(private val
list: List<E>) : AbstractList<E>(), RandomAccess {\n    private var fromIndex: Int = 0\n    private var _size: Int =
0\n\n    fun move(fromIndex: Int, toIndex: Int) {\n        checkRangeIndexes(fromIndex, toIndex, list.size)\n    }\n}

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this.fromIndex = fromIndex\n    this._size = toIndex - fromIndex\n    }\n\n    override fun get(index: Int): E {\n
checkElementIndex(index, _size)\n    return list[fromIndex + index]\n    }\n\n    override val size: Int get() =
_size\n}\n\n/*\n * Provides ring buffer implementation.\n *\n * Buffer overflow is not allowed so [add] doesn't
overwrite tail but raises an exception.\n */\nprivate class RingBuffer<T>(private val buffer: Array<Any?>,
filledSize: Int) : AbstractList<T>(), RandomAccess {\n
    init {\n        require(filledSize >= 0) { \"ring buffer filled size should not be negative but it is $filledSize\" }\n
    }\n\n    require(filledSize <= buffer.size) { \"ring buffer filled size: $filledSize cannot be larger than the buffer size:
${buffer.size}\" }\n    }\n\n    constructor(capacity: Int) : this(arrayOfNulls<Any?>(capacity), 0)\n\n    private val
capacity = buffer.size\n    private var startIndex: Int = 0\n\n    override var size: Int = filledSize\n    private set{\n
override fun get(index: Int): T {\n        checkElementIndex(index, size)\n
    }\n\n    @Suppress(\"UNCHECKED_CAST\")\n    return buffer[startIndex.forward(index)] as T\n    }\n\n    fun isFull() =
size == capacity\n\n    override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {\n        private var count
= size\n        private var index = startIndex\n\n        override fun computeNext() {\n            if (count == 0) {\n
done()\n            } else {\n                @Suppress(\"UNCHECKED_CAST\")\n                setNext(buffer[index] as T)\n
                index = index.forward(1)\n                count--\n            }\n        }\n    }\n\n    @Suppress(\"UNCHECKED_CAST\")\n    override fun <T> toArray(array: Array<T>): Array<T> {\n
val result: Array<T?> =\n        if (array.size < this.size) array.copyOf(this.size) else array as Array<T?>\n\n    val size = this.size\n    var widx = 0\n    var idx = startIndex\n\n    while (widx < size && idx < capacity)\n
{\n        result[widx] = buffer[idx] as T\n        widx++\n        idx++\n    }\n\n    idx = 0\n    while
(widx < size) {\n        result[widx] = buffer[idx] as T\n        widx++\n        idx++\n    }\n\n    if (result.size
> this.size) result[this.size] = null\n\n    return result as Array<T>\n    }\n\n    override fun toArray():
Array<Any?> {\n        return toArray(arrayOfNulls(size))\n    }\n\n    /**\n     * Creates a new
ring buffer with the capacity equal to the minimum of [maxCapacity] and 1.5 * [capacity].\n     * The returned ring
buffer contains the same elements as this ring buffer.\n     */\n    fun expanded(maxCapacity: Int): RingBuffer<T>\n
{\n        val newCapacity = (capacity + (capacity shr 1) + 1).coerceAtMost(maxCapacity)\n        val newBuffer = if
(startIndex == 0) buffer.copyOf(newCapacity) else toArray(arrayOfNulls(newCapacity))\n        return
RingBuffer(newBuffer, size)\n    }\n\n    /**\n     * Add [element] to the buffer or fail with [IllegalStateException] if
no free space available in the buffer.\n     */\n    fun add(element: T) {\n        if (isFull()) {\n            throw
IllegalStateException(\"ring buffer is full\")\n        }\n        buffer[startIndex.forward(size)] = element\n
size++\n    }\n\n    /**\n     * Removes [n] first elements from the buffer or fails with [IllegalArgumentException] if
not enough elements in the buffer to remove.\n     */\n    fun removeFirst(n:
Int) {\n        require(n >= 0) { \"n shouldn't be negative but it is $n\" }\n        require(n <= size) { \"n shouldn't be
greater than the buffer size: n = $n, size = $size\" }\n\n        if (n > 0) {\n            val start = startIndex\n            val
end = start.forward(n)\n\n            if (start > end) {\n                buffer.fill(null, start, capacity)\n
            }\n            buffer.fill(null, 0, end)\n        } else {\n            buffer.fill(null, start, end)\n        }\n\n        startIndex =
end\n        size -= n\n    }\n\n    @Suppress(\"NOTHING_TO_INLINE\")\n    private inline fun
Int.forward(n: Int): Int = (this + n) % capacity\n}\n\n/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\n// UByteArray
===== \n@Exp
erimentalUnsignedTypes\nprivate
fun partition(\n    array: UByteArray, left: Int, right: Int): Int {\n        var i = left\n        var j = right\n        val pivot =
array[(left + right) / 2]\n        while (i <= j) {\n            while (array[i] < pivot)\n                i++\n            while (array[j] >
pivot)\n                j--\n            if (i <= j) {\n                val tmp = array[i]\n                array[i] = array[j]\n                array[j] = tmp\n
                i++\n                j--\n            }\n        }\n        return i\n    }\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n
array: UByteArray, left: Int, right: Int) {\n        val index = partition(array, left, right)\n        if (left < index - 1)\n            quickSort(array, left, index - 1)\n        if (index < right)\n            quickSort(array, index, right)\n    }\n\n// UShortArray
===== \n@Exp

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experimentalUnsignedTypes\nprivate fun partition(\n  array: UShortArray, left: Int,
  right: Int): Int {\n  var i = left\n  var j = right\n  val pivot = array[(left + right) / 2]\n  while (i <= j) {\n
while (array[i] < pivot)\n    i++\n  while (array[j] > pivot)\n    j--\n  if (i <= j) {\n    val tmp =
array[i]\n    array[i] = array[j]\n    array[j] = tmp\n    i++\n    j--\n  }\n  }\n  return
i}\n}\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n  array: UShortArray, left: Int, right: Int) {\n  val
index = partition(array, left, right)\n  if (left < index - 1)\n    quickSort(array, left, index - 1)\n  if (index <
right)\n    quickSort(array, index, right)\n}\n}\n\n// UIntArray
=====\n@Exp
perimentalUnsignedTypes\nprivate fun partition(\n  array: UIntArray, left: Int, right: Int): Int {\n  var i = left\n
var j = right\n  val pivot = array[(left + right) / 2]\n  while (i <= j)
{\n  while (array[i] < pivot)\n    i++\n  while (array[j] > pivot)\n    j--\n  if (i <= j) {\n
val tmp = array[i]\n    array[i] = array[j]\n    array[j] = tmp\n    i++\n    j--\n  }\n  }\n
return i}\n}\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n  array: UIntArray, left: Int, right: Int) {\n
val index = partition(array, left, right)\n  if (left < index - 1)\n    quickSort(array, left, index - 1)\n  if (index <
right)\n    quickSort(array, index, right)\n}\n}\n\n// ULongArray
=====\n@Exp
perimentalUnsignedTypes\nprivate fun partition(\n  array: ULongArray, left: Int, right: Int): Int {\n  var i = left\n
var j = right\n  val pivot = array[(left + right) / 2]\n  while (i <= j) {\n  while (array[i] < pivot)\n    i++\n
while (array[j] > pivot)\n    j--\n  if (i
<= j) {\n    val tmp = array[i]\n    array[i] = array[j]\n    array[j] = tmp\n    i++\n    j--\n  }\n  }\n
return i}\n}\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n  array: ULongArray, left: Int,
right: Int) {\n  val index = partition(array, left, right)\n  if (left < index - 1)\n    quickSort(array, left, index - 1)\n
if (index < right)\n    quickSort(array, index, right)\n}\n}\n\n// Interfaces
=====\n/**\n
* Sorts the given array using qsort algorithm.\n * \n@ExperimentalUnsignedTypes\ninternal fun sortArray(array:
UByteArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex -
1)\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UShortArray, fromIndex: Int, toIndex: Int) =
quickSort(array, fromIndex, toIndex - 1)\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UIntArray,
fromIndex: Int, toIndex:
Int) = quickSort(array, fromIndex, toIndex - 1)\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array:
ULongArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1),"/*\n * Copyright 2010-
2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n * \npackage kotlin\n\nimport
kotlin.internal.InlineOnly\n\n/**\n * Compares this object with the specified object for order. Returns zero if this
object is equal\n * to the specified [other] object, a negative number if it's less than [other], or a positive number\n *
if it's greater than [other].\n * \n * This function delegates to [Comparable.compareTo] and allows to call it in infix
form.\n * \n@InlineOnly\n@SinceKotlin("1.6")\npublic inline infix fun <T> Comparable<T>.compareTo(other:
T): Int =\n  this.compareTo(other)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n * \npackage kotlin.contracts\n\nimport
kotlin.internal.ContractsDsl\nimport kotlin.internal.InlineOnly\n\n/**\n * This marker distinguishes the
experimental contract declaration API and is used to opt-in for that feature\n * when declaring contracts of user
functions.\n * \n * Any usage of a declaration annotated with `@ExperimentalContracts` must be accepted either
by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalContracts::class)`,\n * or by
using the compiler argument `--opt-in=kotlin.contracts.ExperimentalContracts`.\n
*\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin("1.3")\n@RequiresOptIn\n@MustBeDocumente
d\npublic annotation class ExperimentalContracts\n\n/**\n * Provides a scope, where the functions of the contract
DSL, such as [returns], [callsInPlace], etc.,\n * can be used to

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describe the contract of a function.\n *\n * This type is used as a receiver type of the lambda function passed to the
[contract] function.\n *\n * @see contract\n
*/\n\n@\nContractsDsl\n@ExperimentalContracts\n@SinceKotlin("1.3")\npublic interface ContractBuilder {\n /**\n * Describes a situation when a function returns normally, without any exceptions thrown.\n *\n * Use
[SimpleEffect.implies] function to describe a conditional effect that happens in such case.\n *\n */\n //
@sample samples.contracts.returnsContract\n @ContractsDsl public fun returns(): Returns\n /**\n *
Describes a situation when a function returns normally with the specified return [value].\n *\n * The possible
values of [value] are limited to `true`, `false` or `null`.\n *\n * Use [SimpleEffect.implies] function to describe a
conditional effect that happens in such case.\n *\n */\n // @sample samples.contracts.returnsTrueContract\n
// @sample samples.contracts.returnsFalseContract\n
// @sample samples.contracts.returnsNullContract\n @ContractsDsl public fun returns(value: Any?):
Returns\n /**\n * Describes a situation when a function returns normally with any value that is not `null`.\n
*\n * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.\n *\n
*/\n // @sample samples.contracts.returnsNotNullContract\n @ContractsDsl public fun returnsNotNull():
ReturnsNotNull\n /**\n * Specifies that the function parameter [lambda] is invoked in place.\n *\n * This
contract specifies that:\n * 1. the function [lambda] can only be invoked during the call of the owner function,\n
*\n * and it won't be invoked after that owner function call is completed;\n * 2. (optionally) the function [lambda]
is invoked the amount of times specified by the [kind] parameter,\n * see the [InvocationKind] enum for possible
values.\n *\n *
A function declaring the `callsInPlace` effect must be _inline_.\n *\n */\n /* @sample
samples.contracts.callsInPlaceAtMostOnceContract\n * @sample
samples.contracts.callsInPlaceAtLeastOnceContract\n * @sample
samples.contracts.callsInPlaceExactlyOnceContract\n * @sample
samples.contracts.callsInPlaceUnknownContract\n */\n @ContractsDsl public fun <R> callsInPlace(lambda:
Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace\n}\n\n/**\n * Specifies how
many times a function invokes its function parameter in place.\n *\n * See [ContractBuilder.callsInPlace] for the
details of the call-in-place function contract.\n
*/\n\n@\nContractsDsl\n@ExperimentalContracts\n@SinceKotlin("1.3")\npublic enum class InvocationKind {\n
/**\n * A function parameter will be invoked one time or not invoked at all.\n *\n */\n // @sample
samples.contracts.callsInPlaceAtMostOnceContract\n @ContractsDsl AT_MOST_ONCE,\n /**\n * A
function parameter
will be invoked one or more times.\n *\n */\n // @sample
samples.contracts.callsInPlaceAtLeastOnceContract\n @ContractsDsl AT_LEAST_ONCE,\n /**\n * A
function parameter
will be invoked exactly one time.\n *\n */\n // @sample
samples.contracts.callsInPlaceExactlyOnceContract\n @ContractsDsl EXACTLY_ONCE,\n /**\n * A
function parameter
is called in place, but it's unknown how many times it can be called.\n *\n */\n // @sample
samples.contracts.callsInPlaceUnknownContract\n @ContractsDsl UNKNOWN\n}\n\n/**\n * Specifies the
contract of a function.\n *\n * The contract description must be at the beginning of a function and have at least one
effect.\n *\n * Only the top-level functions can have a contract for now.\n *\n * @param builder the lambda where
the contract of a function is described with the help of the [ContractBuilder] members.\n *\n */\n /* @sample
samples.contracts.returnsContract\n* @sample samples.contracts.returnsTrueContract\n*
@sample samples.contracts.returnsFalseContract\n* @sample samples.contracts.returnsNullContract\n* @sample
samples.contracts.returnsNotNullContract\n* @sample samples.contracts.callsInPlaceAtMostOnceContract\n*
@sample samples.contracts.callsInPlaceAtLeastOnceContract\n* @sample
samples.contracts.callsInPlaceExactlyOnceContract\n* @sample
samples.contracts.callsInPlaceUnknownContract\n*/\n\n@\nContractsDsl\n@ExperimentalContracts\n@InlineOnly\n@
SinceKotlin("1.3")\n@Suppress("UNUSED_PARAMETER")\npublic inline fun contract(builder:
ContractBuilder.() -> Unit) { }\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
```

contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *^n\npackage kotlin.coroutines\n\n/**\n * Marks coroutine context element that intercepts coroutine continuations.\n * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor

and\n * intercepts all coroutine continuations with [interceptContinuation] invocations.\n *\n * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that\n * its implementation delegates [get][CoroutineContext.Element.get] and [minusKey][CoroutineContext.Element.minusKey]\n * to [getPolymorphicElement] and [minusPolymorphicKey] respectively.\n * [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either [ContinuationInterceptor.Key]\n * or subtype key if it extends [AbstractCoroutineContextKey].\n

```
*/\n@SinceKotlin("1.3")\npublic interface ContinuationInterceptor : CoroutineContext.Element {\n    /**\n     * The key that defines *the* context interceptor.\n     */\n    companion object Key : CoroutineContext.Key<ContinuationInterceptor>\n\n    /**\n     * Returns continuation that wraps the original [continuation], thus intercepting all resumptions.\n     * This function is invoked by coroutines framework when needed and the resulting continuations are\n     * cached internally per each instance of the original [continuation].\n     * This function may simply return original [continuation] if it does not want to intercept this particular continuation.\n     * When the original [continuation] completes, coroutine framework invokes [releaseInterceptedContinuation]\n     * with the resulting continuation if it was intercepted, that is if `interceptContinuation` had previously\n     * returned a different continuation instance.\n     */\n    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>\n\n    /**\n     * Invoked for the continuation instance returned by [interceptContinuation] when the original\n     * continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation]\n     * had returned a different continuation instance from the one it was invoked with.\n     * Default implementation does nothing.\n     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.\n     */\n    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {\n        /* do nothing by default */\n    }\n\n    public override operator fun <E> CoroutineContext.Element> get(key: CoroutineContext.Key<E>): E? {\n        // getPolymorphicKey specialized for ContinuationInterceptor key\n        @OptIn(ExperimentalStdlibApi::class)\n        if (key is AbstractCoroutineContextKey<*, *>) {\n            @Suppress("UNCHECKED_CAST")\n            return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null\n        }\n        @Suppress("UNCHECKED_CAST")\n        return if (ContinuationInterceptor === key) this as E else null\n    }\n\n    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {\n        // minusPolymorphicKey specialized for ContinuationInterceptor key\n        @OptIn(ExperimentalStdlibApi::class)\n        if (key is AbstractCoroutineContextKey<*, *>) {\n            return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this\n        }\n        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this\n    }\n}\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines\n\n/**\n * Persistent context for the coroutine. It is an indexed set of [Element] instances.\n * An indexed set is a mix between a set and a map.\n * Every element in this set has a unique [Key].\n */\n@SinceKotlin("1.3")\npublic interface CoroutineContext {\n    /**\n     * Returns the element with the given [key] from this context or `null`.\n     */\n    public operator fun <E> Element> get(key: Key<E>): E?\n\n    /**\n     * Accumulates entries of this context starting with [initial] value and applying [operation]\n     * from left to right to current accumulator value and each element of this context.\n     */\n    public fun <R> fold(initial: R, operation: (R, Element) -> R): R\n\n    /**\n     * Returns a context containing elements from this context and elements from other [context].\n     * The elements from this context with the same key as in the other one are dropped.\n     */\n    public operator fun plus(context: CoroutineContext): CoroutineContext =\n        if (context === EmptyCoroutineContext) this else // fast path -- avoid lambda creation\n            context.fold(this) { acc, element ->\n                val removed =
```

```

acc.minusKey(element.key)\n          if (removed === EmptyCoroutineContext) element else {\n          //
make sure interceptor is always last in the context (and thus is fast to get when present)\n          val interceptor
= removed[ContinuationInterceptor]\n
          if (interceptor == null) CombinedContext(removed, element) else {\n          val left =
removed.minusKey(ContinuationInterceptor)\n          if (left === EmptyCoroutineContext)
CombinedContext(element, interceptor) else\n          CombinedContext(CombinedContext(left, element),
interceptor)\n          }\n          }\n          }\n          /**\n          * Returns a context containing elements from this
context, but without an element with\n          * the specified [key].\n          */\n          public fun minusKey(key: Key<*>):
CoroutineContext\n          /**\n          * Key for the elements of [CoroutineContext]. [E] is a type of element with this
key.\n          */\n          public interface Key<E : Element>{\n          /**\n          * An element of the [CoroutineContext]. An
element of the coroutine context is a singleton context by itself.\n          */\n          public interface Element :
CoroutineContext {\n          /**\n          * A key of this coroutine context element.\n
          */\n          public val key: Key<*>\n          public override operator fun <E : Element> get(key: Key<E>): E?
=\n          @Suppress("UNCHECKED_CAST")\n          if (this.key == key) this as E else null\n          public
override fun <R> fold(initial: R, operation: (R, Element) -> R): R =\n          operation(initial, this)\n          public
override fun minusKey(key: Key<*>): CoroutineContext =\n          if (this.key == key) EmptyCoroutineContext
else this\n          }\n          }"/**\n          * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n
          * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
          */\n          \n          package kotlin.coroutines\n          import kotlin.coroutines.CoroutineContext.Element\n          import
kotlin.coroutines.CoroutineContext.Key\n          /**\n          * Base class for [CoroutineContext.Element] implementations.\n
          */\n          @SinceKotlin("1.3")\n          public abstract class AbstractCoroutineContextElement(public
override val key: Key<*>) : Element\n          /**\n          * Base class for [CoroutineContext.Key] associated with
polymorphic [CoroutineContext.Element] implementation.\n          * Polymorphic element implementation implies
delegating its [get][Element.get] and [minusKey][Element.minusKey]\n          * to [getPolymorphicElement] and
[minusPolymorphicKey] respectively.\n          */\n          * Polymorphic elements can be extracted from the coroutine context
using both element key and its supertype key.\n          * Example of polymorphic elements:\n          */\n          * open class
BaseElement : CoroutineContext.Element {\n          * companion object Key : CoroutineContext.Key<BaseElement>\n
          * override val key: CoroutineContext.Key<*> get() = Key\n          * // It is important to use getPolymorphicKey and
minusPolymorphicKey\n          * override fun <E : CoroutineContext.Element> get(key: CoroutineContext.Key<E>):
E? = getPolymorphicElement(key)\n          * override fun minusKey(key: CoroutineContext.Key<*>):
CoroutineContext = minusPolymorphicKey(key)\n          * }\n
          *\n          * class DerivedElement : BaseElement() {\n          * companion object Key :
AbstractCoroutineContextKey<BaseElement, DerivedElement>(BaseElement, { it as? DerivedElement })\n          * }\n
          */\n          // Now it is possible to query both `BaseElement` and `DerivedElement`\n          * someContext[BaseElement] // Returns
BaseElement?, non-null both for BaseElement and DerivedElement instances\n          * someContext[DerivedElement] //
Returns DerivedElement?, non-null only for DerivedElement instance\n          */\n          * @param B base class of a
polymorphic element\n          * @param baseKey an instance of base key\n          * @param E element type associated with the
current key\n          * @param safeCast a function that can safely cast abstract [CoroutineContext.Element] to the concrete
[E] type\n          * and return the element if it is a subtype of [E] or `null` otherwise.\n
          */\n          @SinceKotlin("1.3")\n          @ExperimentalStdlibApi\n          public abstract class AbstractCoroutineContextKey<B :
Element, E : B>(\n          baseKey: Key<B>,\n          private val safeCast:
(element: Element) -> E?) : Key<E> {\n          private val topmostKey: Key<*> = if (baseKey is
AbstractCoroutineContextKey<*, *>) baseKey.topmostKey else baseKey\n          internal fun tryCast(element:
Element): E? = safeCast(element)\n          internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey
=== key\n          }\n          /**\n          * Returns the current element if it is associated with the given [key] in a polymorphic manner
or `null` otherwise.\n          * This method returns non-null value if either [Element.key] is equal to the given [key] or if
the [key] is associated\n          * with [Element.key] via [AbstractCoroutineContextKey].\n          * See
[AbstractCoroutineContextKey] for the example of usage.\n

```



```

*\/n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun <E : Element>
Element.getPolymorphicElement(key: Key<E>): E? {\n  if (key is AbstractCoroutineContextKey<*, *>) {\n
@Suppress("UNCHECKED_CAST")\n    return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null\n
}\n  @Suppress("UNCHECKED_CAST")\n
    return if (this.key === key) this as E else null\n}\n\n/**\n * Returns empty coroutine context if the element is
associated with the given [key] in a polymorphic manner\n * or `null` otherwise.\n * This method returns empty
context if either [Element.key] is equal to the given [key] or if the [key] is associated\n * with [Element.key] via
[AbstractCoroutineContextKey].\n * See [AbstractCoroutineContextKey] for the example of usage.\n
*\/n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun Element.minusPolymorphicKey(key: Key<*>):
CoroutineContext {\n  if (key is AbstractCoroutineContextKey<*, *>) {\n    return if (key.isSubKey(this.key)
&& key.tryCast(this) != null) EmptyCoroutineContext else this\n  }\n  return if (this.key === key)
EmptyCoroutineContext else this\n}\n\n/**\n * An empty coroutine context.\n *\/n@SinceKotlin("1.3")\npublic
object EmptyCoroutineContext : CoroutineContext, Serializable {\n  private const val serialVersionUID:
Long = 0\n  private fun readResolve(): Any = EmptyCoroutineContext\n  public override fun <E : Element>
get(key: Key<E>): E? = null\n  public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
initial\n  public override fun plus(context: CoroutineContext): CoroutineContext = context\n  public
override fun minusKey(key: Key<*>): CoroutineContext = this\n  public override fun hashCode(): Int = 0\n
public override fun toString(): String = "EmptyCoroutineContext"\n}\n\n//----- internal impl -----
\n\n//
this class is not exposed, but is hidden inside implementations\n// this is a left-biased list, so that `plus`
works naturally\n@SinceKotlin("1.3")\ninternal class CombinedContext(\n  private val left: CoroutineContext,\n
private val element: Element\n) : CoroutineContext, Serializable {\n  override fun <E : Element> get(key:
Key<E>): E? {\n    var cur = this\n    while (true) {\n      cur.element[key]?.let
{\n        return it\n      }\n      val next = cur.left\n      if (next is CombinedContext) {\n        cur =
next\n      }\n    }\n    return next[key]\n  }\n  override fun <R> fold(initial: R, operation:
(R, Element) -> R): R =\n    operation(left.fold(initial, operation), element)\n  public override fun
minusKey(key: Key<*>): CoroutineContext {\n    element[key]?.let { return left }\n    val newLeft =
left.minusKey(key)\n    return when {\n      newLeft === left -> this\n      newLeft ===
EmptyCoroutineContext -> element\n      else -> CombinedContext(newLeft, element)\n    }\n  }\n  private
fun size(): Int {\n    var cur = this\n    var size = 2\n    while (true) {\n      cur = cur.left as?
CombinedContext ?: return size\n      size++\n    }\n  }\n  private fun contains(element: Element): Boolean
=\n    get(element.key)
== element\n  private fun containsAll(context: CombinedContext): Boolean {\n    var cur = context\n    while
(true) {\n      if (!contains(cur.element)) return false\n      val next = cur.left\n      if (next is
CombinedContext) {\n        cur = next\n      } else {\n        return contains(next as Element)\n      }\n
    }\n  }\n  override fun equals(other: Any?): Boolean =\n    this === other || other is CombinedContext
&& other.size() == size() && other.containsAll(this)\n  override fun hashCode(): Int = left.hashCode() +
element.hashCode()\n  override fun toString(): String =\n    "[" + fold("") { acc, element ->\n      if
(acc.isEmpty()) element.toString() else "$acc, $element"\n    } + "]\n  private fun writeReplace(): Any {\n
val n = size()\n  val elements = arrayOfNulls<CoroutineContext>(n)\n  var index = 0\n  fold(Unit) { _,
element -> elements[index++]
= element }\n  check(index == n)\n  @Suppress("UNCHECKED_CAST")\n  return
Serialized(elements as Array<CoroutineContext>)\n}\n\n private class Serialized(val elements:
Array<CoroutineContext>) : Serializable {\n  companion object {\n    private const val serialVersionUID:
Long = 0L\n  }\n  private fun readResolve(): Any = elements.fold(EmptyCoroutineContext,
CoroutineContext::plus)\n}\n\n"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in
the license/LICENSE.txt file.\n
*\/n\n@file:kotlin.jvm.JvmName("IntrinsicsKt")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage

```

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kotlin.coroutines.intrinsics\n\nimport kotlin.contracts.*\nimport kotlin.coroutines.*\nimport
kotlin.internal.InlineOnly\n\n/**\n * Obtains the current continuation instance inside suspend functions and either
suspends\n * currently running
    coroutine or returns result immediately without suspension.\n * If the [block] returns the special
[COROUTINE_SUSPENDED] value, it means that suspend function did suspend the execution and will\n * not
return any result immediately. In this case, the [Continuation] provided to the [block] shall be\n * resumed by
invoking [Continuation.resumeWith] at some moment in the\n * future when the result becomes available to resume
the computation.\n * Otherwise, the return value of the [block] must have a type assignable to [T] and represents
the result of this suspend function.\n * It means that the execution was not suspended and the [Continuation]
provided to the [block] shall not be invoked.\n * As the result type of the [block] is declared as `Any?` and cannot be
correctly type-checked,\n * its proper return type remains on the conscience of the suspend function's author.\n *
Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's thread without
    going through the\n * [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].\n * It
is the invoker's responsibility to ensure that a proper invocation context is established.\n * [Continuation.intercepted]
can be used to acquire the intercepted continuation.\n *\n * Note that it is not recommended to call either
[Continuation.resume] nor [Continuation.resumeWithException] functions synchronously\n * in the same
stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current\n *
continuation instance.\n *\n @SinceKotlin("1.3")\n @InlineOnly\n @Suppress("UNUSED_PARAMETER",
"RedundantSuspendModifier")\n public suspend inline fun <T>
suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {\n    contract {
callsInPlace(block, InvocationKind.EXACTLY_ONCE) }\n    throw NotImplementedError("Implementation of
suspendCoroutineUninterceptedOrReturn is intrinsic")\n }\n\n/**\n * This value is
used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that\n * the execution
was suspended and will not return any result immediately.\n *\n * **Note: this value should not be used in general
code.** Using it outside of the context of\n * `suspendCoroutineUninterceptedOrReturn` function return value
(including, but not limited to,\n * storing this value in other properties, returning it from other functions, etc)\n * can
lead to unspecified behavior of the code.\n *\n // It is implemented as property with getter to avoid ProGuard
<clinit> problem with multifile IntrinsicsKt class\n @SinceKotlin("1.3")\n public val COROUTINE_SUSPENDED:
Any get() = CoroutineSingletons.COROUTINE_SUSPENDED\n\n// Using enum here ensures two important
properties:\n// 1. It makes SafeContinuation serializable with all kinds of serialization frameworks (since all of them
natively support enums)\n// 2. It improves debugging experience, since you clearly see toString()
value of those objects and what package they come from\n @SinceKotlin("1.3")\n @PublishedApi // This class is
Published API via serialized representation of SafeContinuation, don't rename/move\n internal enum class
CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }" ,"/*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n package kotlin.experimental\n\n/**
Performs a bitwise AND operation between the two values.
*\n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public inline infix fun Byte.and(other: Byte): Byte =
(this.toInt() and other.toInt()).toByte()\n\n/** Performs a bitwise OR operation between the two values.
*\n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public inline infix fun Byte.or(other: Byte): Byte =
(this.toInt() or other.toInt()).toByte()\n\n/** Performs a bitwise XOR operation between
the two values. *\n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public inline infix fun Byte.xor(other:
Byte): Byte = (this.toInt() xor other.toInt()).toByte()\n\n/** Inverts the bits in this value.
*\n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public inline fun Byte.inv(): Byte =
(this.toInt().inv()).toByte()\n\n/** Performs a bitwise AND operation between the two values.
*\n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public inline infix fun Short.and(other: Short): Short =
(this.toInt() and other.toInt()).toShort()\n\n/** Performs a bitwise OR operation between the two values.
*\n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public inline infix fun Short.or(other: Short): Short =

```

(this.toInt() or other.toInt()).toShort()\n\n/** Performs a bitwise XOR operation between the two values.

```
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.xor(other: Short): Short =
(this.toInt() xor other.toInt()).toShort()\n\n/** Inverts
the bits in this value. *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun Short.inv(): Short =
(this.toInt().inv()).toShort()\n\n"/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.experimental\n\n/**\n * The experimental marker for type
inference augmenting annotations.\n *\n * Any usage of a declaration annotated with
`@ExperimentalTypeInference` must be accepted either by\n * annotating that usage with the [OptIn] annotation,
e.g. `@OptIn(ExperimentalTypeInference::class)`,\n * or by using the compiler argument `-opt-
in=kotlin.experimental.ExperimentalTypeInference`.\n *\n@RequiresOptIn(level =
RequiresOptIn.Level.ERROR)\n@MustBeDocumented\n@Retention(AnnotationRetention.BINARY)\n@Target(A
nnotationTarget.ANNOTATION_CLASS)\n@SinceKotlin("1.3")\npublic annotation class
ExperimentalTypeInference\n"/**\n
* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.internal\n\n/**\n * Specifies that the corresponding type should be ignored during type inference.\n
*\n@Target(AnnotationTarget.TYPE)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class
NoInfer\n\n/**\n * Specifies that the constraint built for the type during type inference should be an equality one.\n
*\n@Target(AnnotationTarget.TYPE)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class
Exact\n\n/**\n * Specifies that a corresponding member has the lowest priority in overload resolution.\n
*\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY,
AnnotationTarget.CONSTRUCTOR)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class
LowPriorityInOverloadResolution\n\n/**\n * Specifies
that the corresponding member has the highest priority in overload resolution. Effectively this means that\n * an
extension annotated with this annotation will win in overload resolution over a member with the same signature.\n
*\n@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class
HidesMembers\n\n/**\n * The value of this type parameter should be mentioned in input types (argument types,
receiver type or expected type).\n
*\n@Target(AnnotationTarget.TYPE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\ninternal
annotation class OnlyInputTypes\n\n/**\n * Specifies that this function should not be called directly without
inlining\n *\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY,
AnnotationTarget.PROPERTY_GETTER,
AnnotationTarget.PROPERTY_SETTER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class
InlineOnly\n\n/**\n * Specifies that this declaration can have dynamic receiver
type.\n *\n@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class
DynamicExtension\n\n/**\n * The value of this parameter should be a property reference expression (`this::foo`),
referencing a `lateinit` property,\n * the backing field of which is accessible at the point where the corresponding
argument is passed.\n
*\n@Target(AnnotationTarget.VALUE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\n@SinceK
otlin("1.2")\ninternal annotation class AccessibleLateinitPropertyLiteral\n\n/**\n * Specifies that this declaration is
only completely supported since the specified version.\n *\n * The Kotlin compiler of an earlier version is going to
report a diagnostic on usages of this declaration.\n * The diagnostic message can be specified with [message], or via
[errorCode] (takes less space, but might not be immediately clear\n * to the user). The diagnostic severity can be
specified with [level]: WARNING/ERROR

```

mean that either a warning or an error is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely. [versionKind] specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration. Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION]. If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin), Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, whereas Kotlin before 1.2 is going to treat this as a requirement on the language version. This annotation is

```

erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.
*/@Target(AnnotationTarget.CLASS, AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY,
AnnotationTarget.CONSTRUCTOR,
AnnotationTarget.TYPEALIAS)@Retention(AnnotationRetention.SOURCE)@Repeatable@SinceKotlin("1.
2")internal annotation class RequireKotlin(val version: String, val message: String = "", val level:
DeprecationLevel = DeprecationLevel.ERROR, val versionKind: RequireKotlinVersionKind =
RequireKotlinVersionKind.LANGUAGE_VERSION, val errorCode: Int = -1)/* The kind of the
version that is required by [RequireKotlin].*/@SinceKotlin("1.2")internal enum class
RequireKotlinVersionKind {LANGUAGE_VERSION, COMPILER_VERSION,
API_VERSION}/* Specifies that this declaration is a part of special DSL, used for constructing
function's contract.*/@Retention(AnnotationRetention.BINARY)@SinceKotlin("1.2")internal
annotation class ContractsDsl/* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.*/@package kotlin.properties@nimport kotlin.reflect.KProperty/* Standard
property delegates.*/@public object Delegates {/* Returns a property delegate for a read/write
property with a non-null value that is initialized not during object construction time but at a later time.
Trying to read the property before the initial value has been assigned results in an exception.*/
@sample samples.properties.Delegates.notNullDelegate/* public fun <T : Any> notNull():
ReadWriteProperty<Any?, T> = NotNullVar()/* Returns a property delegate for a read/write property
that calls a specified callback function when changed.*/ @param initialValue the initial
value of the property.*/ @param onChange the callback which is called after the change of the property is
made. The value of the property has already been changed when this callback is invoked.*/
@sample samples.properties.Delegates.observableDelegate/* public inline fun <T>
observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):
ReadWriteProperty<Any?, T> = {
    object : ObservableProperty<T>(initialValue) {
        override fun
afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
    }
}/* Returns a property delegate for a read/write property that calls a specified callback function when
changed, allowing the callback to veto the modification.*/ @param initialValue the initial value of the
property.*/ @param onChange the callback which is called before a change to the property
value is attempted.*/ The value of the property hasn't been changed yet, when this callback is invoked.*/
If the callback returns `true` the value of the property is being set to the new value, and if the callback returns
`false` the new value is discarded and the property remains its old value.*/
@sample
samples.properties.Delegates.vetoableDelegate/* @sample
samples.properties.Delegates.throwVetoableDelegate/* public inline fun <T> vetoable(initialValue: T,
crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):
ReadWriteProperty<Any?, T> = {
    object : ObservableProperty<T>(initialValue) {
        override fun
beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue,
newValue)
    }
}
private class NotNullVar<T : Any>(): ReadWriteProperty<Any?, T> { private var

```

```

value: T? = null\n\n    public override fun getValue(thisRef:
Any?, property: KProperty<*>): T {\n        return value ?: throw IllegalStateException("\Property
${property.name} should be initialized before get.")\n    }\n\n    public override fun setValue(thisRef: Any?,
property: KProperty<*>, value: T) {\n        this.value = value\n    }\n}\n\n"/*\n * Copyright 2010-2020 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.properties\n\nimport
kotlin.reflect.KProperty\n\n/**\n * Base interface that can be used for implementing property delegates of read-only
properties.\n * This is provided only for convenience; you don't have to extend this interface\n * as long as your
property delegate has methods with the same signatures.\n * @param T the type of object which owns the
delegated property.\n * @param V the type of the property value.\n */\n\npublic fun interface ReadOnlyProperty<in
T, out V> {\n    /**\n     * Returns the value of the property for the given object.\n     * @param thisRef the object
for which the value is requested.\n     * @param property the metadata for the property.\n     * @return the property
value.\n     */\n\n    public operator fun getValue(thisRef: T, property: KProperty<*>): V\n}\n\n/**\n * Base interface
that can be used for implementing property delegates of read-write properties.\n * This is provided only for
convenience; you don't have to extend this interface\n * as long as your property delegate has methods with the
same signatures.\n * @param T the type of object which owns the delegated property.\n * @param V the type of
the property value.\n */\n\npublic interface ReadWriteProperty<in T, V> : ReadOnlyProperty<T, V> {\n    /**\n     *
Returns the value of the property for the given object.\n     * @param thisRef the object for which the value is
requested.\n     * @param property the metadata for the property.\n     * @return the property value.\n     */\n\n    public override operator fun getValue(thisRef: T, property:
KProperty<*>): V\n\n    /**\n     * Sets the value of the property for the given object.\n     * @param thisRef the
object for which the value is requested.\n     * @param property the metadata for the property.\n     * @param value
the value to set.\n     */\n\n    public operator fun setValue(thisRef: T, property: KProperty<*>, value: V)\n}\n\n"/*\n *
Base interface that can be used for implementing property delegate providers.\n * This is provided only for
convenience; you don't have to extend this interface\n * as long as your delegate provider has a method with the
same signature.\n * @param T the type of object which owns the delegated property.\n * @param D the type of
property delegates this provider provides.\n */\n\n@SinceKotlin("1.4")\n\npublic fun interface
PropertyDelegateProvider<in T, out D> {\n    /**\n     * Returns the delegate of the property for the given object.\n
     *\n     * This function can be used to extend the logic of creating the object (e.g. perform validation checks)\n     *
to which the property implementation is delegated.\n     * @param thisRef the object for which property
delegate is requested.\n     * @param property the metadata for the property.\n     * @return the property delegate.\n
     */\n\n    public operator fun provideDelegate(thisRef: T, property: KProperty<*>): D\n}\n\n"/*\n * Copyright 2010-
2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.properties\n\nimport
kotlin.reflect.KProperty\n\n/**\n * Implements the core logic of a property delegate for a read/write property that
calls callback functions when changed.\n * @param initialValue the initial value of the property.\n */\n\npublic
abstract class ObservableProperty<V>(initialValue: V) : ReadWriteProperty<Any?,
V> {\n    private var value = initialValue\n\n    /**\n     * The callback which is called before a change to the
property value is attempted.\n     * The value of the property hasn't been changed yet, when this callback is
invoked.\n     * If the callback returns `true` the value of the property is being set to the new value,\n     * and if
the callback returns `false` the new value is discarded and the property remains its old value.\n     */\n\n    protected open
fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true\n\n    /**\n     * The
callback which is called after the change of the property is made. The value of the property\n     * has already been
changed when this callback is invoked.\n     */\n\n    protected open fun afterChange(property: KProperty<*>,
oldValue: V, newValue: V): Unit {}\n\n    public override fun getValue(thisRef: Any?, property: KProperty<*>): V
{\n        return value\n    }\n\n    public override fun setValue(thisRef:
Any?, property: KProperty<*>, value: V) {\n        val oldValue = this.value\n        if (!beforeChange(property,
oldValue, value)) {\n            return\n        }\n        this.value = value\n        afterChange(property, oldValue, value)\n
    }\n}

```

```

} }", /*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this
source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:Suppress("PackageDirectoryMismatch")\npackage kotlin\n\nimport kotlin.reflect.*\n\n/**\n * An
extension operator that allows delegating a read-only property of type [V]\n * to a property reference to a property
of type [V] or its subtype.\n * \n * @receiver A property reference to a read-only or mutable property of type [V] or
its subtype.\n * The reference is without a receiver, i.e. it either references a top-level property or\n * has the
receiver bound to it.\n * \n * Example:\n * \n * ```\n * class Login(val
username: String)\n * val defaultLogin = Login("Admin")\n * val defaultUsername by defaultLogin::username\n *
// equivalent to\n * val defaultUserName get() = defaultLogin.username\n * ```\n
*\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline operator fun <V>
KProperty0<V>.getValue(thisRef: Any?, property: KProperty<*>): V {\n    return get()\n}\n\n/**\n * An extension
operator that allows delegating a mutable property of type [V]\n * to a property reference to a mutable property of
the same type [V].\n * \n * @receiver A property reference to a mutable property of type [V].\n * The reference is
without a receiver, i.e. it either references a top-level property or\n * has the receiver bound to it.\n * \n * Example:\n
*\n * ```\n * class Login(val username: String, var incorrectAttemptCounter: Int = 0)\n * val defaultLogin =
Login("Admin")\n * var defaultLoginAttempts by defaultLogin::incorrectAttemptCounter\n * // equivalent to\n *
var defaultLoginAttempts: Int\n *
get() = defaultLogin.incorrectAttemptCounter\n *    set(value) { defaultLogin.incorrectAttemptCounter = value
}\n * ```\n
*\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline operator fun <V>
KMutableProperty0<V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {\n    set(value)\n}\n\n/**\n
* An extension operator that allows delegating a read-only member or extension property of type [V]\n * to a
property reference to a member or extension property of type [V] or its subtype.\n * \n * @receiver A property
reference to a read-only or mutable property of type [V] or its subtype.\n * The reference has an unbound receiver of
type [T].\n * \n * Example:\n * \n * ```\n * class Login(val username: String)\n * val Login.user by
Login::username\n * // equivalent to\n * val Login.user get() = this.username\n * ```\n
*\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, V> KProperty1<T,
V>.getValue(thisRef: T, property: KProperty<*>):
V {\n    return get(thisRef)\n}\n\n/**\n * An extension operator that allows delegating a mutable member or
extension property of type [V]\n * to a property reference to a member or extension mutable property of the same
type [V].\n * \n * @receiver A property reference to a read-only or mutable property of type [V] or its subtype.\n
* The reference has an unbound receiver of type [T].\n * \n * Example:\n * \n * ```\n * class Login(val username:
String, var incorrectAttemptCounter: Int)\n * var Login.attempts by Login::incorrectAttemptCounter\n * //
equivalent to\n * var Login.attempts: Int\n *    get() = this.incorrectAttemptCounter\n *    set(value) {\n
this.incorrectAttemptCounter = value\n * }\n * ```\n
*\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, V> KMutableProperty1<T, V>.setValue(thisRef: T, property: KProperty<*>, value: V) {\n
set(thisRef, value)\n}
", /*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\npackage kotlin.random\n\nimport kotlin.math.nextDown\n\n/**\n * An abstract class that is implemented by
random number generator algorithms.\n * \n * The companion object [Random.Default] is the default instance of
[Random].\n * \n * To get a seeded instance of random generator use [Random] function.\n * \n * @sample
samples.random.Randoms.defaultRandom\n * \n\n@SinceKotlin("1.3")\npublic abstract class Random {\n\n    /**\n
* Gets the next random [bitCount] number of bits.\n * \n * Generates an `Int` whose lower [bitCount] bits are
filled with random values and the remaining upper bits are zero.\n * \n * @param bitCount number of bits to
generate, must be in range 0..32, otherwise the behavior is unspecified.\n * \n * @sample
samples.random.Randoms.nextBits\n * \n    public abstract fun nextBits(bitCount: Int): Int\n\n    /**\n
* Gets the next random `Int` from the random number generator.\n * \n * Generates an `Int` random value
uniformly distributed between `Int.MIN_VALUE` and `Int.MAX_VALUE` (inclusive).\n * \n * @sample

```

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samples.random.Randoms.nextInt\n    */\n    public open fun nextInt(): Int = nextBits(32)\n\n    /**\n     * Gets the
next random non-negative `Int` from the random number generator less than the specified [until] bound.\n    */\n    *
Generates an `Int` random value uniformly distributed between `0` (inclusive) and the specified [until] bound
(exclusive).\n    */\n    * @param until must be positive.\n    */\n    * @throws IllegalArgumentException if [until]
is negative or zero.\n    */\n    * @sample samples.random.Randoms.nextIntFromUntil\n    */\n    public open fun
nextInt(from: Int, until: Int): Int = nextInt(0, until)\n\n    /**\n     * Gets the next random `Int` from the random number
generator in the specified range.\n    */\n    * Generates an `Int` random value uniformly
distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n    */\n    * @throws
IllegalArgumentException if [from] is greater than or equal to [until].\n    */\n    * @sample
samples.random.Randoms.nextIntFromUntil\n    */\n    public open fun nextInt(from: Int, until: Int): Int {\n
checkRangeBounds(from, until)\n    val n = until - from\n    if (n > 0 || n == Int.MIN_VALUE) {\n        val
rnd = if (n and -n == n) {\n            val bitCount = fastLog2(n)\n            nextBits(bitCount)\n        } else {\n
var v: Int\n            do {\n                val bits = nextInt().ushr(1)\n                v = bits % n\n            }
while (bits - v + (n - 1) < 0)\n            v\n        }\n        return from + rnd\n    } else {\n        while (true)
{\n            val rnd = nextInt()\n            if (rnd in from until until) return rnd\n        }\n    }\n}\n\n    /**\n     * Gets the next random `Long` from the random number generator.\n    */\n    * Generates a `Long`
random value uniformly distributed between `Long.MIN_VALUE` and `Long.MAX_VALUE` (inclusive).\n    */\n    * @sample samples.random.Randoms.nextLong\n    */\n    public open fun nextLong(): Long =
nextInt().toLong().shl(32) + nextInt()\n\n    /**\n     * Gets the next random non-negative `Long` from the random
number generator less than the specified [until] bound.\n    */\n    * Generates a `Long` random value uniformly
distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n    */\n    * @param until must be
positive.\n    */\n    * @throws IllegalArgumentException if [until] is negative or zero.\n    */\n    * @sample
samples.random.Randoms.nextLongFromUntil\n    */\n    public open fun nextLong(until: Long): Long =
nextLong(0, until)\n\n    /**\n     * Gets the next random `Long` from the random number generator in the specified
range.\n    */\n    * Generates a `Long` random value uniformly distributed between the specified [from] (inclusive) and
[until] (exclusive) bounds.\n    */\n    * @throws IllegalArgumentException if [from] is greater than or equal to
[until].\n    */\n    * @sample samples.random.Randoms.nextLongFromUntil\n    */\n    public open fun
nextLong(from: Long, until: Long): Long {\n    checkRangeBounds(from, until)\n    val n = until - from\n
if (n > 0) {\n        val rnd: Long\n        if (n and -n == n) {\n            val nLow = n.toInt()\n            val nHigh
= (n ushr 32).toInt()\n            rnd = when {\n                nLow != 0 -> {\n                    val bitCount =
fastLog2(nLow)\n                    // toUInt().toLong()\n                    nextBits(bitCount).toLong() and
0xFFFF_FFFF\n                }\n                nHigh == 1 ->{\n                    // toUInt().toLong()\n
nextInt().toLong() and
0xFFFF_FFFF\n                } else -> {\n                    val bitCount = fastLog2(nHigh)\n
nextBits(bitCount).toLong().shl(32) + (nextInt().toLong() and 0xFFFF_FFFF)\n                }\n            }\n
} else {\n        var v: Long\n        do {\n            val bits = nextLong().ushr(1)\n            v = bits %
n\n        } while (bits - v + (n - 1) < 0)\n        rnd = v\n    }\n    return from + rnd\n    } else {\n        while (true) {\n            val rnd = nextLong()\n            if (rnd in from until until) return rnd\n        }\n    }\n}\n}\n\n    /**\n     * Gets the next random [Boolean] value.\n    */\n    * @sample
samples.random.Randoms.nextBoolean\n    */\n    public open fun nextBoolean(): Boolean = nextBits(1) != 0\n\n    /**\n     * Gets the next random [Double] value uniformly distributed between 0 (inclusive) and 1 (exclusive).\n    */\n    * @sample samples.random.Randoms.nextDouble\n    */\n    public open fun nextDouble(): Double =
doubleFromParts(nextBits(26), nextBits(27))\n\n    /**\n     * Gets the next random non-negative `Double` from the
random number generator less than the specified [until] bound.\n    */\n    * Generates a `Double` random value
uniformly distributed between 0 (inclusive) and [until] (exclusive).\n    */\n    * @throws IllegalArgumentException
if [until] is negative or zero.\n    */\n    * @sample samples.random.Randoms.nextDoubleFromUntil\n    */\n
public open fun nextDouble(until: Double): Double = nextDouble(0.0, until)\n\n    /**\n     * Gets the next random

```

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`Double` from the random number generator in the specified range.\n
 * Generates a `Double` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n
 * [from] and [until] must be finite otherwise the behavior is unspecified.\n
 * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n
 * @sample samples.random.Randoms.nextDoubleFromUntil\n
 public open fun nextDouble(from: Double, until: Double): Double {\n
     checkRangeBounds(from, until)\n
     val size = until - from\n
     val r = if (size.isInfinite() && from.isFinite() && until.isFinite()) {\n
         val r1 = nextDouble() * (until / 2 - from / 2)\n
         from + r1 + r1\n
     } else {\n
         from + nextDouble() * size\n
     }\n
     return if (r >= until) until.nextDown() else r\n
 }\n
 /**\n
  * Gets the next random [Float] value uniformly distributed between 0 (inclusive) and 1 (exclusive).\n
  * @sample samples.random.Randoms.nextFloat\n
  */\n
 public open fun nextFloat(): Float = nextBits(24) / (1 shl 24).toFloat()\n
 /**\n
  * Fills a subrange of the specified byte [array] starting from [fromIndex] inclusive and ending [toIndex] exclusive\n
  * with random bytes.\n
  * @return [array] with the subrange filled with random bytes.\n
  * @sample samples.random.Randoms.nextBytes\n
  */\n
 public open fun nextBytes(array: ByteArray, fromIndex: Int = 0, toIndex: Int = array.size): ByteArray {\n
     require(fromIndex in 0..array.size && toIndex in 0..array.size) {\n
         "\"fromIndex ($fromIndex) or toIndex ($toIndex) are out of range: 0..${array.size}.\" }\n
     } require(fromIndex <= toIndex) {\n
         "\"fromIndex ($fromIndex) must be not greater than toIndex ($toIndex).\" }\n
     }\n
     val steps = (toIndex - fromIndex) / 4\n
     var position = fromIndex\n
     repeat(steps) {\n
         val v = nextInt()\n
         array[position] = v.toByte()\n
         array[position + 1] = v.ushr(8).toByte()\n
         array[position + 2] = v.ushr(16).toByte()\n
         array[position + 3] = v.ushr(24).toByte()\n
         position += 4\n
     }\n
     val remainder = toIndex - position\n
     val vr = nextBits(remainder * 8)\n
     for (i in 0 until remainder) {\n
         array[position + i] = vr.ushr(i * 8).toByte()\n
     }\n
     return array\n
 }\n
 /**\n
  * Fills the specified byte [array] with random bytes and returns it.\n
  * @return [array] filled with random bytes.\n
  * @sample samples.random.Randoms.nextBytes\n
  */\n
 public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)\n
 /**\n
  * Creates a byte array of the specified [size], filled with random bytes.\n
  * @sample samples.random.Randoms.nextBytes\n
  */\n
 public open fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))\n
 /**\n
  * The default random number generator.\n
  * On JVM this generator is thread-safe, its methods can be invoked from multiple threads.\n
  * @sample samples.random.Randoms.defaultRandom\n
  */\n
 companion object Default : Random(), Serializable {\n
     private val defaultRandom: Random = defaultPlatformRandom()\n
     private object Serialized : Serializable {\n
         private const val serialVersionUID = 0L\n
         private fun readResolve(): Any = Random()\n
     }\n
     private fun writeReplace(): Any = Serialized\n
     override fun nextBits(bitCount: Int): Int = defaultRandom.nextBits(bitCount)\n
     override fun nextInt(): Int = defaultRandom.nextInt()\n
     override fun nextInt(until: Int): Int = defaultRandom.nextInt(until)\n
     override fun nextInt(from: Int, until: Int): Int = defaultRandom.nextInt(from, until)\n
     override fun nextLong(): Long = defaultRandom.nextLong()\n
     override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)\n
     override fun nextLong(from: Long, until: Long): Long = defaultRandom.nextLong(from, until)\n
     override fun nextBoolean(): Boolean = defaultRandom.nextBoolean()\n
     override fun nextDouble(): Double = defaultRandom.nextDouble()\n
     override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)\n
     override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)\n
     override fun nextFloat(): Float = defaultRandom.nextFloat()\n
     override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)\n
     override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)\n
     override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray =\n
         defaultRandom.nextBytes(array, fromIndex, toIndex)\n
 }\n
 /**\n
  * Returns a repeatable random number generator seeded with the given [seed] `Int` value.\n
  * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.\n
  * *Note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return\n
  * a sequence of values

```


different from the current one for a given seed.
 * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.
 @sample
 samples.random.Randoms.seededRandom
 *
 @SinceKotlin("1.3")
 public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * *Note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return
 * a sequence of values different from the current one for a given seed.
 * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.
 @sample
 samples.random.Randoms.seededRandom
 *
 @SinceKotlin("1.3")
 public fun Random(seed: Long): Random = XorWowRandom(seed.toInt(), seed.shr(32).toInt())
 * Gets the next random `Int` from the random number generator in the specified [range].
 * Generates an `Int` random value uniformly distributed in the specified [range]:
 * from `range.start` inclusive to `range.endInclusive` inclusive.
 * @throws
 IllegalArgumentException if [range] is empty.
 @SinceKotlin("1.3")
 public fun Random.nextInt(range: IntRange): Int = when {
 range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: \$range")
 range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
 range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
 else -> nextInt()
 }
 * Gets the next random `Long` from the random number generator in the specified [range].
 * Generates a `Long` random value uniformly distributed in the specified [range]:
 * from `range.start` inclusive to `range.endInclusive` inclusive.
 * @throws
 IllegalArgumentException if [range] is empty.
 @SinceKotlin("1.3")
 public fun Random.nextLong(range: LongRange): Long = when {
 range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: \$range")
 range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
 range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
 else -> nextLong()
 }
 internal expect fun defaultPlatformRandom(): Random
 internal expect fun doubleFromParts(hi26: Int, low27: Int): Double
 internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()
 * Takes upper [bitCount] bits (0..32) from this number.
 internal fun Int.takeUpperBits(bitCount: Int): Int = this.ushr(32 - bitCount) and (-bitCount).shr(31)
 internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
 boundsErrorMessage(from, until)
 }
 internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
 boundsErrorMessage(from, until)
 }
 internal fun checkRangeBounds(from: Double, until: Double) = require(until > from) {
 boundsErrorMessage(from, until)
 }
 internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [\$from, \$until]."
 * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 package kotlin.random
 *
 * Gets the next random [UInt] from the random number generator.
 * Generates a [UInt] random value uniformly distributed between [UInt.MIN_VALUE] and [UInt.MAX_VALUE] (inclusive).
 @SinceKotlin("1.5")
 @WasExperimental(ExperimentalUnsignedTypes::class)
 public fun Random.nextUInt(): UInt = nextInt().toUInt()
 * Gets the next random [UInt] from the random number generator less than the specified [until] bound.
 * Generates a [UInt] random value uniformly distributed between
 `0` (inclusive) and the specified [until] bound (exclusive).
 * @throws IllegalArgumentException if [until] is zero.
 @SinceKotlin("1.5")
 @WasExperimental(ExperimentalUnsignedTypes::class)
 public fun Random.nextUInt(until: UInt): UInt = nextUInt(0u, until)
 * Gets the next random [UInt] from the random number generator in the specified range.
 * Generates a [UInt] random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.
 * @throws IllegalArgumentException if [from] is greater than or equal to [until].
 @SinceKotlin("1.5")
 @WasExperimental(ExperimentalUnsignedTypes::class)
 public fun

```

Random.nextInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)
    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE
    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUInt()
}

* Gets the next random [UInt] from the random number generator in the specified [range].
* Generates a [UInt] random value uniformly distributed in the specified [range]:
* from `range.start` inclusive to `range.endInclusive` inclusive.
* @throws IllegalArgumentException if [range] is empty.

@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun Random.nextInt(range: UIntRange): UInt = when {
    range.isEmpty() -> throw
    IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < UInt.MAX_VALUE ->
    nextUInt(range.first, range.last + 1u)
    range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) +
    1u
    else -> nextUInt()
}

* Gets the next random [ULong] from the random number generator.
* Generates a [ULong] random value uniformly distributed between [ULong.MIN_VALUE] and
[ULong.MAX_VALUE] (inclusive).

@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun Random.nextULong(): ULong = nextLong().toULong()

* Gets the next random [ULong] from the
random number generator less than the specified [until] bound.
* Generates a [ULong] random value
uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).
* @throws
IllegalArgumentException if [until] is zero.

@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)

* Gets the next random [ULong] from
the random number generator in the specified range.
* Generates a [ULong] random value uniformly
distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.
* @throws
IllegalArgumentException if [from] is greater than or equal to [until].

@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun Random.nextULong(from: ULong, until: ULong): ULong
{
    checkULongRangeBounds(from, until)
    val signedFrom = from.toLong() xor Long.MIN_VALUE
    val signedUntil = until.toLong() xor Long.MIN_VALUE
    val signedResult = nextLong(signedFrom,
signedUntil) xor Long.MIN_VALUE
    return signedResult.toULong()
}

* Gets the next random
[ULong] from the random number generator in the specified [range].
* Generates a [ULong] random value
uniformly distributed in the specified [range]:
* from `range.start` inclusive to `range.endInclusive` inclusive.
* @throws
IllegalArgumentException if [range] is empty.

@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun Random.nextULong(range: ULongRange): ULong = when {
    range.isEmpty() -> throw
    IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < ULong.MAX_VALUE -
> nextULong(range.first, range.last + 1u)
    range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u,
range.last) + 1u
    else -> nextULong()
}

* Fills the specified unsigned byte [array] with random bytes and returns it.
* @return [array] filled with random bytes.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray): UByteArray {
    nextBytes(array.asByteArray())
    return
array
}

* Creates an unsigned byte array of the specified [size], filled with random bytes.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(size: Int): UByteArray
= nextBytes(size).asUByteArray()

* Fills a subrange of the specified `UByte` [array] starting from
[fromIndex] inclusive and ending [toIndex] exclusive with random UBytes.
* @return [array] with the
subrange filled with random bytes.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {
    nextBytes(array.asByteArray(), fromIndex,
toIndex)
    return array
}

internal fun checkUIntRangeBounds(from: UInt, until: UInt) = require(until >
from) { boundsErrorMessage(from, until) }
internal fun checkULongRangeBounds(from: ULong, until: ULong) =

```

require(until > from) { boundsErrorMessage(from, until) }"}\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.random\n\n/**\n * Random number generator, using Marsaglia's \"xorwow\" algorithm\n * Cycles after 2¹⁹² - 2³² repetitions.\n * For more details, see Marsaglia, George (July 2003). \"Xorshift RNGs\". Journal of Statistical Software. 8 (14).
doi:10.18637/jss.v008.i14\n * Available at <https://www.jstatsoft.org/v08/i14/paper>\n */\n\ninternal class

XorWowRandom internal constructor(\n private var x: Int,\n private var y: Int,\n private var z: Int,\n private var

w: Int,\n private var v: Int,\n private var addend: Int)\n : Random(), Serializable {\n\n internal constructor(seed1: Int, seed2: Int) :n this(seed1, seed2, 0, 0, seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))\n\n init {\n require((x or y or z or w or v) != 0) { \"Initial state must have at least one non-zero element.\" }\n\n // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64\n repeat(64) { nextInt() }\n }\n\n override fun nextInt(): Int {\n // Equivalent to the xorwow algorithm\n // From Marsaglia, G. 2003. Xorshift RNGs. J. Statis. Soft. 8, 14, p. 5\n var t = x\n t = t xor (t ushr 2)\n x = y\n y = z\n z = w\n val v0 = v\n w = v0\n t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)\n v = t\n addend += 362437\n return t + addend\n }\n\n override fun nextBits(bitCount: Int): Int =\n nextInt().takeUpperBits(bitCount)\n\n

private companion object {\n private const val serialVersionUID: Long = 0L\n }\n}\n"}\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"RangesKt\")\n\npackage kotlin.ranges\n\n/**\n * Represents a range of [Comparable] values.\n */\n\nprivate open class ComparableRange<T> : Comparable<T> >>(\n override val start: T,\n override val endInclusive: T)\n : ClosedRange<T> {\n\n override fun equals(other: Any?): Boolean {\n return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||\n start == other.start && endInclusive == other.endInclusive)\n }\n\n override fun hashCode(): Int {\n return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()\n }\n\n override fun toString(): String = \"\$start..\$endInclusive\"\n}\n\n/**\n * Creates a range from this [Comparable] value to the specified [that] value.\n * This value needs to be smaller than or equal to [that] value, otherwise the returned range will be empty.\n * @sample samples.ranges.Ranges.rangeFromComparable\n */\n\npublic operator fun <T> : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)\n\n/**\n * Represents a range of floating point numbers.\n * Extends [ClosedRange] interface providing custom operation [lessThanOrEquals] for comparing values of range domain type.\n * This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to\n * achieve IEEE-754 comparison order instead of total order of floating point numbers.\n */\n\n@SinceKotlin(\"1.1\")\n\npublic interface

ClosedFloatingPointRange<T> : Comparable<T>> : ClosedRange<T> {\n override fun contains(value: T): Boolean = lessThanOrEquals(start,

value) && lessThanOrEquals(value, endInclusive)\n override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)\n\n /**\n * Compares two values of range domain type and returns true if first is less than or equal to second.\n */\n fun lessThanOrEquals(a: T, b: T): Boolean\n}\n\n/**\n * A closed range of values of type `Double`. Numbers are compared with the ends of this range according to IEEE-754.\n */\n\nprivate class

ClosedDoubleRange(\n start: Double,\n endInclusive: Double)\n : ClosedFloatingPointRange<Double> {\n private val _start = start\n private val _endInclusive = endInclusive\n override val start: Double get() = _start\n override val endInclusive: Double get() = _endInclusive\n\n override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b\n\n override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive\n\n override fun isEmpty(): Boolean = !(_start <= _endInclusive)\n\n

override fun equals(other: Any?): Boolean {\n return other is ClosedDoubleRange && (isEmpty() && other.isEmpty() ||\n _start == other._start && _endInclusive == other._endInclusive)\n }\n\n override fun hashCode(): Int {\n return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()\n\n

```

}
override fun toString(): String = "$_start..$_endInclusive"
}

Creates a range from this [Double]
value to the specified [that] value.
Numbers are compared with the ends of this range according to IEEE-
754.
@sample samples.ranges.Ranges.rangeFromDouble
@SinceKotlin("1.1")
public operator fun
Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)

A closed range of values of type `Float`.
Numbers are compared with the ends of this range according to
IEEE-754.
private class ClosedFloatRange(
    start: Float,
    endInclusive: Float
) :
ClosedFloatingPointRange<Float>
{
    private val _start = start
    private val _endInclusive = endInclusive
    override val start: Float get() =
        _start
    override val endInclusive: Float get() = _endInclusive

    override fun lessThanOrEquals(a: Float, b:
Float): Boolean = a <= b
    override fun contains(value: Float): Boolean = value >= _start && value <=
        _endInclusive
    override fun isEmpty(): Boolean = !(_start <= _endInclusive)

    override fun equals(other:
Any?): Boolean {
        return other is ClosedFloatRange && (isEmpty() && other.isEmpty()) ||
            _start
            == other._start && _endInclusive == other._endInclusive
    }
    override fun hashCode(): Int {
        return if
(isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }
    override fun toString(): String =
"$_start..$_endInclusive"
}

Creates a range from this [Float]
value to the specified [that] value.
Numbers are compared with the ends
of this range according to IEEE-754.
@sample samples.ranges.Ranges.rangeFromFloat
@SinceKotlin("1.1")
public operator fun Float.rangeTo(that: Float): ClosedFloatingPointRange<Float> =
ClosedFloatRange(this, that)

Returns `true` if this iterable range contains the specified [element].
Always returns `false` if the [element] is `null`.
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public
inline operator fun <T, R> R.contains(element: T?): Boolean where T : Any, R : Iterable<T>, R : ClosedRange<T>
=
element != null && contains(element)

internal fun checkStepIsPositive(isPositive: Boolean, step:
Number) {
    if (!isPositive) throw IllegalArgumentException("Step must be positive, was: $step.")
}

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@file:kotlin.jvm.JvmName("KClasses")
@file:Suppress("UNCHECKED_CAST")

package
kotlin.reflect
import kotlin.internal.LowPriorityInOverloadResolution

Casts the given [value] to the
class represented by this [KClass] object.
Throws an exception if the value is `null` or if it is not an instance of
this class.
This is an experimental function that behaves as a similar function from
kotlin.reflect.full on
JVM.
@see [KClass.isInstance]
@see [KClass.safeCast]

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@LowPriorityInOverloadResoluti
on
fun <T : Any> KClass<T>.cast(value: Any?): T {
    if (!isInstance(value)) throw ClassCastException("Value
cannot be cast to $qualifiedOrSimpleName")
    return value as T
}

TODO: replace with qualifiedName
when it is fully supported in K/JS

internal expect val KClass<*>.qualifiedOrSimpleName: String?

Casts
the given [value] to the class represented by this [KClass] object.
Returns
`null` if the value is `null` or if it is not an instance of this class.
This is an experimental function that
behaves as a similar function from
kotlin.reflect.full on JVM.
@see [KClass.isInstance]
@see
[KClass.cast]

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@LowPriorityInOverloadResoluti
on
fun <T : Any> KClass<T>.safeCast(value: Any?): T {
    return if (isInstance(value)) value as T else
null
}

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license/LICENSE.txt file.

package
kotlin.reflect
import kotlin.jvm.JvmField
import kotlin.jvm.JvmStatic

Represents
a type projection. Type projection is usually the argument to another type in a
type usage.
For example, in the
type `Array<out Number>`, `out Number` is the covariant projection of the type
represented
by the class `Number`.
Type projection is either the star projection, or an entity
consisting of a specific type
plus optional variance.
See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/generics.html#type-projections)
for more information.

```

```

*^@SinceKotlin("1.1")\npublic data class KTypeProjection constructor(\n /**\n * The use-site variance
specified in the projection, or `null` if this is a star projection.\n */\n public val variance: KVariance?,\n /**\n * The type specified in the projection, or `null` if this is a star projection.\n */\n public val type: KType?)\n {\n\n init {\n require((variance == null) == (type == null)) {\n if (variance == null)\n "Star
projection must have no type specified.\n" else\n "The projection variance $variance requires type
to be specified.\n" }\n }\n\n override fun toString(): String = when (variance)
{\n null -> "*" \n KVariance.INVARIANT -> type.toString()\n KVariance.IN -> "in $type"\n
KVariance.OUT -> "out $type"\n }\n\n public companion object {\n // provided for compiler access\n
@JvmField\n @PublishedApi\n internal val star: KTypeProjection = KTypeProjection(null, null)\n\n
/**\n * Star projection, denoted by the `*` character.\n * For example, in the type `KClass<*>`, `*` is the
star projection.\n * See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/generics.html#star-projections)\n * for more
information.\n */\n public val STAR: KTypeProjection get() = star\n\n /**\n * Creates an
invariant projection of a given type. Invariant projection is just the type itself,\n * without any use-site variance
modifiers applied to it.\n * For example, in the type `Set<String>`, `String` is an invariant projection
of the type represented by the class `String`.\n */\n @JvmStatic\n public fun invariant(type: KType):
KTypeProjection =\n KTypeProjection(KVariance.INVARIANT, type)\n\n /**\n * Creates a
contravariant projection of a given type, denoted by the `in` modifier applied to a type.\n * For example, in the
type `MutableList<in Number>`, `in Number` is a contravariant projection of the type of class `Number`.\n */\n
@JvmStatic\n public fun contravariant(type: KType): KTypeProjection =\n
KTypeProjection(KVariance.IN, type)\n\n /**\n * Creates a covariant projection of a given type, denoted
by the `out` modifier applied to a type.\n * For example, in the type `Array<out Number>`, `out Number` is a
covariant projection of the type of class `Number`.\n */\n @JvmStatic\n public fun covariant(type:
KType): KTypeProjection =\n KTypeProjection(KVariance.OUT,
type)\n }\n }", "/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.reflect\n/**\n * Represents variance applied to a type parameter on the declaration site
(*declaration-site variance*),\n * or to a type in a projection (*use-site variance*).\n */\n * See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/generics.html#variance)\n * for more information.\n */\n *
@see [KTypeParameter.variance]\n * @see [KTypeProjection]\n */\n@SinceKotlin("1.1")\nenum class KVariance
{\n /**\n * The affected type parameter or type is *invariant*, which means it has no variance applied to it.\n
*/\n INVARIANT,\n /**\n * The affected type parameter or type is *contravariant*. Denoted by the `in`
modifier in the source code.\n */\n IN,\n /**\n * The affected
type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.\n */\n OUT,\n }", "/*\n
* Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.reflect\n/**\n * Returns a runtime representation of the given reified type [T] as an instance of [KType].\n
*/\n * Note that on JVM, the created type has no annotations ([KType.annotations] returns an empty list)\n * even if
the type in the source code is annotated. Support for type annotations might be added in a future version.\n
*/\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <reified T>
typeOf(): KType =\n throw UnsupportedOperationException("This function is implemented as an intrinsic on all
supported platforms.")\n }", "/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("StringsKt")\n\npackage
kotlin.text\n/**\n * An object to which char sequences and values can be appended.\n */\nnext interface
Appendable {\n /**\n * Appends the specified character [value] to this Appendable and returns this instance.\n
*/\n * @param value the character to append.\n */\n fun append(value: Char): Appendable\n\n /**\n *

```

Appends the specified character sequence [value] to this Appendable and returns this instance.

`fun append(value: CharSequence?): Appendable`

Appends a subsequence of the specified character sequence [value] to this Appendable and returns this instance.

`fun append(value: CharSequence?, startIndex: Int, endIndex: Int): Appendable`

Appends a subsequence of the specified character sequence [value] to this Appendable and returns this instance.

`fun appendRange(value: CharSequence, startIndex: Int, endIndex: Int): T`

Appends all arguments to the given [Appendable].

`fun append(vararg value: CharSequence?): T`

Appends a line feed character (`\n`) to this Appendable.

`fun appendLine(): Appendable`

Appends value to the given Appendable and a line feed character (`\n`) after it.

`fun appendLine(value: CharSequence?): Appendable`

Appends value to the given Appendable and a line feed character (`\n`) after it.

`fun appendLine(value: Char): Appendable`

Appends element to the given Appendable.

`fun appendElement(element: T, transform: ((T) -> CharSequence)?): Appendable`

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`fun trimMargin(): String`

Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes the first and the last lines if they are blank (notice difference blank vs empty).

`fun trimMargin(marginPrefix: String = "|"): String`

Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes the first and the last lines if they are blank (notice difference blank vs empty).

`fun replaceIndentByMargin(newIndent: String, marginPrefix: String = "|"): String`

Replaces indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].

`fun replaceIndentByMargin(newIndent: String = "\n", marginPrefix: String = "|"): String`

```

}
}

 * Detects a common minimal indent of all the input lines, removes it from every line and
also removes the first and the last lines if they are blank (notice difference blank vs empty).
 * Note that blank lines do not affect the detected indent level.
 * In case if there are non-blank lines with no leading whitespace characters (no indent at all)
then the common indent is 0, and therefore this function doesn't change the indentation.
 * Doesn't preserve the original line endings.
 * @sample samples.text.Strings.trimIndent
 * @see trimMargin
 * @see kotlin.text.isBlank
 * \n public fun String.trimIndent(): String = replaceIndent("\\")
 * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified
[newIndent].
 * \n public fun String.replaceIndent(newIndent: String = "\\"): String {
 * val lines = lines()
 * val minCommonIndent = lines.filter(String::isNotBlank).map(String::indentWidth).minOrNull()
 * ?: 0
 * return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })
}
 * Prepends [indent] to every line of the original string.
 * Doesn't preserve the original line endings.
 * \n public fun String.prependIndent(indent: String = "\\"): String =
 * linesSequence().map {
 * when {
 * it.isBlank() ->
 * when {
 * it.length < indent.length -> indent
 * else -> it
 * }
 * }
 * else -> indent + it
 * }
 * }.joinToString("\n")
 * \n private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1)
length else it }
 * \n private fun getIndentFunction(indent: String) = when {
 * indent.isEmpty() -> { line: String -> line }
 * else -> { line: String -> indent + line }
}
 * \n private inline fun List<String>.reindent(\n resultSizeEstimate: Int,
 * indentAddFunction: (String) -> String,
 * indentCutFunction: (String) -> String?): String {
 * val lastIndex = lastIndex
 * return mapIndexedNotNull { index, value ->
 * if ((index == 0 || index == lastIndex) && value.isBlank())
 * null
 * else
 * indentCutFunction(value)?.let(indentAddFunction)
 * ? : value
 * }
 * }.joinTo(StringBuilder(resultSizeEstimate), "\\n").toString()
}
 * \n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.
 * \n package kotlin.text
 * \n * Defines names for Unicode symbols used in proper Typography.
 * \n public object Typography {
 * /** The character &#x22; \u2013 quotation mark
 * \n public const val quote: Char = '\u0022'
 * /** The character &#x24; \u2013 dollar sign
 * \n public const val dollar: Char = '\u0024'
 * /** The character &#x26; \u2013 ampersand
 * \n public const val amp: Char = '\u0026'
 * /** The character &#x3C; \u2013 less-than sign
 * \n public const val less: Char = '\u003C'
 * /** The character &#x3E; \u2013 greater-than sign
 * \n public const val greater: Char = '\u003E'
 * /** The non-breaking space character
 * \n public const val nbsp: Char = '\u00A0'
 * /** The character &#xD7;
 * \n public const val times: Char = '\u00D7'
 * /** The character &#xA2;
 * \n public const val cent: Char = '\u00A2'
 * /** The character &#xA3;
 * \n public const val pound: Char = '\u00A3'
 * /** The character &#xA7;
 * \n public const val section: Char = '\u00A7'
 * /** The character &#xA9;
 * \n public const val copyright: Char = '\u00A9'
 * /** The character &#xAB;
 * \n @SinceKotlin("1.6")
 * \n public const val leftGuillemet: Char = '\u00AB'
 * /** The character &#xBB;
 * \n @SinceKotlin("1.6")
 * \n public const val rightGuillemet: Char = '\u00BB'
 * /** The character &#xAE;
 * \n public const val registered: Char = '\u00AE'
 * /** The character &#xB0;
 * \n public const val degree: Char = '\u00B0'
 * /** The character &#xB1;
 * \n public const val plusMinus: Char = '\u00B1'
 * /** The character &#xB6;
 * \n public const val paragraph: Char = '\u00B6'
 * /** The character &#xB7;
 * \n public const val middleDot: Char = '\u00B7'
 * /** The character &#xBD;
 * \n public const val half: Char = '\u00BD'
 * /** The character &#x2013;
 * \n public const val ndash: Char = '\u2013'
 * /** The character &#x2014;
 * \n public const val mdash: Char = '\u2014'
 * /** The character &#x2018;
 * \n public const val leftSingleQuote: Char = '\u2018'
 * /** The character &#x2019;
 * \n public const val rightSingleQuote: Char = '\u2019'
 * /** The character &#x201A;
 * \n public const val lowSingleQuote: Char = '\u201A'
 * /** The character &#x201C;
 * \n public const val leftDoubleQuote: Char = '\u201C'
 * /** The character &#x201D;
 * \n public const val rightDoubleQuote: Char = '\u201D'
 * /** The character &#x201E;
 * \n public const val lowDoubleQuote: Char = '\u201E'
 * /** The character &#x2020;
 * \n

```

```

public const val dagger: Char = "\u2020"n /** The character &#x2021; */n public
const val doubleDagger: Char = "\u2021"n /** The character &#x2022; */n public const val bullet: Char =
"\u2022"n /** The character &#x2026; */n public const val ellipsis: Char = "\u2026"n /** The character
&#x2032; */n public const val prime: Char = "\u2032"n /** The character &#x2033; */n public const val
doublePrime: Char = "\u2033"n /** The character &#x20AC; */n public const val euro: Char = "\u20AC"n
/** The character &#x2122; */n public const val tm: Char = "\u2122"n /** The character &#x2248; */n
public const val almostEqual: Char = "\u2248"n /** The character &#x2260; */n public const val notEqual:
Char = "\u2260"n /** The character &#x2264; */n public const val lessOrEqual: Char = "\u2264"n /** The
character &#x2265; */n public const val greaterOrEqual: Char = "\u2265"n /** The character &#xAB; */n
@Deprecated("This constant has a typo in the name. Use leftGuillemet instead.")
ReplaceWith("Typography.leftGuillemet"))n @DeprecatedSinceKotlin("1.6")n public const val
leftGuillemete: Char = "\u00AB"n /** The character &#xBB; */n @Deprecated("This constant has a typo in
the name. Use rightGuillemet instead.", ReplaceWith("Typography.rightGuillemet"))n
@DeprecatedSinceKotlin("1.6")n public const val rightGuillemete: Char = "\u00BB"n"/n * Copyright
2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.n */npackage kotlin.textn/n/**n *
Represents a collection of captured groups in a single match of a regular expression.n */n * This collection has size
of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.n * Groups are indexed
from 1 to `groupCount` and group with the index 0 corresponds to the entire match.n */n * An element of the
collection
at the particular index can be `null`,n * if the corresponding group in the regular expression is optional andn *
there was no match captured by that group.n */npublic interface MatchGroupCollection :
Collection<MatchGroup?> {n/n /** Returns a group with the specified [index].n */n * @return An instance
of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.n */n * Groups are
indexed from 1 to the count of groups in the regular expression. A group with the index 0n * corresponds to the
entire match.n */n public operator fun get(index: Int): MatchGroup?n}/n/n/**n * Extends
[MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.n
*/n@SinceKotlin("1.1")npublic interface MatchNamedGroupCollection : MatchGroupCollection {n /**n *
Returns a named group with the specified [name].n */n * @return An instance of [MatchGroup] if the group with the
specified [name] was
matched or `null` otherwise.n */n * @throws IllegalArgumentException if there is no group with the specified
[name] defined in the regex pattern.n */n * @throws UnsupportedOperationException if this match group collection
doesn't support getting match groups by name,n */n * for example, when it's not supported by the current platform.n
*/n public operator fun get(name: String): MatchGroup?n}/n/n/**n * Represents the results from a single
regular expression match.n */npublic interface MatchResult {n /** The range of indices in the original string
where match was captured. */n public val range: IntRangen /** The substring from the input string captured by
this match. */n public val value: Stringn /**n * A collection of groups matched by the regular expression.n
*/n * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular
expression.n */n * Groups are indexed from 1 to `groupCount` and group
with the index 0 corresponds to the entire match.n */n public val groups: MatchGroupCollectionn /**n *
A list of matched indexed group values.n */n * This list has size of `groupCount + 1` where `groupCount` is
the count of groups in the regular expression.n */n * Groups are indexed from 1 to `groupCount` and group with the
index 0 corresponds to the entire match.n */n * If the group in the regular expression is optional and there were
no match captured by that group,n */n * corresponding item in [groupValues] is an empty string.n */n *
@sample samples.text.Regexps.matchDestructuringToGroupValuesn */n public val groupValues:
List<String>n/n /**n * An instance of [MatchResult.Destructured] wrapper providing components for
destructuring assignment of group values.n */n * component1 corresponds to the value of the first group,
component2 \u2014 of the second, and so on.n */n * @sample

```


samples.text.Regexp.matchDestructuringToGroupValues

```
public val destructured: Destructured get() = Destructured(this) /** Returns a new [MatchResult]
with the results for the next match, starting at the position * at which the last match ended (at the character after
the last matched character). */
public fun next(): MatchResult? /** Provides components for
destructuring assignment of group values. * [component1] corresponds to the value of the first group,
[component2] of the second, and so on. * If the group in the regular expression is optional and
there were no match captured by that group, * corresponding component value is an empty string. */
@sample samples.text.Regexp.matchDestructuringToGroupValues
public class Destructured internal
constructor(public val match: MatchResult) {
    @kotlin.internal.InlineOnly public operator inline fun
component1(): String = match.groupValues[1]
```

```
    @kotlin.internal.InlineOnly public operator inline fun component2(): String = match.groupValues[2]
    @kotlin.internal.InlineOnly public operator inline fun component3(): String = match.groupValues[3]
    @kotlin.internal.InlineOnly public operator inline fun component4(): String = match.groupValues[4]
    @kotlin.internal.InlineOnly public operator inline fun component5(): String = match.groupValues[5]
    @kotlin.internal.InlineOnly public operator inline fun component6(): String = match.groupValues[6]
    @kotlin.internal.InlineOnly public operator inline fun component7(): String = match.groupValues[7]
    @kotlin.internal.InlineOnly public operator inline fun component8(): String = match.groupValues[8]
    @kotlin.internal.InlineOnly public operator inline fun component9(): String = match.groupValues[9]
    @kotlin.internal.InlineOnly
```

```
    public operator inline fun component10(): String = match.groupValues[10] /** Returns
destructured group values as a list of strings. * First value in the returned list corresponds to the value of the
first group, and so on. */
    @sample samples.text.Regexp.matchDestructuringToGroupValues
    public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size) }
} /**
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governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
```

```
@file:kotlin.jvm.JvmMultifileClass()
@file:kotlin.jvm.JvmName("DurationUnitKt")
package
kotlin.time
/** The list of possible time measurement units, in which a duration can be expressed. *
The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24
[HOURS]. */
@SinceKotlin("1.6")
@WasExperimental(ExperimentalTime::class)
public expect enum class
DurationUnit {
    /** Time unit representing one nanosecond, which is 1/1000 of a microsecond. */
    NANOSECONDS,
    /** Time unit representing one microsecond, which is 1/1000 of a millisecond. */
    MICROSECONDS,
    /** Time unit representing one millisecond, which is 1/1000 of a second. */
    MILLISECONDS,
    /** Time unit representing one second. */
    SECONDS,
    /** Time unit representing one minute. */
    MINUTES,
    /** Time unit representing one hour. */
    HOURS,
    /** Time unit representing one day, which is always equal to 24 hours. */
    DAYS;
}
/** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified
[targetUnit]. */
@SinceKotlin("1.3")
internal expect fun convertDurationUnit(value: Double,
sourceUnit: DurationUnit, targetUnit: DurationUnit): Double
// overflown result is
unspecified
@SinceKotlin("1.5")
internal expect fun convertDurationUnitOverflow(value: Long, sourceUnit:
DurationUnit, targetUnit: DurationUnit): Long
// overflown result is coerced in the Long range
boundaries
@SinceKotlin("1.5")
internal expect fun convertDurationUnit(value: Long, sourceUnit:
DurationUnit, targetUnit: DurationUnit):
Long
@SinceKotlin("1.3")
@Suppress("REDUNDANT_ELSE_IN_WHEN")
internal fun
DurationUnit.shortName(): String = when (this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.MINUTES -> "m"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
    else -> error("Unknown unit: $this")
}
@SinceKotlin("1.5")
internal fun
durationUnitByShortName(shortName: String): DurationUnit = when (shortName) {
    "ns"
```

```

-> DurationUnit.NANOSECONDS\n  \"us\" -> DurationUnit.MICROSECONDS\n  \"ms\" ->
DurationUnit.MILLISECONDS\n  \"s\" -> DurationUnit.SECONDS\n  \"m\" -> DurationUnit.MINUTES\n
\"h\" -> DurationUnit.HOURS\n  \"d\" -> DurationUnit.DAYS\n  else -> throw
IllegalArgumentException(\"Unknown duration unit short name:
$shortName\")\n}\n\n@SinceKotlin(\"1.5\")\ninternal fun durationUnitByIsoChar(isoChar: Char,
isTimeComponent: Boolean): DurationUnit =\n  when {\n    !isTimeComponent -> {\n      when (isoChar)
{\n        'D' -> DurationUnit.DAYS\n          else -> throw IllegalArgumentException(\"Invalid or
unsupported duration ISO non-time unit: $isoChar\")\n      }\n    } else -> {\n      when (isoChar) {\n
        'H' -> DurationUnit.HOURS\n          'M' -> DurationUnit.MINUTES\n          'S' ->
DurationUnit.SECONDS\n          else -> throw IllegalArgumentException(\"Invalid duration ISO time unit:
$isoChar\")\n      }\n    }\n  },\"/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\npackage kotlin.time\n\nimport kotlin.annotation.AnnotationTarget.*\n\n *
This annotation marks the experimental preview of the standard library API for measuring time and working with
durations.\n * > Note that this API is in a preview state and has a very high chance of being changed in the
future.\n * Do not use it if you develop a library since your library will become binary incompatible\n * with the
future versions of the standard library.\n * Any usage of a declaration annotated with `@ExperimentalTime`
must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g.
`@OptIn(ExperimentalTime::class)`,\n * or by using the compiler argument `-opt-
in=kotlin.time.ExperimentalTime`. \n */\n@RequiresOptIn(level
=
RequiresOptIn.Level.ERROR)\n@MustBeDocumented\n@Retention(AnnotationRetention.BINARY)\n@Target(\n
CLASS,\n ANNOTATION_CLASS,\n PROPERTY,\n FIELD,\n LOCAL_VARIABLE,\n
VALUE_PARAMETER,\n CONSTRUCTOR,\n FUNCTION,\n PROPERTY_GETTER,\n
PROPERTY_SETTER,\n TYPEALIAS)\n@SinceKotlin(\"1.3\")\npublic annotation class
ExperimentalTime\n\",\"/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\npackage kotlin.time\n\nimport kotlin.jvm.JvmInline\n\n/**\n * A source of time
for measuring time intervals.\n * The only operation provided by the time source is [markNow]. It returns a
[TimeMark], which can be used to query the elapsed time later.\n * @see [measureTime]\n * @see
[measureTimedValue]\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic interface TimeSource {\n  /**\n
*\n * Marks a point in time on this time source.\n * The returned [TimeMark] instance encapsulates the captured
time point and allows querying\n * the duration of time interval [elapsed][TimeMark.elapsedNow] from that
point.\n */\n  public fun markNow(): TimeMark\n\n  /**\n * The most precise time source available in the
platform.\n * This time source returns its readings from a source of monotonic time when it is available in a
target platform,\n * and resorts to a non-monotonic time source otherwise.\n * The function [markNow]
of this time source returns the specialized [ValueTimeMark] that is an inline value class\n * wrapping a platform-
dependent time reading value.\n */\n  public object Monotonic : TimeSource {\n    override fun markNow():
ValueTimeMark = MonotonicTimeSource.markNow()\n    override fun toString(): String =
MonotonicTimeSource.toString()\n  }\n\n  /**\n * A specialized [kotlin.time.TimeMark]
returned by [TimeSource.Monotonic].\n * This time mark is implemented as an inline value class
wrapping a platform-dependent\n * time reading value of the default monotonic time source, thus allowing to
avoid additional boxing\n * of that value.\n * The operations [plus] and [minus] are also
specialized to return [ValueTimeMark] type.\n */\n  @ExperimentalTime\n  @SinceKotlin(\"1.7\")\n  @JvmInline\n  public value class ValueTimeMark internal constructor(internal val reading:
ValueTimeMarkReading) : TimeMark {\n    override fun elapsedNow(): Duration =

```

```

MonotonicTimeSource.elapsedFrom(this)\n        override fun plus(duration: Duration): ValueTimeMark =
MonotonicTimeSource.adjustReading(this, duration)\n        override fun minus(duration: Duration):
ValueTimeMark = MonotonicTimeSource.adjustReading(this, -duration)\n        override fun hasPassedNow():
Boolean = !elapsedNow().isNegative()\n
        override fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()\n    }\n}\n\n public
companion object {\n    }\n}\n\n/** A platform-specific reading type that is wrapped by
[TimeSource.Monotonic.ValueTimeMark] inline class. *\n\ninternal expect class ValueTimeMarkReading\n\n\n/**\n * Represents a time point notched on a particular [TimeSource]. Remains bound to the time source it was taken
from\n * and allows querying for the duration of time elapsed from that point (see the function [elapsedNow]).\n
*\n\n@SinceKotlin("1.3")\n\n@ExperimentalTime\n\npublic interface TimeMark {\n    /**\n     * Returns the amount of
time passed from this mark measured with the time source from which this mark was taken.\n     *\n     * Note that
the value returned by this function can change on subsequent invocations.\n     *\n     * @throws
IllegalArgumentException an implementation may throw if calculating the elapsed time involves\n     * adding a
positive infinite
duration to an infinitely distant past time mark or\n     * a negative infinite duration to an infinitely distant future
time mark.\n     *\n     public abstract fun elapsedNow(): Duration\n\n     /**\n     * Returns a time mark on the same
time source that is ahead of this time mark by the specified [duration].\n     *\n     * The returned time mark is more
_late_ when the [duration] is positive, and more _early_ when the [duration] is negative.\n     *\n     * If the time
mark is adjusted too far in the past or in the future, it may saturate to an infinitely distant time mark.\n     * In that
case, [elapsedNow] will return an infinite duration elapsed from such infinitely distant mark.\n     *\n     * @throws
IllegalArgumentException an implementation may throw if a positive infinite duration is added to an infinitely
distant past time mark or\n     * a negative infinite duration is added to an infinitely distant future time mark.\n
*\n\n     public open operator fun plus(duration:
Duration): TimeMark = AdjustedTimeMark(this, duration)\n\n     /**\n     * Returns a time mark on the same time
source that is behind this time mark by the specified [duration].\n     *\n     * The returned time mark is more _early_
when the [duration] is positive, and more _late_ when the [duration] is negative.\n     *\n     * If the time mark is
adjusted too far in the past or in the future, it may saturate to an infinitely distant time mark.\n     * In that case,
[elapsedNow] will return an infinite duration elapsed from such infinitely distant mark.\n     *\n     * @throws
IllegalArgumentException an implementation may throw if a positive infinite duration is subtracted from an
infinitely distant future time mark or\n     * a negative infinite duration is subtracted from an infinitely distant past
time mark.\n     *\n     public open operator fun minus(duration: Duration): TimeMark = plus(-duration)\n\n\n     /**\n     * Returns true if this time mark has passed according to the
time source from which this mark was taken.\n     *\n     * Note that the value returned by this function can change
on subsequent invocations.\n     * If the time source is monotonic, it can change only from `false` to `true`, namely,
when the time mark becomes behind the current point of the time source.\n     *\n     public fun hasPassedNow():
Boolean = !elapsedNow().isNegative()\n\n     /**\n     * Returns false if this time mark has not passed according to
the time source from which this mark was taken.\n     *\n     * Note that the value returned by this function can
change on subsequent invocations.\n     * If the time source is monotonic, it can change only from `true` to `false`,
namely, when the time mark becomes behind the current point of the time source.\n     *\n     public fun
hasNotPassedNow(): Boolean =
elapsedNow().isNegative()\n}\n\n\n@ExperimentalTime\n\n@SinceKotlin("1.3")\n\n@kotlin.internal.InlineOnly\n\n@
Deprecated(\n    "Subtracting one TimeMark from another is not
a well defined operation because these time marks could have been obtained from the different time sources.",\n    level = DeprecationLevel.ERROR)\n\n\n@Suppress("UNUSED_PARAMETER")\n\npublic inline operator fun
TimeMark.minus(other: TimeMark): Duration = throw Error("Operation is
disallowed.")\n\n\n@ExperimentalTime\n\n@SinceKotlin("1.3")\n\n@kotlin.internal.InlineOnly\n\n@Deprecated(\n    "Comparing one TimeMark to another is not a well defined operation because these time marks could have been
obtained from the different time sources.",\n    level =

```

```

DeprecationLevel.ERROR\n\n@Suppress("UNUSED_PARAMETER")\npublic inline operator fun
TimeMark.compareTo(other: TimeMark): Int = throw Error("Operation is
disallowed.")\n\n@ExperimentalTime\nprivate class AdjustedTimeMark(val mark: TimeMark, val adjustment:
Duration) : TimeMark {\n    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment\n\n    override
fun plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment
+ duration)\n}\n", "/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.time\n\n@SinceKotlin("1.3")\n@ExperimentalTime\ninternal expect object
MonotonicTimeSource : TimeSource {\n    override fun markNow(): TimeSource.Monotonic.ValueTimeMark\nfun
elapsedFrom(timeMark: TimeSource.Monotonic.ValueTimeMark): Duration\n    fun adjustReading(timeMark:
TimeSource.Monotonic.ValueTimeMark, duration: Duration): TimeSource.Monotonic.ValueTimeMark\n}\n\n/**\n *
An abstract class used to implement time sources that return their readings as [Long] values in the specified
[unit].\n * \n * @property unit The unit in which this time source's readings are expressed.\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic abstract class AbstractLongTimeSource(protected val
unit: DurationUnit) : TimeSource {\n    /**\n\n    * This protected method should be overridden to return the current reading of the time source expressed as a
[Long] number\n    * in the unit specified by the [unit] property.\n    */\n    protected abstract fun read(): Long\n\n    private class LongTimeMark(private val startedAt: Long, private val timeSource: AbstractLongTimeSource, private
val offset: Duration) : TimeMark {\n        override fun elapsedNow(): Duration = (timeSource.read() -
startedAt).toDuration(timeSource.unit) - offset\n        override fun plus(duration: Duration): TimeMark =
LongTimeMark(startedAt, timeSource, offset + duration)\n    }\n\n    override fun markNow(): TimeMark =
LongTimeMark(read(), this, Duration.ZERO)\n}\n\n/**\n * An abstract class used to implement time sources that
return their readings as [Double] values in the specified [unit].\n * \n * @property unit The unit in which this time
source's readings are expressed.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic abstract class
AbstractDoubleTimeSource(protected
val unit: DurationUnit) : TimeSource {\n    /**\n\n    * This protected method should be overridden to return the
current reading of the time source expressed as a [Double] number\n    * in the unit specified by the [unit]
property.\n    */\n    protected abstract fun read(): Double\n\n    private class DoubleTimeMark(private val startedAt:
Double, private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark {\n        override
fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset\n        override
fun plus(duration: Duration): TimeMark = DoubleTimeMark(startedAt, timeSource, offset + duration)\n    }\n\n    override fun markNow(): TimeMark = DoubleTimeMark(read(), this, Duration.ZERO)\n}\n\n/**\n * A time
source that has programmatically updatable readings. It is useful as a predictable source of time in tests.\n * \n * The
current reading value can be advanced by the specified duration
amount with the operator [plusAssign]:\n * \n * ``\n * val timeSource = TestTimeSource()\n * timeSource +=
10.seconds\n * ``\n * \n * Implementation note: the current reading value is stored as a [Long] number of
nanoseconds,\n * thus it's capable to represent a time range of approximately \u00b11292 years.\n * Should the
reading value overflow as the result of [plusAssign] operation, an [IllegalStateException] is thrown.\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic class TestTimeSource : AbstractLongTimeSource(unit =
DurationUnit.NANOSECONDS) {\n    private var reading: Long = 0L\n\n    override fun read(): Long = reading\n\n    /**\n\n    * Advances the current reading value of this time source by the specified [duration].\n    * \n    * [duration]
value is rounded down towards zero when converting it to a [Long] number of nanoseconds.\n    * \n    * For example, if
the duration being added is `0.6.nanoseconds`, the reading doesn't advance because\n    * the duration value is
rounded to zero nanoseconds.\n    * \n    * @throws IllegalStateException when the reading value overflows as the
result of this operation.\n    */\n\n    public operator fun plusAssign(duration: Duration) {\n        val longDelta =
duration.toLong(unit)\n        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE)
{\n            // when delta fits in long, add it as long\n            val newReading = reading + longDelta\n            if
(reading xor longDelta >= 0 && reading xor newReading < 0) overflow(duration)\n                newReading\n        } else

```

```

{\n      val delta = duration.toDouble(unit)\n      // when delta is greater than long, add it as double\n      val newReading = reading + delta\n      if (newReading > Long.MAX_VALUE || newReading <  
Long.MIN_VALUE) overflow(duration)\n      newReading.toLong()\n  }\n  }\n  private fun  
overflow(duration: Duration) {\n    throw IllegalStateException("\nTestTimeSource will  
overflow if its reading ${reading}ns is advanced by $duration.\n")\n  }\n}\n"/*\n * Copyright 2010-2022  
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the  
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport  
kotlin.time.Duration.Companion.milliseconds\nimport kotlin.time.Duration.Companion.nanoseconds\n\n// Long  
time reading saturation math, shared between JVM and Native\n\ninternal fun saturatingAdd(longNs: Long,  
duration: Duration): Long {\n  val durationNs = duration.inWholeNanoseconds\n  if ((longNs - 1) or 1 ==  
Long.MAX_VALUE) { // MIN_VALUE or MAX_VALUE - the reading is infinite\n    return  
checkInfiniteSumDefined(longNs, duration, durationNs)\n  }\n  if ((durationNs - 1) or 1 == Long.MAX_VALUE)  
{ // duration doesn't fit in Long nanos\n    return saturatingAddInHalves(longNs, duration)\n  }\n  val result =  
longNs + durationNs\n  if (((longNs  
xor result) and (durationNs xor result)) < 0)\n    return if (longNs < 0) Long.MIN_VALUE else  
Long.MAX_VALUE\n  }\n  return result\n}\n\nprivate fun checkInfiniteSumDefined(longNs: Long, duration:  
Duration, durationNs: Long): Long {\n  if (duration.isInfinite() && (longNs xor durationNs < 0)) throw  
IllegalArgumentException("Summing infinities of different signs")\n  return longNs\n}\n\nprivate fun  
saturatingAddInHalves(longNs: Long, duration: Duration): Long {\n  val half = duration / 2\n  if  
((half.inWholeNanoseconds - 1) or 1 == Long.MAX_VALUE) {\n    // this will definitely saturate\n    return  
(longNs + duration.toDouble(DurationUnit.NANOSECONDS)).toLong()\n  } else {\n    return  
saturatingAdd(saturatingAdd(longNs, half), half)\n  }\n}\n\ninternal fun saturatingDiff(valueNs: Long, originNs:  
Long): Duration {\n  if ((originNs - 1) or 1 == Long.MAX_VALUE) { // MIN_VALUE or MAX_VALUE\n    return -(originNs.toDuration(DurationUnit.DAYS)) // saturate  
to infinity\n  }\n  val result = valueNs - originNs\n  if ((result xor valueNs) and (result xor originNs).inv() < 0)  
{\n    val resultMs = valueNs / NANOS_IN_MILLIS - originNs / NANOS_IN_MILLIS\n    val resultNs =  
valueNs % NANOS_IN_MILLIS - originNs % NANOS_IN_MILLIS\n    return resultMs.milliseconds +  
resultNs.nanoseconds\n  }\n  return result.nanoseconds\n}\n"/*\n * Copyright 2010-2022 JetBrains s.r.o. and  
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that  
can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport kotlin.contracts.*\n\n/**\n * Executes the given function [block] and returns the duration of elapsed time interval.\n * The elapsed time is  
measured with [TimeSource.Monotonic].\n */\n\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic inline fun  
measureTime(block: () -> Unit): Duration {\n  contract {\n    callsInPlace(block,  
InvocationKind.EXACTLY_ONCE)\n  }\n  return TimeSource.Monotonic.measureTime(block)\n}\n\n/**\n * Executes the given function [block] and  
returns the duration of elapsed time interval.\n * The elapsed time is measured with the specified `this`  
[TimeSource] instance.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic inline fun  
TimeSource.measureTime(block: () -> Unit): Duration {\n  contract {\n    callsInPlace(block,  
InvocationKind.EXACTLY_ONCE)\n  }\n  val mark = markNow()\n  block()\n  return  
mark.elapsedNow()\n}\n\n/**\n * Executes the given function [block] and returns the duration of elapsed time  
interval.\n * The elapsed time is measured with the specified `this` [TimeSource.Monotonic] instance.\n */\n\n@SinceKotlin("1.7")\n@ExperimentalTime\npublic inline fun TimeSource.Monotonic.measureTime(block: ()  
-> Unit): Duration {\n  contract {\n    callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n  }\n  val  
mark = markNow()\n  block()\n  return mark.elapsedNow()\n}\n\n/**\n * Data class representing a result of executing an action, along with the duration of elapsed time interval.\n */\n\n@property value the result of the action.\n * @property duration the time elapsed to execute the action.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic data class TimedValue<T>(val value: T, val duration:  
Duration)\n\n/**\n * Executes the given function [block] and returns an instance of [TimedValue] class, containing

```

```

both\n * the result of the function execution and the duration of elapsed time interval.\n *\n * The elapsed time is
measured with [TimeSource.Monotonic].\n *\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic inline fun <T>
measureTimedValue(block: () -> T): TimedValue<T> {\n    contract {\n        callsInPlace(block,
InvocationKind.EXACTLY_ONCE)\n    }\n\n    return
TimeSource.Monotonic.measureTimedValue(block)\n}\n\n**\n * Executes the given [block] and returns an
instance of [TimedValue] class, containing both\n * the result
of function execution and the duration of elapsed time interval.\n *\n * The elapsed time is measured with the
specified `this` [TimeSource] instance.\n *\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic inline fun <T>
TimeSource.measureTimedValue(block: () -> T): TimedValue<T> {\n    contract {\n        callsInPlace(block,
InvocationKind.EXACTLY_ONCE)\n    }\n\n    val mark = markNow()\n    val result = block()\n    return
TimedValue(result, mark.elapsedNow())\n}\n\n**\n * Executes the given [block] and returns an instance of
[TimedValue] class, containing both\n * the result of function execution and the duration of elapsed time interval.\n
*\n * The elapsed time is measured with the specified `this` [TimeSource.Monotonic] instance.\n
*\n@SinceKotlin("1.7")\n@ExperimentalTime\npublic inline fun <T>
TimeSource.Monotonic.measureTimedValue(block: () -> T): TimedValue<T> {\n    contract {\n        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n\n    val mark = markNow()\n
    val result = block()\n    return TimedValue(result, mark.elapsedNow())\n}\n\n"/*\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\npackage kotlin\n\nimport
kotlin.coroutines.*\nimport kotlin.coroutines.intrinsics.*\nimport
kotlin.native.concurrent.SharedImmutable\n\n**\n * Defines deep recursive function that keeps its stack on the
heap,\n * which allows very deep recursive computations that do not use the actual call stack.\n * To initiate a call
to this deep recursive function use its [invoke] function.\n * As a rule of thumb, it should be used if recursion goes
deeper than a thousand calls.\n *\n * The [DeepRecursiveFunction] takes one parameter of type [T] and returns a
result of type [R].\n * The [block] of code defines the body of a recursive function. In this block\n *
[callRecursive][DeepRecursiveScope.callRecursive]
function can be used to make a recursive call\n * to the declared function. Other instances of
[DeepRecursiveFunction] can be called\n * in this scope with `callRecursive` extension, too.\n *\n * For example,
take a look at the following recursive tree class and a deeply\n * recursive instance of this tree with 100K nodes:\n
*\n * ```\n * class Tree(val left: Tree? = null, val right: Tree? = null)\n * val deepTree = generateSequence(Tree()) {
Tree(it) }.take(100_000).last()\n * ```\n * A regular recursive function can be defined to compute a depth of a
tree:\n * ```\n * fun depth(t: Tree?): Int =\n *     if (t == null) 0 else max(depth(t.left), depth(t.right)) + 1\n *
println(depth(deepTree)) // StackOverflowError\n * ```\n * If this `depth` function is called for a `deepTree` it
produces `StackOverflowError` because of deep recursion.\n * However, the `depth` function can be rewritten using
`DeepRecursiveFunction` in the following way, and then\n * it successfully computes
[depth(deepTree)][DeepRecursiveFunction.invoke] expression:\n * ```\n * val depth =
DeepRecursiveFunction<Tree?, Int> { t ->\n *     if (t == null) 0 else max(callRecursive(t.left),
callRecursive(t.right)) + 1\n * }\n * println(depth(deepTree)) // Ok\n * ```\n * Deep recursive functions can also
mutually call each other using a heap for the stack via\n * [callRecursive][DeepRecursiveScope.callRecursive]
extension. For example, the\n * following pair of mutually recursive functions computes the number of tree nodes at
even depth in the tree.\n * ```\n * val mutualRecursion = object {\n *     val even:
DeepRecursiveFunction<Tree?, Int> = DeepRecursiveFunction { t ->\n *         if (t == null) 0 else
odd.callRecursive(t.left) + odd.callRecursive(t.right) + 1\n *     }\n *     val odd: DeepRecursiveFunction<Tree?,
Int> = DeepRecursiveFunction { t ->\n *         if (t == null) 0 else even.callRecursive(t.left) +
even.callRecursive(t.right)\n *     }\n * }\n * ```\n *
@param [T] the function parameter type.\n * @param [R] the function result type.\n * @param block the function
body.\n *\n@SinceKotlin("1.7")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic class
DeepRecursiveFunction<T, R>(\n    internal val block: suspend DeepRecursiveScope<T, R>.(T) -> R\n)\n\n**\n *

```

Initiates a call to this deep recursive function, forming a root of the call tree.

`*` This operator should not be used from inside of `[DeepRecursiveScope]` as it uses the call stack slot for initial recursive invocation. From inside of `[DeepRecursiveScope]` use `[callRecursive][DeepRecursiveScope.callRecursive]`.

```

*@\n@SinceKotlin("1.7")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic operator fun <T, R>
DeepRecursiveFunction<T, R>.invoke(value: T): R =\n    DeepRecursiveScopeImpl<T, R>(block,
value).runCallLoop()\n\n/**\n * A scope class for [DeepRecursiveFunction] function declaration that defines
[callRecursive] methods to\n * recursively call this function
or another [DeepRecursiveFunction] putting the call activation frame on the heap.\n * @param [T] function
parameter type.\n * @param [R] function result type.\n
*\n@RestrictsSuspension\n@SinceKotlin("1.7")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
sealed class DeepRecursiveScope<T, R> {\n    /**\n     * Makes recursive call to this [DeepRecursiveFunction]
function putting the call activation frame on the heap,\n     * as opposed to the actual call stack that is used by a
regular recursive call.\n     *\n     * public abstract suspend fun callRecursive(value: T): R\n     *\n     * Makes call
to the specified [DeepRecursiveFunction] function putting the call activation frame on the heap,\n     * as opposed to
the actual call stack that is used by a regular call.\n     *\n     * public abstract suspend fun <U, S>
DeepRecursiveFunction<U, S>.callRecursive(value: U): S\n     *\n     @Deprecated(\n         level =
DeprecationLevel.ERROR,\n         message =\n             "'invoke'
should not be called from DeepRecursiveScope.'" +\n                 "'Use 'callRecursive' to do recursion in the heap
instead of the call stack.'" ,\n         replaceWith = ReplaceWith("this.callRecursive(value)")\n     )\n     @Suppress("UNUSED_PARAMETER")\n     public operator fun DeepRecursiveFunction<*, *>.invoke(value:
Any?): Nothing =\n         throw UnsupportedOperationException("Should not be called from
DeepRecursiveScope")\n}\n\n// ===== Implementation =====\nprivate
typealias DeepRecursiveFunctionBlock = suspend DeepRecursiveScope<*, *>.(Any?) ->
Any?\n\n@SharedImmutable\nprivate val UNDEFINED_RESULT =
Result.success(COROUTINE_SUSPENDED)\n\n@Suppress("UNCHECKED_CAST")\nprivate class
DeepRecursiveScopeImpl<T, R>(\n    block: suspend DeepRecursiveScope<T, R>.(T) -> R,\n    value: T\n):
DeepRecursiveScope<T, R>(), Continuation<R> {\n    // Active function block\n    private var function:
DeepRecursiveFunctionBlock = block as DeepRecursiveFunctionBlock\n\n    // Value to call function with\n    private var value: Any? = value\n\n    // Continuation of the current call\n    private var cont: Continuation<Any?>? = this as Continuation<Any?>\n\n    // Completion result (completion of the
whole call stack)\n    private var result: Result<Any?> = UNDEFINED_RESULT\n\n    override val context:
CoroutineContext\n        get() = EmptyCoroutineContext\n\n    override fun resumeWith(result: Result<R>) {\n        this.cont = null\n        this.result = result\n    }\n\n    override suspend fun callRecursive(value: T): R =
suspendCoroutineUninterceptedOrReturn { cont ->\n        // calling the same function that is currently active\n        this.cont = cont as Continuation<Any?>\n        this.value = value\n        COROUTINE_SUSPENDED\n    }\n\n    override suspend fun <U, S> DeepRecursiveFunction<U, S>.callRecursive(value: U): S =
suspendCoroutineUninterceptedOrReturn { cont ->\n        // calling another recursive function\n        val
function = block as DeepRecursiveFunctionBlock\n        with(this@DeepRecursiveScopeImpl) {\n            val
currentFunction = this.function\n            if (function !== currentFunction) {\n                // calling a different function
-- create a trampoline to restore function ref\n                this.function = function\n                this.cont =
crossFunctionCompletion(currentFunction, cont as Continuation<Any?>)\n            } else {\n                // calling the
same function -- direct\n                this.cont = cont as Continuation<Any?>\n            }\n            this.value = value\n        }\n        COROUTINE_SUSPENDED\n    }\n\n    private fun crossFunctionCompletion(\n        currentFunction:
DeepRecursiveFunctionBlock,\n        cont: Continuation<Any?>\n    ): Continuation<Any?> =
Continuation(EmptyCoroutineContext) {\n        this.function = currentFunction\n        // When going back from a
trampoline we cannot just call cont.resume (stack usage!)\n        //
We delegate the cont.resumeWith(it) call to runCallLoop\n        this.cont = cont\n        this.result = it\n    }\n\n    @Suppress("UNCHECKED_CAST")\n    fun runCallLoop(): R {\n        while (true) {\n            // Note: cont is set

```

```

to null in DeepRecursiveScopeImpl.resumeWith when the whole computation completes\n        val result =
this.result\n        val cont = this.cont\n        ?: return (result as Result<R>).getOrThrow() // done -- final
result\n        // The order of comparison is important here for that case of rogue class with broken equals\n
if (UNDEFINED_RESULT == result) {\n        // call \"function\" with \"value\" using \"cont\" as completion\n
        val r = try {\n        // This is block.startCoroutine(this, value, cont)\n
function.startCoroutineUninterceptedOrReturn(this, value, cont)\n        } catch (e: Throwable) {\n
cont.resumeWithException(e)\n
        continue\n        }\n        // If the function returns without suspension -- calls its continuation
immediately\n        if (r !== COROUTINE_SUSPENDED)\n        cont.resume(r as R)\n        } else
{\n        // we returned from a crossFunctionCompletion trampoline -- call resume here\n        this.result =
UNDEFINED_RESULT // reset result back\n        cont.resumeWith(result)\n        }\n        }\n        }\n        }\"/*\n
* Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated
file. DO NOT

```

```

EDIT!\n\n@file:kotlin.jvm.JvmName(\"NumbersKt\")\n\n@file:kotlin.jvm.JvmMultifileClass\n\npackage
kotlin\n\nimport kotlin.math.sign\n\n/** Divides this value by the other value, flooring the result to an integer that is
closer to negative infinity. *\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic
inline fun Byte.floorDiv(other: Byte): Int = \n    this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the
remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign
as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun Byte.mod(other: Byte): Byte = \n
this.toInt().mod(other.toInt()).toByte()\n\n/** Divides this value by the other value, flooring the result to an integer
that is closer to negative infinity. *\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun
Byte.floorDiv(other: Short): Int = \n    this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of
flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the
_divisor_ and has the absolute value less than the
absolute value of the divisor.\n *\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun
Byte.mod(other: Short): Short = \n    this.toInt().mod(other.toInt()).toShort()\n\n/** Divides this value by the other
value, flooring the result to an integer that is closer to negative infinity.
*\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun Byte.floorDiv(other: Int): Int = \n
this.toInt().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring division of this value by the other
value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the
absolute value of the divisor.\n *\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun
Byte.mod(other: Int): Int = \n    this.toInt().mod(other)\n\n/** Divides this value by the other value, flooring the
result to an integer that is closer to negative infinity.
*\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic inline
fun Byte.floorDiv(other: Long): Long = \n    this.toLong().floorDiv(other)\n\n/**\n * Calculates the remainder of
flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the
_divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun Byte.mod(other: Long): Long = \n
this.toLong().mod(other)\n\n/** Divides this value by the other value, flooring the result to an integer that is closer
to negative infinity. *\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun Short.floorDiv(other:
Byte): Int = \n    this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this
value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute
value less than the absolute value of the divisor.\n *\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic
inline fun Short.mod(other: Byte): Byte = \n    this.toInt().mod(other.toInt()).toByte()\n\n/** Divides this value by
the other value, flooring the result to an integer that is closer to negative infinity.
*\n\n@SinceKotlin(\"1.5\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun Short.floorDiv(other: Short): Int = \n

```


`this.toInt().floorDiv(other.toInt())` Calculates the remainder of flooring division of this value by the other value. The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Short): Short = \n    this.toInt().mod(other.toInt()).toShort()\n
```

 Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Short.floorDiv(other: Int): Int = \n    this.toInt().floorDiv(other)\n
```

 Calculates the remainder of flooring division of this value by the other value. The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Int): Int = \n    this.toInt().mod(other)\n
```

 Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Short.floorDiv(other: Long): Long = \n    this.toLong().floorDiv(other)\n
```

 Calculates the remainder of flooring division of this value by the other value. The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Long): \n    Long = \n    this.toLong().mod(other)\n
```

 Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Int.floorDiv(other: Byte): Int = \n    this.floorDiv(other.toInt())\n
```

 Calculates the remainder of flooring division of this value by the other value. The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Int.mod(other: Byte): Byte = \n    this.mod(other.toInt()).toByte()\n
```

 Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Int.floorDiv(other: Short): Int = \n    this.floorDiv(other.toInt())\n
```

 Calculates the remainder of flooring division of

this value by the other value. The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Int.mod(other: Short): Short = \n    this.mod(other.toInt()).toShort()\n
```

 Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Int.floorDiv(other: Int): Int {\n    var q = this / other\n    if (this xor other < 0 && q * other != this) q--\n    return q\n}\n
```

 Calculates the remainder of flooring division of this value by the other value. The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Int.mod(other: Int): Int {\n    val r = this
```

```
    % other\n    return r + (other and (((r xor other) and (r or -r)) shr 31))\n}\n
```

 Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Int.floorDiv(other: Long): Long = \n    this.toLong().floorDiv(other)\n
```

 Calculates the remainder of flooring division of this value by the other value. The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Int.mod(other: Long): Long = \n    this.toLong().mod(other)\n
```

 Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.

```
@SinceKotlin("1.5")@kotlin.internal.InlineOnly\npublic inline fun Long.floorDiv(other: Byte): Long = \n    this.floorDiv(other.toLong())\n
```

 Calculates the remainder of flooring division of this value by the other value. The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.

```

*\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun Long.mod(other: Byte): Byte = \n
this.mod(other.toLong()).toByte()\/n\/n** Divides this value by the other value, flooring the result to an integer that
is closer to negative infinity. *\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun
Long.floorDiv(other: Short): Long = \n  this.floorDiv(other.toLong())\/n\/n**\/n * Calculates the remainder of
flooring division of this value by the other value.\/n * \n * The result is either zero or has the same sign as the
_divisor_ and has the absolute value less than the absolute value of the divisor.\/n
*\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun Long.mod(other: Short): Short = \n
this.mod(other.toLong()).toShort()\/n\/n**
  Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun Long.floorDiv(other: Int): Long = \n
this.floorDiv(other.toLong())\/n\/n**\/n * Calculates the remainder of flooring division of this value by the other
value.\/n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the
absolute value of the divisor.\/n *\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun
Long.mod(other: Int): Int = \n  this.mod(other.toLong()).toInt()\/n\/n** Divides this value by the other value,
flooring the result to an integer that is closer to negative infinity.
*\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun Long.floorDiv(other: Long): Long {\/n
var q = this / other\/n  if (this xor other < 0 && q * other != this) q-- \n  return q\/n}\/n\/n**\/n * Calculates the
remainder
of flooring division of this value by the other value.\/n * \n * The result is either zero or has the same sign as the
_divisor_ and has the absolute value less than the absolute value of the divisor.\/n
*\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun Long.mod(other: Long): Long {\/n  val r
= this % other\/n  return r + (other and (((r xor other) and (r or -r)) shr 63))\/n}\/n\/n**\/n * Calculates the remainder
of flooring division of this value by the other value.\/n * \n * The result is either zero or has the same sign as the
_divisor_ and has the absolute value less than the absolute value of the divisor.\/n * \n * If the result cannot be
represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result
can be less than or _equal to_ the absolute value of the divisor.\/n
*\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun Float.mod(other: Float): Float {\/n  val r
= this % other\/n
  return if (r != 0.0.toFloat() && r.sign != other.sign) r + other else r\/n}\/n\/n**\/n * Calculates the remainder of
flooring division of this value by the other value.\/n * \n * The result is either zero or has the same sign as the
_divisor_ and has the absolute value less than the absolute value of the divisor.\/n * \n * If the result cannot be
represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result
can be less than or _equal to_ the absolute value of the divisor.\/n
*\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun Float.mod(other: Double): Double = \n
this.toDouble().mod(other)\/n\/n**\/n * Calculates the remainder of flooring division of this value by the other
value.\/n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the
absolute value of the divisor.\/n * \n * If the result cannot be represented exactly, it is rounded to the nearest
representable
number. In this case the absolute value of the result can be less than or _equal to_ the absolute value of the
divisor.\/n *\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun Double.mod(other: Float):
Double = \n  this.mod(other.toDouble())\/n\/n**\/n * Calculates the remainder of flooring division of this value by
the other value.\/n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less
than the absolute value of the divisor.\/n * \n * If the result cannot be represented exactly, it is rounded to the nearest
representable number. In this case the absolute value of the result can be less than or _equal to_ the absolute value of
the divisor.\/n *\/n@SinceKotlin("1.5")\/n@kotlin.internal.InlineOnly\/npublic inline fun Double.mod(other:
Double): Double {\/n  val r = this % other\/n  return if (r != 0.0 && r.sign != other.sign) r + other else
r\/n}\/n\/n", "/*\/n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming

```

```

Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.internal.InlineOnly\n\n/**\n * Returns a hash
code value for the object or zero if the object is `null`.\n *\n * @see Any.hashCode\n
*/\n\n@SinceKotlin("1.3")\n@InlineOnly\npublic inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0\n","/*\n *
Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin\n\n/**\n * Represents a version of the Kotlin standard library.\n *\n * [major], [minor] and [patch] are integer
components of a version,\n * they must be non-negative and not greater than 255
([MAX_COMPONENT_VALUE]).\n *\n * @constructor Creates a version from all three components.\n
*/\n\n@SinceKotlin("1.1")\npublic class KotlinVersion(val
    major: Int, val minor: Int, val patch: Int) : Comparable<KotlinVersion> {\n    /**\n     * Creates a version from
[major] and [minor] components, leaving [patch] component zero.\n     *\n     */\n    public constructor(major: Int, minor:
Int) : this(major, minor, 0)\n\n    private val version = versionOf(major, minor, patch)\n\n    private fun
versionOf(major: Int, minor: Int, patch: Int): Int {\n        require(major in 0..MAX_COMPONENT_VALUE &&
minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {\n            "Version
components are out of range: $major.$minor.$patch"\n        }\n        return major.shl(16) + minor.shl(8) + patch\n
}\n\n    /**\n     * Returns the string representation of this version\n     *\n     */\n    override fun toString(): String =
"$major.$minor.$patch"\n\n    override fun equals(other: Any?): Boolean {\n        if (this === other) return true\n
        val otherVersion = (other as? KotlinVersion) ?: return false\n        return this.version == otherVersion.version\n
}\n\n    override fun hashCode(): Int = version\n\n    override fun compareTo(other: KotlinVersion): Int = version
- other.version\n\n    /**\n     * Returns `true` if this version is not less than the version specified\n     * with the
provided [major] and [minor] components.\n     *\n     */\n    public fun isAtLeast(major: Int, minor: Int): Boolean = //
this.version >= versionOf(major, minor, 0)\n        this.major > major || (this.major == major &&\n
this.minor >= minor)\n\n    /**\n     * Returns `true` if this version is not less than the version specified\n     * with
the provided [major], [minor] and [patch] components.\n     *\n     */\n    public fun isAtLeast(major: Int, minor: Int, patch:
Int): Boolean = // this.version >= versionOf(major, minor, patch)\n        this.major > major || (this.major == major
&&\n            (this.minor > minor || this.minor == minor &&\n                this.patch >= patch))\n\n    companion object {\n        /**\n
         * Maximum value a version component can have, a constant value 255.\n         *\n         */\n        // NOTE: Must be
placed before CURRENT because its initialization requires this field being initialized in JS\n        public const val
MAX_COMPONENT_VALUE = 255\n\n        /**\n         * Returns the current version of the Kotlin standard
library.\n         *\n         */\n        @kotlin.jvm.JvmField\n        public val CURRENT: KotlinVersion =
KotlinVersionCurrentValue.get()\n    }\n}\n\n// this class is ignored during classpath normalization when
considering whether to recompile dependencies in Kotlin build\nprivate object KotlinVersionCurrentValue {\n    @kotlin.jvm.JvmStatic\n    fun get(): KotlinVersion = KotlinVersion(1, 7, 10) // value is written here automatically
during build\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmName("LateinitKt")\n@file:Suppress("unused")\n\npackage
kotlin\n\nimport kotlin.internal.InlineOnly\n\nimport kotlin.internal.AccessibleLateinitPropertyLiteral\n\nimport
kotlin.reflect.KProperty0\n\n/**\n * Returns `true` if this lateinit property has been assigned a value, and `false`
otherwise.\n *\n * Cannot be used in an inline function, to avoid binary compatibility issues.\n
*/\n\n@SinceKotlin("1.2")\n@InlineOnly\ninline val @receiver:AccessibleLateinitPropertyLiteral
KProperty0<*>.isInitialized: Boolean\n    get() = throw NotImplementedError("Implementation is
intrinsic")\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmName("LazyKt")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage kotlin\n\nimport
kotlin.reflect.KProperty\n\n/**\n * Represents a value with lazy initialization.\n

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*\n * To create an instance of [Lazy] use the [lazy] function.\n *\npublic interface Lazy<out T> {\n /**\n * Gets the lazily initialized value of the current Lazy instance.\n * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.\n *\n public val value: T\n /**\n * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.\n * Once this function has returned `true` it stays `true` for the rest of lifetime of this Lazy instance.\n *\n public fun isInitialized(): Boolean\n}\n/**\n * Creates a new instance of the [Lazy] that is already initialized with the specified [value].\n *\npublic fun <T> lazyOf(value: T): Lazy<T> = InitializedLazyImpl(value)\n/**\n * An extension to delegate a read-only property of type [T] to an instance of [Lazy].\n *\n * This extension allows to use instances of Lazy for property delegation:\n *\nval property: String by lazy { initializer }\n *\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Lazy<T>.getValue(thisRef: Any?, property: KProperty<*>): T = value\n/**\n * Specifies how a [Lazy] instance synchronizes initialization among multiple threads.\n *\npublic enum class LazyThreadSafetyMode {\n /**\n * Locks are used to ensure that only a single thread can initialize the [Lazy] instance.\n *\n SYNCHRONIZED,\n /**\n * Initializer function can be called several times on concurrent access to uninitialized [Lazy] instance value,\n * but only the first returned value will be used as the value of [Lazy] instance.\n *\n PUBLICATION,\n /**\n * No locks are used to synchronize an access to the [Lazy] instance value; if the instance is accessed from multiple threads, its behavior is undefined.\n *\n * This mode should not be used unless the [Lazy] instance is guaranteed never to be initialized from more than one thread.\n *\n

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NONE,\n}\n\ninternal object UNINITIALIZED_VALUE\n\n// internal to be called from lazy in JS\ninternal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {\n private var initializer: (() -> T)? = initializer\n private var _value: Any? = UNINITIALIZED_VALUE\n\n override val value: T\n get() {\n if (_value === UNINITIALIZED_VALUE) {\n _value = initializer!!()\n initializer = null\n }\n @Suppress("UNCHECKED_CAST")\n return _value as T\n }\n\n override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE\n\n override fun toString(): String = if (isInitialized()) value.toString() else "Lazy value not initialized yet.\n\n private fun writeReplace(): Any = InitializedLazyImpl(value)\n}\n\ninternal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {\n\n override fun isInitialized(): Boolean = true\n\n override fun toString(): String = value.toString()\n}\n\n", /*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

```

```

*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("NumbersKt")\npackage kotlin\n/**\n * Counts the number of set bits in the binary representation of this [Int] number.\n *\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.countOneBits(): Int\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.\n *\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.countLeadingZeroBits(): Int\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.\n *\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.countTrailingZeroBits(): Int\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,\n * or zero, if this number is zero.\n *\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.takeHighestOneBit(): Int\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number,\n * or zero, if this number is zero.\n *\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.takeLowestOneBit(): Int\n/**\n * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least

```

significant bits on the right side.
`* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
number.rotateLeft(-n) == number.rotateRight(n)
* Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally
number.rotateLeft(n) == number.rotateLeft(n % 32)
* Since Kotlin("1.6") WasExperimental(ExperimentalStdlibApi::class) public expect fun
Int.rotateLeft(bitCount: Int): Int
* Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
number.rotateRight(-n) == number.rotateLeft(n)
* Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally
number.rotateRight(n) == number.rotateRight(n % 32)
* Since Kotlin("1.6") WasExperimental(ExperimentalStdlibApi::class) public expect fun
Int.rotateRight(bitCount: Int): Int
* Counts the number of set bits in the binary representation of this [Long] number.
* Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun
Long.countOneBits(): Int
* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
* Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun
Long.countLeadingZeroBits(): Int
* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
* Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun
Long.countTrailingZeroBits(): Int
* Returns a number having a single bit set in the position of the most significant set bit of this [Long] number,
* or zero, if this number is zero.
* Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun
Long.takeHighestOneBit(): Long
* Returns a number having a single bit set in the position of the least significant set bit of this [Long] number,
* or zero, if this number is zero.
* Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) public expect fun
Long.takeLowestOneBit(): Long
* Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.
* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
number.rotateLeft(-n) == number.rotateRight(n)
* Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally
number.rotateLeft(n) == number.rotateLeft(n % 64)
* Since Kotlin("1.6") WasExperimental(ExperimentalStdlibApi::class) public expect fun
Long.rotateLeft(bitCount: Int): Long
* Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.
* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
number.rotateRight(-n) == number.rotateLeft(n)
* Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally
number.rotateRight(n) == number.rotateRight(n % 64)
* Since Kotlin("1.6") WasExperimental(ExperimentalStdlibApi::class) public expect fun
Long.rotateRight(bitCount: Int): Long
* Counts the number of set bits in the binary representation of this [Byte] number.
* Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) @kotlin.internal.InlineOnly public inline fun
Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()
* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.
* Since Kotlin("1.4") WasExperimental(ExperimentalStdlibApi::class) @kotlin.internal.InlineOnly public inline fun
Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS -`

Byte.SIZE_BITS)\n\n**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.\n

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits()\n\n**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number,\n * or zero, if this number is zero.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()\n\n**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number,\n * or zero, if this number is zero.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()\n\n**\n * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 8)`\n
```

```
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Byte.rotateLeft(bitCount: Int): Byte =\n    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()\n\n**\n * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 8)`\n
```

```
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Byte.rotateRight(bitCount: Int): Byte =\n    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()\n\n**\n * Counts the number of set bits in the binary representation of this [Short] number.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()\n\n**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countLeadingZeroBits(): Int =\n    (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)\n\n**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits()\n\n**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number,\n * or zero, if this number is zero.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n\n**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Short] number,\n * or zero, if this number is zero.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()\n\n**\n * Rotates the binary
```

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representation of this [Short] number left by the specified [bitCount] number of bits.\n * The most significant bits
pushed out from the left side reenter the number as the least significant bits on the
right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit
count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Short.SIZE_BITS]
(16) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 16)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
Short.rotateLeft(bitCount: Int): Short =\n (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount
and 15))).toShort()\n\n/**\n * Rotates the binary representation of this [Short] number right by the specified
[bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the
most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating
it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating
by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateRight(n)
== number.rotateRight(n % 16)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
Short.rotateRight(bitCount: Int): Short =\n (toInt().shl(16 - (bitCount and 15)) or (toInt() and
0xFFFF).ushr(bitCount and 15)).toShort()\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin\nimport kotlin.internal.RequireKotlin\nimport
kotlin.internal.RequireKotlinVersionKind\n\n@kotlin.internal.InlineOnly\n@SinceKotlin("1.2")\n@Suppress("IN
VISIBLE_MEMBER", "INVISIBLE_REFERENCE")\n@RequireKotlin("1.2.30", level =
DeprecationLevel.HIDDEN, versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic inline fun
<R> suspend(noinline block: suspend () -> R): suspend () ->
R = block\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmName("TuplesKt")\n\npackage kotlin\n\n/**\n * Represents a generic pair of two
values.\n *\n * There is no meaning attached to values in this class, it can be used for any purpose.\n * Pair exhibits
value semantics, i.e. two pairs are equal if both components are equal.\n *\n * An example of decomposing it into
values:\n * @sample samples.misc.Tuples.pairDestructuring\n *\n * @param A type of the first value.\n * @param
B type of the second value.\n * @property first First value.\n * @property second Second value.\n * @constructor
Creates a new instance of Pair.\n */\n\npublic data class Pair<out A, out B>(\n public val first: A,\n public val
second: B)\n) : Serializable {\n\n /**\n * Returns string representation of the [Pair]
including its [first] and [second] values.\n */\n public override fun toString(): String = "$first,
$second)\n\n\n/**\n * Creates a tuple of type [Pair] from this and [that].\n *\n * This can be useful for creating
[Map] literals with less noise, for example:\n * @sample samples.collections.Maps.instantiation.mapFromPairs\n
*\n\npublic infix fun <A, B> A.to(that: B): Pair<A, B> = Pair(this, that)\n\n/**\n * Converts this pair into a list.\n
*\n * @sample samples.misc.Tuples.pairToList\n */\n\npublic fun <T> Pair<T, T>.toList(): List<T> = listOf(first,
second)\n\n\n/**\n * Represents a triad of values\n *\n * There is no meaning attached to values in this class, it can be
used for any purpose.\n * Triple exhibits value semantics, i.e. two triples are equal if all three components are
equal.\n * An example of decomposing it into values:\n * @sample samples.misc.Tuples.tripleDestructuring\n *\n
*\n * @param A type of the first value.\n * @param B type of the second value.\n * @param C type
of the third value.\n * @property first First value.\n * @property second Second value.\n * @property third Third
value.\n */\n\npublic data class Triple<out A, out B, out C>(\n public val first: A,\n public val second: B,\n
public val third: C)\n) : Serializable {\n\n /**\n * Returns string representation of the [Triple] including its [first],
[second] and [third] values.\n */\n public override fun toString(): String = "$first, $second,
$third)\n\n\n/**\n * Converts this triple into a list.\n *\n * @sample samples.misc.Tuples.tripleToList\n */\n\npublic
fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)\n\n"/*\n * Copyright 2010-2022 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT

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EDIT!\n\npackage kotlin.ranges\n\nimport kotlin.internal.*\n\n * A range of values of
type `UInt`.n *\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic class
UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {\n
override val start: UInt get() = first\n  override val endInclusive: UInt get() = last\n\n  override fun contains(value:
UInt): Boolean = first <= value && value <= last\n\n  /** \n   * Checks if the range is empty.\n   \n   * The
range is empty if its start value is greater than the end value.\n   *\n   override fun isEmpty(): Boolean = first >
last\n\n  override fun equals(other: Any?): Boolean =\n    other is UIntRange && (isEmpty() &&
other.isEmpty()) ||\n    first == other.first && last == other.last\n\n  override fun hashCode(): Int =\n    if
(isEmpty()) -1 else (31 * first.toInt() + last.toInt())\n\n  override fun toString(): String = "$first..$last"\n\n
companion object {\n    /** An empty range of values of type
UInt. *\n    public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)\n
}\n}\n\n/**\n * A progression of values of type `UInt`.n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic open class
UIntProgression\n\ninternal constructor(\n  start: UInt,\n  endInclusive: UInt,\n  step: Int\n) : Iterable<UInt> {\n
init {\n    if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")\n    if (step
== Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to
avoid overflow on negation.")\n  }\n\n  /**\n   * The first element in the progression.\n   *\n   public val first:
UInt = start\n\n  /**\n   * The last element in the progression.\n   *\n   public val last: UInt =
getProgressionLastElement(start, endInclusive, step)\n\n  /**\n   * The step of the progression.\n   *\n   public
val step: Int = step\n\n  final override fun
iterator(): Iterator<UInt> = UIntProgressionIterator(first, last, step)\n\n  /** \n   * Checks if the progression is
empty.\n   \n   * Progression with a positive step is empty if its first element is greater than the last element.\n   *
Progression with a negative step is empty if its first element is less than the last element.\n   *\n   public open fun
isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n  override fun equals(other: Any?): Boolean =\n
other is UIntProgression && (isEmpty() && other.isEmpty()) ||\n    first == other.first && last == other.last
&& step == other.step\n\n  override fun hashCode(): Int =\n    if (isEmpty()) -1 else (31 * (31 * first.toInt() +
last.toInt()) + step.toInt())\n\n  override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first
downTo $last step ${-step}"\n\n  companion object {\n    /**\n     * Creates UIntProgression within the
specified bounds
of a closed range.\n     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd]
value not excluding it, with the specified [step].\n     * In order to go backwards the [step] must be negative.\n
*\n     * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.\n     *\n     public fun
fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart,
rangeEnd, step)\n  }\n}\n\n/**\n * An iterator over a progression of values of type `UInt`.n * @property step the
number by which the value is incremented on each step.n *\n@SinceKotlin("1.3")\nprivate class
UIntProgressionIterator(first: UInt, last: UInt, step: Int) : Iterator<UInt> {\n  private val finalElement = last\n
private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n  private val step = step.toUInt() // use 2-
complement math for negative steps\n  private var next = if (hasNext)
first else finalElement\n\n  override fun hasNext(): Boolean = hasNext\n\n  override fun next(): UInt {\n    val
value = next\n    if (value == finalElement) {\n      if (!hasNext) throw kotlin.NoSuchElementException()\n
      hasNext = false\n    } else {\n      next += step\n    }\n    return value\n  }\n}\n\n"/**\n * Copyright
2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n// Auto-generated file. DO NOT
EDIT!\n\npackage kotlin.ranges\n\nimport kotlin.internal.*\n\n * A range of values of type `ULong`.n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic class
ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1),
ClosedRange<ULong> {\n  override val start: ULong get() = first\n  override val endInclusive: ULong

```



```

get() = last\n\n override fun contains(value: ULong): Boolean = first <= value && value <= last\n\n /** \n *
Checks if the range is empty.\n \n * The range is empty if its start value is greater than the end value.\n */\n
override fun isEmpty(): Boolean = first > last\n\n override fun equals(other: Any?): Boolean =\n other is
ULongRange && (isEmpty() && other.isEmpty()) ||\n first == other.first && last == other.last)\n\n
override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr
32)).toInt())\n\n override fun toString(): String = \"$first..$last\"\n\n companion object {\n /** An empty
range of values of type ULong. *\n public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE,
ULong.MIN_VALUE)\n }\n}\n\n/**\n * A progression of values of type `ULong`.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic open
class ULongProgression\n\ninternal constructor(\n start: ULong,\n endInclusive: ULong,\n step: Long)\n :
Iterable<ULong> {\n init {\n if (step == 0.toLong()) throw kotlin.IllegalArgumentException("\nStep must be
non-zero.")\n if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("\nStep must be greater
than Long.MIN_VALUE to avoid overflow on negation.")\n }\n\n /**\n * The first element in the
progression.\n *\n public val first: ULong = start\n\n /**\n * The last element in the progression.\n *\n
public val last: ULong = getProgressionLastElement(start, endInclusive, step)\n\n /**\n * The step of the
progression.\n *\n public val step: Long = step\n\n final override fun iterator(): Iterator<ULong> =
ULongProgressionIterator(first, last, step)\n\n /**\n * Checks if the progression is empty.\n \n *
Progression with a positive step is empty if its first element is greater than the last
element.\n * Progression with a negative step is empty if its first element is less than the last element.\n *\n
public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n override fun equals(other: Any?):
Boolean =\n other is ULongProgression && (isEmpty() && other.isEmpty()) ||\n first == other.first
&& last == other.last && step == other.step)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 *
(31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt()) + (step xor (step ushr 32)).toInt())\n\n
override fun toString(): String = if (step > 0) \"$first..$last step $step\" else \"$first downTo $last step ${-step}\"\n\n
companion object {\n /**\n * Creates ULongProgression within the specified bounds of a closed
range.\n \n * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not
excluding it, with the specified [step].\n
*\n In order to go backwards the [step] must be negative.\n *\n * [step] must be greater than
`Long.MIN_VALUE` and not equal to zero.\n *\n public fun fromClosedRange(rangeStart: ULong,
rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)\n
}\n}\n\n/**\n * An iterator over a progression of values of type `ULong`.\n * @property step the number by which
the value is incremented on each step.\n */\n@SinceKotlin("1.3")\nprivate class ULongProgressionIterator(first:
ULong, last: ULong, step: Long) : Iterator<ULong> {\n private val finalElement = last\n private var hasNext:
Boolean = if (step > 0) first <= last else first >= last\n private val step = step.toULong() // use 2-complement math
for negative steps\n private var next = if (hasNext) first else finalElement\n\n override fun hasNext(): Boolean =
hasNext\n\n override fun next(): ULong {\n val value = next\n if (value
== finalElement) {\n if (!hasNext) throw kotlin.NoSuchElementException()\n hasNext = false\n }
else {\n next += step\n }\n return value\n }\n}\n\n"/**\n * Copyright 2010-2021 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.math\n\n/**\n * Returns the smaller of two
values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun min(a: UInt, b: UInt): UInt {\n return minOf(a, b)\n}\n\n/**\n * Returns the smaller of two
values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun min(a: ULong, b: ULong): ULong {\n return minOf(a, b)\n}\n\n/**\n * Returns the greater of
two values.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n

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ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countLeadingZeroBits(): Int
= toLong().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero
in the binary representation of this [ULong] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline
fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()\n\n/**\n * Returns a number having a
single bit set in the position of the most significant set bit of this [ULong] number,\n * or zero, if this number is
zero.\n *\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.takeHighestOneBit(): ULong
= toLong().takeHighestOneBit().toULong()\n\n/**\n * Returns a number having a single bit set in the position of the
least significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.takeLowestOneBit(): ULong
= toLong().takeLowestOneBit().toULong()\n\n/**\n * Rotates the binary representation of this [ULong] number left
by the specified [bitCount] number of bits.\n * The most significant
bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating
the number left by a negative bit count is the same as rotating it right by the negated bit count:\n *
`number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [ULong.SIZE_BITS] (64)
returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 64)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.rotateLeft(bitCount:
Int): ULong = toLong().rotateLeft(bitCount).toULong()\n\n/**\n * Rotates the binary representation of this [ULong]
number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side
reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit
count is the same as rotating it
left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple
of [ULong.SIZE_BITS] (64) returns the same number, or more generally\n * `number.rotateRight(n) ==
number.rotateRight(n % 64)`\n *\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.rotateRight(bitCount:
Int): ULong = toLong().rotateRight(bitCount).toULong()\n\n/**\n * Counts the number of set bits in the binary
representation of this [UByte] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countOneBits(): Int =
toUInt().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the
binary representation of this [UByte] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countLeadingZeroBits(): Int
= toByte().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero
in the binary representation of this [UByte] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countTrailingZeroBits(): Int =
toByte().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most
significant set bit of this [UByte] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.takeHighestOneBit(): UByte
= toInt().takeHighestOneBit().toUByte()\n\n/**\n * Returns a number having a single bit set in the position of the
least significant set bit

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of this [UByte] number,\n * or zero, if this number is zero.\n

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*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.takeLowestOneBit(): UByte =
toInt().takeLowestOneBit().toUByte()\n\n/**\n * Rotates the binary representation of this [UByte] number left by
the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the
number as the least significant bits on the right side.\n * \n * Rotating the number left by a negative bit count is the
same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * \n *
Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally\n *
`number.rotateLeft(n) == number.rotateLeft(n % 8)`\n

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*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic
inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()\n\n/**\n * Rotates the
binary representation of this [UByte] number right by the specified [bitCount] number of bits.\n * The least
significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * \n *
Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n *
`number.rotateRight(-n) == number.rotateLeft(n)`\n * \n * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns
the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 8)`\n

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*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.rotateRight(bitCount:
Int): UByte = toByte().rotateRight(bitCount).toUByte()\n\n/**\n * Counts the number of set bits in the binary
representation of this [UShort]
number.\n * \n *\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countOneBits(): Int =
toUInt().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the
binary representation of this [UShort] number.\n

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*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countLeadingZeroBits(): Int
= toShort().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero
in the binary representation of this [UShort] number.\n

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```

*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countTrailingZeroBits(): Int
= toShort().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in
the position of the most significant set bit of this [UShort] number,\n * or zero, if this number is zero.\n

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*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.takeHighestOneBit(): UShort
= toInt().takeHighestOneBit().toUShort()\n\n/**\n * Returns a number having a single bit set in the position of the
least significant set bit of this [UShort] number,\n * or zero, if this number is zero.\n

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*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.takeLowestOneBit(): UShort
= toInt().takeLowestOneBit().toUShort()\n\n/**\n * Rotates the binary representation of this [UShort] number left
by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the
number as the least significant bits on the right side.\n * \n * Rotating
the number left by a negative bit count is the same as rotating it right by the negated bit count:\n *
`number.rotateLeft(-n) == number.rotateRight(n)`\n * \n * Rotating by a multiple of [UShort.SIZE_BITS] (16)
returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 16)`\n

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*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.rotateLeft(bitCount:
Int): UShort = toShort().rotateLeft(bitCount).toUShort()\n\n/**\n * Rotates the binary representation of this

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[UShort] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 16)`\n *\n *
`@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()\n", /*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *
package kotlin.internal\n// (a - b) mod c\nprivate fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {\n val ac = a % c\n val bc = b % c\n return if (ac >= bc) ac - bc else ac - bc + c\n}\nprivate fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {\n val ac = a % c\n val bc = b % c\n return if (ac >= bc) ac - bc else ac - bc + c\n}\n**\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress\n *\n *
@PublishedApi\n@SinceKotlin("1.3")\ninternal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {\n step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())\n step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())\n else -> throw kotlin.IllegalArgumentException("Step is zero.")\n}\n**\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress\n *\n *
@PublishedApi\n@SinceKotlin("1.3")\ninternal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {\n step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())\n step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())\n else -> throw kotlin.IllegalArgumentException("Step is zero.")\n}\n", /*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *
@file:kotlin.jvm.JvmName("UStringsKt") // string representation of unsigned numbers\npackage kotlin.text\n**\n * Returns a string representation of this [Byte] value in the specified [radix].\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n *\n *
@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)\n**\n * Returns a string representation of this [Short] value in the specified [radix].\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n *\n *
@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)\n**\n * Returns a string representation of this [Int] value in the specified [radix].\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n *\n *
@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly`

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\npublic /*inline*/ fun UInt.toString(radix: Int): String = this.toLong().toString(radix)\n\n/**\n * Returns a string
representation of this [Long] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix]
is not a valid radix for number to string conversion.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun
ULong.toString(radix: Int):
String = ulongToString(this.toLong(), checkRadix(radix))\n\n/**\n * Parses the string as a signed [UByte]
number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a
number.\n */\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun
String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a signed
[UByte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to
number conversion.\n */\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic
fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the
string as a [UShort] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation
of a number.\n */\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun
String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a
[UShort] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to
number conversion.\n */\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic
fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the
string as an [UInt] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun String.toUInt():
UInt = toUIntOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as an [UInt] number and
returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n *
@throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun
String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as a
[ULong] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun String.toULong():
ULong = toULongOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a [ULong] number and
returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n *
@throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic
fun String.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the
string as an [UByte] number and returns the result\n * or `null` if the string is not a valid representation of
a number.\n */\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun
String.toUByteOrNull(): UByte? = toUByteOrNull(radix = 10)\n\n/**\n * Parses the string as an [UByte] number
and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun
String.toUByteOrNull(radix: Int): UByte? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int >
        UByte.MAX_VALUE) return null
    return int.toUByte()\n}\n\n/**\n * Parses the string
as an [UShort] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun
String.toUShortOrNull(): UShort? = toUShortOrNull(radix = 10)\n\n/**\n * Parses the string as an [UShort] number

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and returns the result\n * or `null` if the string is not a valid representation of a number.\n * \n * @throws
IllegalArgumentExcepion when [radix] is not a valid radix for string to number conversion.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toUShortOrNull(radix: Int): UShort? {\n    val int = this.toUIntOrNull(radix) ?: return null\n    if (int >
UShort.MAX_VALUE) return null\n    return int.toUShort()\n}\n\n/**\n * Parses the string as an [UInt] number and
returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic
fun String.toUIntOrNull(): UInt? = toUIntOrNull(radix = 10)\n\n/**\n * Parses the string as an [UInt] number and
returns the result\n * or `null` if the string is not a valid representation of a number.\n * \n * @throws
IllegalArgumentExcepion when [radix] is not a valid radix for string to number conversion.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toUIntOrNull(radix: Int): UInt? {\n    checkRadix(radix)\n\n    val length = this.length\n    if (length == 0)
return null\n\n    val limit: UInt = UInt.MAX_VALUE\n    val start: Int\n\n    val firstChar = this[0]\n    if (firstChar
< '0') {\n        if (length == 1 || firstChar != '+') return null\n        start = 1\n    } else {\n        start = 0\n    }\n\n    val
limitForMaxRadix = 119304647u // limit / 36\n\n    var limitBeforeMul = limitForMaxRadix\n    val uradix =
radix.toUInt()\n    var result = 0u\n    for (i in start until length) {\n        val
digit = digitOf(this[i], radix)\n\n        if (digit < 0) return null\n        if (result > limitBeforeMul) {\n            if
(limitBeforeMul == limitForMaxRadix) {\n                limitBeforeMul = limit / uradix\n\n                if (result >
limitBeforeMul) {\n                    return null\n                }\n            } else {\n                return null\n            }\n        }\n\n        result *= uradix\n\n        val beforeAdding = result\n        result += digit.toUInt()\n        if (result <
beforeAdding) return null // overflow has happened\n    }\n\n    return result\n}\n\n/**\n * Parses the string as an
[ULong] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toULongOrNull(): ULong? = toULongOrNull(radix = 10)\n\n/**\n * Parses the string as an [ULong] number
and returns the result\n * or `null` if the string is not a
valid representation of a number.\n * \n * @throws IllegalArgumentExcepion when [radix] is not a valid radix for
string to number conversion.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toULongOrNull(radix: Int): ULong? {\n    checkRadix(radix)\n\n    val length = this.length\n    if (length ==
0) return null\n\n    val limit: ULong = ULong.MAX_VALUE\n    val start: Int\n\n    val firstChar = this[0]\n    if
(firstChar < '0') {\n        if (length == 1 || firstChar != '+') return null\n        start = 1\n    } else {\n        start = 0\n    }\n\n    val
limitForMaxRadix = 512409557603043100uL // limit / 36\n\n    var limitBeforeMul =
limitForMaxRadix\n    val uradix = radix.toULong()\n    var result = 0uL\n    for (i in start until length) {\n        val
digit = digitOf(this[i], radix)\n\n        if (digit < 0) return null\n        if (result > limitBeforeMul) {\n            if
(limitBeforeMul == limitForMaxRadix) {\n                limitBeforeMul = limit / uradix\n\n                if (result >
limitBeforeMul) {\n                    return null\n                }\n            } else {\n                return null\n            }\n        }\n\n        result *= uradix\n\n        val beforeAdding =
result\n        result += digit.toUInt()\n        if (result < beforeAdding) return null // overflow has happened\n    }\n\n    return result\n}\n"}\n\n/* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")\npackage kotlin\n\nimport
kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport
kotlin.internal.RequireKotlinVersionKind\n\n/**\n * Marks the API that is dependent on the experimental unsigned
types, including those types themselves.\n * \n * Usages of such API will be
reported as warnings unless an explicit opt-in with\n * the [OptIn] annotation, e.g.
`@OptIn(ExperimentalUnsignedTypes::class)`\n * or with the ` -opt-in=kotlin.ExperimentalUnsignedTypes`
compiler option is given.\n * \n * It's recommended to propagate the experimental status to the API that depends on
unsigned types by annotating it with this annotation.\n *\n@RequiresOptIn(level =

```

```

RequiresOptIn.Level.WARNING)\n@MustBeDocumented\n@Target(CLASS, ANNOTATION_CLASS,
PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
PROPERTY_GETTER, PROPERTY_SETTER,
TYPEALIAS)\n@Retention(AnnotationRetention.BINARY)\n@RequireKotlin("1.2.50", versionKind =
RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class ExperimentalUnsignedTypes\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("MathKt")\n\npackage
kotlin.math\n\n// constants, can't use them from nativeMath as they are not constants there\n/** Ratio of the
circumference of a circle to its diameter, approximately 3.14159. */\n@SinceKotlin("1.2")\npublic const val PI:
Double = 3.141592653589793\n/** Base of the natural logarithms, approximately 2.71828.
*/\n@SinceKotlin("1.2")\npublic const val E: Double = 2.718281828459045\n\n// region =====
Double Math =====\n\n/** Computes the sine of the angle [x]
given in radians.\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\npublic
expect fun sin(x: Double): Double\n\n/** Computes the cosine of the angle [x] given in radians.\n * Special
cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\npublic expect fun cos(x: Double):
Double\n\n/** Computes the tangent of the angle [x] given in radians.\n * Special
cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\npublic expect fun tan(x: Double):
Double\n\n/** Computes the arc sine of the value [x];\n * the returned value is an angle in the range from `-PI/2`
to `PI/2` radians.\n * Special cases:\n * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n
*/\n@SinceKotlin("1.2")\npublic expect fun asin(x: Double): Double\n\n/** Computes the arc cosine of the
value [x];\n * the returned value is an angle in the range from `0.0` to `PI` radians.\n * Special cases:\n * -
`acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin("1.2")\npublic expect fun acos(x: Double):
Double\n\n/** Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from `-
PI/2` to `PI/2` radians.\n * Special cases:\n * - `atan(NaN)` is `NaN`\n */\n@SinceKotlin("1.2")\npublic
expect fun atan(x: Double): Double\n\n/** Returns the angle `theta` of the polar coordinates
`(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] /
[x];\n * the returned value is an angle in the range from `-PI` to `PI` radians.\n * Special cases:\n * - `atan2(0.0,
0.0)` is `0.0`\n * - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`\n * - `atan2(-0.0, x)` is
`-0.0` for `x > 0`
and `-PI` for `x < 0`\n * - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for `-Inf < y < 0`\n * -
`atan2(y, -
Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\n * - `atan2(y, 0.0)` is `PI/2` for `y > 0` and
`-PI/2` for `y
< 0`\n * - `atan2(+Inf, x)` is `PI/2` for finite `x`\n * - `atan2(-Inf, x)` is `-PI/2` for finite `x`\n * -
`atan2(NaN,
x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin("1.2")\npublic expect fun atan2(y: Double, x: Double):
Double\n\n/** Computes the hyperbolic sine of the value [x].\n * Special cases:\n * - `sinh(NaN)` is
`NaN`\n * - `sinh(+Inf)`
is `+Inf`\n * - `sinh(-Inf)` is `-Inf`\n */\n@SinceKotlin("1.2")\npublic expect fun sinh(x: Double):
Double\n\n/** Computes the hyperbolic cosine of the value [x].\n * Special cases:\n * - `cosh(NaN)` is
`NaN`\n * - `cosh(+Inf|-Inf)` is `+Inf`\n */\n@SinceKotlin("1.2")\npublic expect fun cosh(x: Double):
Double\n\n/** Computes the hyperbolic tangent of the value [x].\n * Special cases:\n * - `tanh(NaN)` is
`NaN`\n * - `tanh(+Inf)` is `1.0`\n * - `tanh(-Inf)` is `-1.0`\n */\n@SinceKotlin("1.2")\npublic expect fun tanh(x:
Double): Double\n\n/** Computes the inverse hyperbolic sine of the value [x].\n * The returned value is `y`
such that `sinh(y) == x`.\n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * - `asinh(+Inf)` is `+Inf`\n * -
`asinh(-Inf)` is
`-Inf`\n */\n@SinceKotlin("1.2")\npublic expect fun asinh(x: Double): Double\n\n/** Computes the inverse
hyperbolic cosine of the value [x].\n * The returned value is positive
`y` such that `cosh(y) == x`.\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x
< 1`\n * - `acosh(+Inf)` is `+Inf`\n */\n@SinceKotlin("1.2")\npublic expect fun acosh(x: Double):
Double\n\n/** Computes the inverse hyperbolic tangent of the value [x].\n * The returned value is `y` such
that `tanh(y) == x`.\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)` is `NaN` when `x > 1` or `x <
-1`

```


`-1` * `-tanh(1.0)` is `+Inf` * `-tanh(-1.0)` is `-Inf` * `@SinceKotlin("1.2")` public expect fun atanh(x: Double): Double * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow. * Special cases: * - returns `+Inf` if any of arguments is infinite * - returns `NaN` if any of arguments is `NaN` and the other is not infinite * `@SinceKotlin("1.2")` public expect fun hypot(x: Double, y: Double): Double * Computes the positive square root of the value [x]. * Special cases: * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN` * `@SinceKotlin("1.2")` public expect fun sqrt(x: Double): Double * Computes Euler's number `e` raised to the power of the value [x]. * Special cases: * - `exp(NaN)` is `NaN` * - `exp(+Inf)` is `+Inf` * - `exp(-Inf)` is `0.0` * `@SinceKotlin("1.2")` public expect fun exp(x: Double): Double * Computes `exp(x) - 1`. * This function can be implemented to produce more precise result for [x] near zero. * Special cases: * - `expm1(NaN)` is `NaN` * - `expm1(+Inf)` is `+Inf` * - `expm1(-Inf)` is `-1.0` * @see [exp] function. * `@SinceKotlin("1.2")` public expect fun expm1(x: Double): Double * Computes the logarithm of the value [x] to the given [base]. * Special cases: * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN` * - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0` * - `log(+Inf, +Inf)` is `NaN` * - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1` * - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1` * See also logarithm functions for common fixed bases: [ln], [log10] and [log2]. * `@SinceKotlin("1.2")` public expect fun log(x: Double, base: Double): Double * Computes the natural logarithm (base `E`) of the value [x]. * Special cases: * - `ln(NaN)` is `NaN` * - `ln(x)` is `NaN` when `x < 0.0` * - `ln(+Inf)` is `+Inf` * - `ln(0.0)` is `-Inf` * `@SinceKotlin("1.2")` public expect fun ln(x: Double): Double * Computes the common logarithm (base 10) of the value [x]. * @see [ln] function for special cases. * `@SinceKotlin("1.2")` public expect fun log10(x: Double): Double * Computes the binary logarithm (base 2) of the value [x]. * @see [ln] function for special cases. * `@SinceKotlin("1.2")` public expect fun log2(x: Double): Double * Computes `ln(x + 1)`. * This function can be implemented to produce more precise result for [x] near zero. * Special cases: * - `ln1p(NaN)` is `NaN` * - `ln1p(x)` is `NaN` where `x < -1.0` * - `ln1p(-1.0)` is `-Inf` * - `ln1p(+Inf)` is `+Inf` * @see [ln] function * @see [expm1] function * `@SinceKotlin("1.2")` public expect fun ln1p(x: Double): Double * Rounds the given value [x] to an integer towards positive infinity. * @return the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer. * Special cases: * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer. * `@SinceKotlin("1.2")` public expect fun ceil(x: Double): Double * Rounds the given value [x] to an integer towards negative infinity. * @return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer. * Special cases: * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer. * `@SinceKotlin("1.2")` public expect fun floor(x: Double): Double * Rounds the given value [x] to an integer towards zero. * @return the value [x] having its fractional part truncated. * Special cases: * - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer. * `@SinceKotlin("1.2")` public expect fun truncate(x: Double): Double * Rounds the given value [x] towards the closest integer with ties rounded towards even integer. * Special cases: * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer. * `@SinceKotlin("1.2")` public expect fun round(x: Double): Double * Returns the absolute value of the given value [x]. * Special cases: * - `abs(NaN)` is `NaN` * @see absoluteValue extension property for [Double] * `@SinceKotlin("1.2")` public expect fun abs(x: Double): Double * Returns the sign of the given value [x]: * - `-1.0` if the value is negative, * - zero if the value is zero, * - `1.0` if the value is positive * Special case: * - `sign(NaN)` is `NaN` * `@SinceKotlin("1.2")` public expect fun sign(x: Double): Double * Returns the smaller of two values. * If either value is `NaN`, then the result is `NaN`. * `@SinceKotlin("1.2")` public expect fun min(a: Double, b: Double): Double * Returns the greater of two values. * If either value is `NaN`, then the result is `NaN`. * `@SinceKotlin("1.2")` public expect fun max(a: Double, b: Double): Double // extensions * Raises this value to the power [x]. * Special cases: * - `b.pow(0.0)` is `1.0` * -

returned value is an angle in the range from $-\pi$ to π radians.

`atan2(0.0, 0.0)` is 0.0

`atan2(0.0, x)` is 0.0 for $x > 0$ and π for $x < 0$

`atan2(-0.0, x)` is -0.0 for $x > 0$ and $-\pi$ for $x < 0$

`atan2(y, +Inf)` is 0.0 for $0 < y < +Inf$ and -0.0 for $-\text{Inf} < y < 0$

`atan2(y, -Inf)` is π for $0 < y < +Inf$ and $-\pi$ for $-\text{Inf} < y < 0$

`atan2(y, 0.0)` is $\pi/2$ for $y > 0$ and $-\pi/2$ for $y < 0$

`atan2(+Inf, x)` is $\pi/2$ for finite $x > 0$

`atan2(-Inf, x)` is $-\pi/2$ for finite $x > 0$

`atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`

```

@SinceKotlin("1.2")
public expect fun atan2(y: Float, x: Float): Float {
    * Computes the hyperbolic sine of the value [x].
    * Special cases:
    * - sinh(NaN) is NaN
    * - sinh(+Inf) is +Inf
    * - sinh(-Inf) is -Inf
}

@SinceKotlin("1.2")
public expect fun sinh(x: Float): Float {
    * Computes the hyperbolic cosine of the value [x].
    * Special cases:
    * - cosh(NaN) is NaN
    * - cosh(+Inf) is +Inf
    * - cosh(-Inf) is -Inf
}

@SinceKotlin("1.2")
public expect fun cosh(x: Float): Float {
    * Computes the hyperbolic tangent of the value [x].
    * Special cases:
    * - tanh(NaN) is NaN
    * - tanh(+Inf) is 1.0
    * - tanh(-Inf) is -1.0
}

@SinceKotlin("1.2")
public expect fun tanh(x: Float): Float {
    * Computes the inverse hyperbolic sine of the value [x].
    * The returned value is `y` such that `sinh(y) == x`.
    * Special cases:
    * - asinh(NaN) is NaN
    * - asinh(+Inf) is +Inf
    * - asinh(-Inf) is -Inf
}

@SinceKotlin("1.2")
public expect fun asinh(x: Float): Float {
    * Computes the inverse hyperbolic cosine of the value [x].
    * The returned value is positive `y` such that `cosh(y) == x`.
    * Special cases:
    * - acosh(NaN) is NaN
    * - acosh(x) is NaN when `x < 1`
    * - acosh(+Inf) is +Inf
}

@SinceKotlin("1.2")
public expect fun acosh(x: Float): Float {
    * Computes the inverse hyperbolic tangent of the value [x].
    * The returned value is `y` such that `tanh(y) == x`.
    * Special cases:
    * - tanh(NaN) is NaN
    * - tanh(x) is NaN when `x > 1` or `x < -1`
    * - tanh(1.0) is +Inf
    * - tanh(-1.0) is -Inf
}

@SinceKotlin("1.2")
public expect fun atanh(x: Float): Float {
    * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
    * Special cases:
    * - returns +Inf if any of arguments is infinite
    * - returns NaN if any of arguments is NaN and the other is not infinite
}

@SinceKotlin("1.2")
public expect fun hypot(x: Float, y: Float): Float {
    * Computes the positive square root of the value [x].
    * Special cases:
    * - sqrt(x) is NaN when `x < 0` or `x` is NaN
}

@SinceKotlin("1.2")
public expect fun sqrt(x: Float): Float {
    * Computes Euler's number `e` raised to the power of the value [x].
    * Special cases:
    * - exp(NaN) is NaN
    * - exp(+Inf) is +Inf
    * - exp(-Inf) is 0.0
}

@SinceKotlin("1.2")
public expect fun exp(x: Float): Float {
    * Computes `exp(x) - 1`.
    * This function can be implemented to produce more precise result for [x] near zero.
    * Special cases:
    * - expm1(NaN) is NaN
    * - expm1(+Inf) is +Inf
    * - expm1(-Inf) is -1.0
    * @see [exp] function.
}

@SinceKotlin("1.2")
public expect fun expm1(x: Float): Float {
    * Computes the logarithm of the value [x] to the given [base].
    * Special cases:
    * - log(x, b) is NaN if either `x` or `b` are NaN
    * - log(x, b) is NaN when `x < 0` or `b <= 0` or `b == 1.0`
    * - log(+Inf, +Inf) is NaN
    * - log(+Inf, b) is +Inf for `b > 1` and -Inf for `b < 1`
    * - log(0.0, b) is -Inf for `b > 1` and +Inf for `b > 1`
    * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].
}

@SinceKotlin("1.2")
public expect fun log(x: Float, base: Float): Float {
    * Computes the natural logarithm (base `E`) of the value [x].
    * Special cases:
    * - ln(NaN) is NaN
    * - ln(x) is NaN when `x < 0.0`
    * - ln(+Inf) is +Inf
    * - ln(0.0) is -Inf
}

@SinceKotlin("1.2")
public expect fun ln(x: Float): Float {
    * Computes the common logarithm (base 10) of the value [x].
    * @see [ln] function for special cases.
}

@SinceKotlin("1.2")
public expect fun log10(x: Float): Float {
    * Computes the binary logarithm (base 2) of the value [x].
    * @see [ln] function for special cases.
}

@SinceKotlin("1.2")
public expect fun log2(x: Float): Float {
    * Computes `ln(a + 1)`.
    * This function can be implemented to produce more precise result for [x] near zero.
    * Special cases:
    * - ln1p(NaN) is NaN
    * - ln1p(x) is NaN where `x < -1.0`
    * - ln1p(-1.0) is -Inf
    * - ln1p(+Inf) is +Inf
    * @see [ln] function
    * @see [expm1] function
}

@SinceKotlin("1.2")
public expect fun ln1p(x: Float): Float {

```

* Rounds the given value [x] to an integer towards positive infinity.
 @return the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.
 Special cases: - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
 @SinceKotlin("1.2")\npublic expect fun ceil(x: Float): Float

* Rounds the given value [x] to an integer towards negative infinity.
 @return the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.
 Special cases: - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
 @SinceKotlin("1.2")\npublic expect fun floor(x: Float): Float

* Rounds the given value [x] to an integer towards zero.
 @return the value [x] having its fractional part truncated.
 Special cases: - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
 @SinceKotlin("1.2")\npublic expect fun truncate(x: Float): Float

* Rounds the given value [x] towards the closest integer with ties rounded towards even integer.
 Special cases: - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
 @SinceKotlin("1.2")\npublic expect fun round(x: Float): Float

* Returns the absolute value of the given value [x].
 Special cases: - `abs(NaN)` is `NaN`
 @see absoluteValue extension property for [Float]
 @SinceKotlin("1.2")\npublic expect fun abs(x: Float): Float

* Returns the sign of the given value [x]:
 - `1.0` if the value is negative,
 - zero if the value is zero,
 - `1.0` if the value is positive
 Special case: - `sign(NaN)` is `NaN`
 @SinceKotlin("1.2")\npublic expect fun sign(x: Float): Float

* Returns the smaller of two values.
 If either value is `NaN`, then the result is `NaN`.
 @SinceKotlin("1.2")\npublic expect fun min(a: Float, b: Float): Float

* Returns the greater of two values.
 If either value is `NaN`, then the result is `NaN`.
 @SinceKotlin("1.2")\npublic expect fun max(a: Float, b: Float): Float

extensions

* Raises this value to the power [x].
 Special cases: - `b.pow(0.0)` is `1.0`
 - `b.pow(1.0) == b`
 - `b.pow(NaN)` is `NaN`
 - `NaN.pow(x)` is `NaN` for `x != 0.0`
 - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`
 - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer
 @SinceKotlin("1.2")\npublic expect fun Float.pow(x: Float): Float

* Raises this value to the integer power [n].
 See the other overload of [pow] for details.
 @SinceKotlin("1.2")\npublic expect fun Float.pow(n: Int): Float

* Returns the absolute value of this value.
 Special cases: - `NaN.absoluteValue` is `NaN`
 @see abs function
 @SinceKotlin("1.2")\npublic expect val Float.absoluteValue: Float

* Returns the sign of this value:
 - `1.0` if the value is negative,
 - zero if the value is zero,
 - `1.0` if the value is positive
 Special case: - `NaN.sign` is `NaN`
 @SinceKotlin("1.2")\npublic expect val Float.sign: Float

* Returns this value with the sign bit same as of the [sign] value.
 If [sign] is `NaN` the sign of the result is undefined.
 @SinceKotlin("1.2")\npublic expect fun Float.withSign(sign: Float): Float

* Returns this value with the sign bit same as of the [sign] value.
 @SinceKotlin("1.2")\npublic expect fun Float.withSign(sign: Int): Float

* Rounds this [Float] value to the nearest integer and converts the result to [Int].
 Ties are rounded towards positive infinity.
 Special cases: - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`
 - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`
 @throws IllegalArgumentException when this value is `NaN`
 @SinceKotlin("1.2")\npublic expect fun Float.roundToInt(): Int

* Rounds this [Float] value to the nearest integer and converts the result to [Long].
 Ties are rounded towards positive infinity.
 Special cases: - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`
 - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`
 @throws IllegalArgumentException when this value is `NaN`
 @SinceKotlin("1.2")\npublic expect fun Float.roundToLong(): Long

endregion

region

==== Integer Math =====

* Returns the absolute value of the given value [n].
 Special cases: - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow
 @see absoluteValue extension property for [Int]
 @SinceKotlin("1.2")\npublic

```

expect fun abs(n: Int): Int\n\n**\n * Returns the smaller of two values.\n *^\n@SinceKotlin("1.2")\npublic expect
fun min(a: Int, b: Int): Int\n\n**\n * Returns the greater of two values.\n *^\n@SinceKotlin("1.2")\npublic expect
fun max(a: Int, b: Int): Int\n\n**\n * Returns the absolute value of this value.\n *^\n * Special cases:\n * -
`Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow\n *^\n * @see abs function\n
*^\n@SinceKotlin("1.2")\npublic expect val Int.absoluteValue: Int\n\n**\n * Returns the sign of this value:\n * -
`-1` if the value is negative,\n * - `0` if the value is zero,\n * - `1` if the value is positive\n
*^\n@SinceKotlin("1.2")\npublic expect val Int.sign: Int\n\n\n**\n * Returns the absolute value of the given
value [n].\n *^\n * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n *^\n
* @see absoluteValue extension property for [Long]\n *^\n@SinceKotlin("1.2")\npublic expect
fun abs(n: Long): Long\n\n**\n * Returns the smaller of two values.\n *^\n@SinceKotlin("1.2")\npublic expect
fun min(a: Long, b: Long): Long\n\n**\n * Returns the greater of two values.\n *^\n@SinceKotlin("1.2")\npublic
expect fun max(a: Long, b: Long): Long\n\n**\n * Returns the absolute value of this value.\n *^\n * Special cases:\n
* - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow\n *^\n * @see abs function\n
*^\n@SinceKotlin("1.2")\npublic expect val Long.absoluteValue: Long\n\n**\n * Returns the sign of this value:\n
* - `-1` if the value is negative,\n * - `0` if the value is zero,\n * - `1` if the value is positive\n
*^\n@SinceKotlin("1.2")\npublic expect val Long.sign: Int\n\n\n// endregion\n","/**\n * Copyright 2010-2022
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.js\n\n**\n *
Exposes the JavaScript [Math
object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Math) to Kotlin.\n
*^\n@PublishedApi\n@JsName("Math")\ninternal external object JsMath {\n val LN2: Double\n fun
abs(value: Double): Double\n fun acos(value: Double): Double\n fun asin(value: Double): Double\n fun
atan(value: Double): Double\n fun atan2(y: Double, x: Double): Double\n fun cos(value: Double): Double\n
fun sin(value: Double): Double\n fun exp(value: Double): Double\n fun max(vararg values: Int): Int\n fun
max(vararg values: Float): Float\n fun max(vararg values: Double): Double\n fun min(vararg values: Int): Int\n
fun min(vararg values: Float): Float\n fun min(vararg values: Double): Double\n fun sqrt(value: Double):
Double\n fun tan(value: Double): Double\n fun log(value: Double): Double\n fun pow(base: Double, exp:
Double): Double\n fun round(value: Number): Double\n fun floor(value: Number):
Double\n fun ceil(value: Number): Double\n}\n\ninternal const val defineTaylorNBound = "\\\"\n var epsilon =
2.220446049250313E-16;\n var taylor_2_bound = Math.sqrt(epsilon);\n var taylor_n_bound =
Math.sqrt(taylor_2_bound);\n\"\n\ninternal const val defineUpperTaylor2Bound = "\\\"\n
$defineTaylorNBound\n var upper_taylor_2_bound = 1/taylor_2_bound;\n\"\n\ninternal const val
defineUpperTaylorNBound = "\\\"\n $defineUpperTaylor2Bound\n var upper_taylor_n_bound =
1/taylor_n_bound;\n\"\n\n", "names": [], "mappings": "AAWC,CAXA,yB;EACG,IAAI,OAAO,MAAO,KAAI,UAA
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T,S;UAAc,gBAupGT,cAAR,iBAAQ,C;;QAvpGhB,OAAO,OAAc,sBAAL,KAAL,CAAtC,GAAsD,aAAa,KAAb,C;
O;KAPjE,C;2FAUA,yB;MA4pGI,8D;MA5pGJ,iD;QAOe,oBAAS,C;QAAT,S;UAAc,gBAqpGT,cAAR,iBAAQ,C;;
QArpGhB,OAAO,OAAc,sBAAL,KAAL,CAAtC,GAAsD,aAAa,KAAb,C;O;KAPjE,C;IAUA,wC;MAQe,oBAAS,
C;MAAT,S;QAAC,gBAknGT,gBAAR,iBAAQ,C;;MALnGhB,OAAO,OAAc,sBAAL,KAAL,CAAtC,GAAsD,I;K;I
AGjE,wC;MAQe,oBAAS,C;MAAT,S;QAAC,gBA+mGT,gBAAR,iBAAQ,C;;MA/mGhB,OAAO,OAAc,sBAAL,K
AAJ,CAAtC,GAAsD,I;K;IAGjE,wC;MAQe,oBAAS,C;MAAT,S;QAAC,gBA4mGT,gBAAR,iBAAQ,C;;MA5mGh
B,OAAO,OAAc,sBAAL,KAAL,CAAtC,GAAsD,I;K;IAGjE,wC;MAQe,oBAAS,C;MAAT,S;QAAC,gBAymGT,gB
AAR,iBAAQ,C;;MAzmGhB,OAAO,OAAc,sBAAL,KAAL,CAAtC,GAAsD,I;K;uFAGjE,yB;MAAA,kD;MAAA,q
C;QAOI,OAAe,QAAR,iBAAQ,EAAQ,OnC1dU,KmC0dIB,C;O;KAPnB,C;uFAUA,yB;MAAA,kD;MAAA,qC;QA
OI,OAAe,QAAR,iBAAQ,EAAQ,OpCthBY,KoCshBpB,C;O;KAPnB,C;uFAUA,yB;MAAA,kD;MAAA,qC;QAOI,OAA
e,QAAR,iBAAQ,EAAQ,OICrhBc,KkCqhBtB,C;O;KAPnB,C;iGAUA,yB;MAAA,sC;MnChaA,6B;MmCgaA,0BA
OgC,yB;QnCvahC,6B;emCuagC,6B;UAAA,qB;YAAE,yBnC7ZK,cmC6ZK,EnC7ZL,CmC6ZL,C;W;S;OAAF,C;M

APhC,uC;QAOMB,kBAAR,iB;QAAQ,uB;;UtC+0Bf,0D;YACI,IsCh1B0B,UnC7ZK,cH6uCjB,YAAK,KAAL,CG7
uCiB,CmC6ZL,CtCg1B1B,C;cACI,sBAAO,K;cAAP,wB;;;UAGR,sBAAO,E;;;QsCp1BP,0B;O;KAPJ,C;iGAUA,yB
;MAAA,sC;MnB3ZA,+B;MmB2ZA,0BAOGC,yB;QnBlahC,+B;emBkagC,6B;UAAA,qB;YAAE,yBnBxZQ,emBw
ZE,EnBxZF,CmBwZR,C;W;S;OAAF,C;MAPhC,uC;QAOMB,kBAAR,iB;QAAQ,uB;;UtCi1Bf,0D;YACI,IsCl1B0
B,UnBxZQ,enB0uCpB,YAAK,KAAL,CmB1uCoB,CmBwZR,CtCk1B1B,C;cACI,sBAAO,K;cAAP,wB;;;UAGR,s
BAAO,E;;;QsCt1BP,0B;O;KAPJ,C;iGAUA,yB;MAAA,sC;MpCleA,+B;MoCkeA,0BAOGC,yB;QpCzehC,+B;eoCy
egC,6B;UAAA,qB;YAAE,yBpC/dQ,eoC+dE,EpC/dF,CoC+dR,C;W;S;OAAF,C;MAPhC,uC;QAOMB,kBAAR,iB;
QAAQ,uB;;UtCmyBf,0D;YACI,IsCpyB0B,UpC/dQ,eFmwCpB,YAAK,KAAL,CEnwCoB,CoC+dR,CtCoyB1B,C;c
ACI,sBAAO,K;cAAP,wB;;;UAGR,sBAAO,E;;;QsCxyBP,0B;O;KAPJ,C;iGAUA,yB;MAAA,sC;MIC/dA,iC;MkC+
dA,0BAOGC,yB;QICtehC,iC;ekCsegC,6B;UAAA,qB;YAAE,yBIC5dW,gBkC4dD,EIC5dC,CkC4dX,C;W;S;OAAF,
C;MAPhC,uC;QAOMB,kBAAR,iB;QAAQ,uB;;UtCqyBf,0D;YACI,IsCtyB0B,UIC5dW,gBJkwCvB,YAAK,KAAL,
CIIwCuB,CkC4dX,CtCsyB1B,C;cACI,sBAAO,K;cAAP,wB;;;UAGR,sBAAO,E;;;QsC1yBP,0B;O;KAPJ,C;+FAUA
,yB;MAAA,sC;MtCs5BA,0D;MAAA,+C;MG91CA,6B;MmCwcA,yBAO+B,yB;QnC/c/B,6B;emC+c+B,6B;UAAA
,qB;YAAE,yBnCreM,cmCqcI,EnCreJ,CmCqcN,C;W;S;OAAF,C;MAP/B,uC;QAOMB,kBAAR,iB;QAAQ,sB;;UtC
m5BD,Q;UAAA,OAAQ,SAAR,wBAAQ,CAAR,W;UAAAd,OAAc,cAAd,C;YAAc,uB;YACV,IsCp5ByB,UnCrcM,c
Hy1CjB,YAAK,KAAL,CGz1CiB,CmCqcN,CtCo5BzB,C;cACI,qBAAO,K;cAAP,uB;;UAGR,qBAAO,E;;;QsCx5
BP,yB;O;KAPJ,C;+FAUA,yB;MAAA,sC;MtCw5BA,0D;MAAA,+C;MmB31CA,+B;MmBmcA,yBAO+B,yB;QnB
1c/B,+B;emB0c+B,6B;UAAA,qB;YAAE,yBnBhcS,emBgcC,EnBhcD,CmBgcT,C;W;S;OAAF,C;MAP/B,uC;QA
OMB,kBAAR,iB;QAAQ,sB;;UtCq5BD,Q;UAAA,OAAQ,SAAR,wBAAQ,CAAR,W;UAAAd,OAAc,cAAd,C;YAAc,u
B;YACV,IsCt5ByB,UnBhcS,enBs1CpB,YAAK,KAAL,CmBt1CoB,CmBgcT,CtCs5BzB,C;cACI,qBAAO,K;cAAP,
uB;;UAGR,qBAAO,E;;;QsC15BP,yB;O;KAPJ,C;+FAUA,yB;MAAA,sC;MtC02BA,0D;MAAA,+C;MEp3CA,+B;
MoC0gBA,yBAO+B,yB;QpCjhb/B,+B;eoCihB+B,6B;UAAA,qB;YAAE,yBpCvgBS,eoCugBC,EpCvgBD,CoCugB
T,C;W;S;OAAF,C;MAP/B,uC;QAOMB,kBAAR,iB;QAAQ,sB;;UtCu2BD,Q;UAAA,OAAQ,SAAR,wBAAQ,CAA
R,W;UAAAd,OAAc,cAAd,C;YAAc,uB;YACV,IsCx2ByB,UpCvgBS,eF+2CpB,YAAK,KAAL,CE/2CoB,CoCugBT,
CtCw2BzB,C;cACI,qBAAO,K;cAAP,uB;;UAGR,qBAAO,E;;;QsC52BP,yB;O;KAPJ,C;+FAUA,yB;MAAA,sC;Mt
C42BA,0D;MAAA,+C;Min3CA,iC;MkCugBA,yBAO+B,yB;QIC9gB/B,iC;ekC8gB+B,6B;UAAA,qB;YAAE,yBIC
pgBY,gBkCogBF,ElCpgBE,CkCogBZ,C;W;S;OAAF,C;MAP/B,uC;QAOMB,kBAAR,iB;QAAQ,sB;;UtCy2BD,Q;
UAAA,OAAQ,SAAR,wBAAQ,CAAR,W;UAAAd,OAAc,cAAd,C;YAAc,uB;YACV,IsC12ByB,UICpgBY,gBJ82Cv
B,YAAK,KAAL,Ci92CuB,CkCogBZ,CtC02BzB,C;cACI,qBAAO,K;cAAP,uB;;UAGR,qBAAO,E;;;QsC92BP,yB;
O;KAPJ,C;iFAUA,yB;MAAA,4C;MnChfA,6B;MmCgfa,4B;QAWI,OnCjfmC,cmCifpB,KAAR,iBAAQ,CnCjfoB,
C;O;KmcsevC,C;iFACa,yB;MAAA,4C;MnB/eA,+B;MmB+eA,4B;QAWI,OnBhfsC,emBgfVb,KAAR,iBAAQ,Cn
BhfuB,C;O;Kmbqe1C,C;iFACa,yB;MAAA,4C;Mpc1jBA,+B;MoC0jBA,4B;QAWI,OpC3jBsC,eoC2jBvB,KAAR,
iBAAQ,CpC3jBuB,C;O;KoCgjB1C,C;iFACa,yB;MAAA,4C;MIC3jBA,iC;MkC2jBA,4B;QAWI,OIC5jByC,gBkC4
jB1B,KAAR,iBAAQ,CIC5jB0B,C;O;KkCijB7C,C;iFACa,yB;MAAA,+C;MAAA,iE;MA83FI,0D;MA93FJ,uC;QA
WkB,Q;QAAA,OAAa,SAm3FX,YAn3FF,SAm3FN,QAAQ,CAn3FW,CAAb,W;QAAd,OAAc,cAAd,C;UAAc,uB;
UACV,cAAc,sBAAK,KAAL,C;UACd,IAAI,UAAU,OAAV,CAAJ,C;YAAwB,OAAO,O;;QAEnC,MAAM,gCAAu
B,mDAAvB,C;O;KafV,C;iFakBA,yB;MAAA,+C;MAAA,iE;MAo3FI,0D;MAp3FJ,uC;QAWkB,Q;QAAA,OAAa,
SAy2FX,YAz2FF,SAy2FN,QAAQ,CAz2FW,CAAb,W;QAAd,OAAc,cAAd,C;UAAc,uB;UACV,cAAc,sBAAK,K
AAL,C;UACd,IAAI,UAAU,OAAV,CAAJ,C;YAAwB,OAAO,O;;QAEnC,MAAM,gCAAuB,mDAAvB,C;O;KafV,
C;iFakBA,yB;MAAA,+C;MAAA,iE;MA02FI,0D;MA12FJ,uC;QAWkB,Q;QAAA,OAAa,SA+1FX,YA/1FF,SA+1
FN,QAAQ,CA/1FW,CAAb,W;QAAd,OAAc,cAAd,C;UAAc,uB;UACV,cAAc,sBAAK,KAAL,C;UACd,IAAI,UA
AU,OAAV,CAAJ,C;YAAwB,OAAO,O;;QAEnC,MAAM,gCAAuB,mDAAvB,C;O;KafV,C;iFakBA,yB;MAAA,+
C;MAAA,iE;MAg2FI,0D;MAh2FJ,uC;QAWkB,Q;QAAA,OAAa,SAq1FX,YAr1FF,SAq1FN,QAAQ,CAr1FW,CA
Ab,W;QAAd,OAAc,cAAd,C;UAAc,uB;UACV,cAAc,sBAAK,KAAL,C;UACd,IAAI,UAAU,OAAV,CAAJ,C;YA
AwB,OAAO,O;;QAEnC,MAAM,gCAAuB,mDAAvB,C;O;KafV,C;+FakBA,yB;MAAA,0D;MAAA,qC;QAOI,O
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e,YAAR,iBAAQ,EAAY,OnBjtBQ,KmBitBpB,C;O;KAPnB,C;+FAUA,yB;MAAA,0D;MAAA,qC;QAOI,OAAe,Y
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ACG,yB;MAAd,OAAc,cAAd,C;QAAC,uB;QACV,IAAK,WAAI,sBAAl,KAAl,CAAl,C;;MAET,OAAO,I;K;IAGX
,sC;MAskB,Q;MAHd,WAAmB,wBAAR,OAAQ,EAAwB,EAAxB,C;MACnB,IAAI,SAAQ,CAAZ,C;QAAe,OAA
O,W;MACTb,WAAW,iBAAiB,IAAjB,C;MACG,yB;MAAd,OAAc,cAAd,C;QAAC,uB;QACV,IAAK,WAAI,sBAA
I,KAAl,CAAl,C;;MAET,OAAO,I;K;IAGX,sC;MAskB,Q;MAHd,WAAmB,wBAAR,OAAQ,EAAwB,EAAxB,C;
MACnB,IAAI,SAAQ,CAAZ,C;QAAe,OAAO,W;MACTb,WAAW,iBAAiB,IAAjB,C;MACG,yB;MAAd,OAAc,cA
Ad,C;QAAC,uB;QACV,IAAK,WAAI,sBAAl,KAAl,CAAl,C;;MAET,OAAO,I;K;IAGX,sC;MAskB,Q;MAHd,W
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ACE,2B;MAAb,OAAa,cAAb,C;QAAa,sB;QACT,IAAK,WAAI,IAAJ,C;QACL,IAAI,mCAAW,CAAf,C;UACI,K;;
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ADP,Y+Bk+Ie,W/B1+IH,W+Bk+IwB,G/B1+IxB,C;UACL,IAAI,aAAJ,C;YACH,a+Bg+IuC,gB;YAA5B,W/B/9IX,a
+B+9IgC,G/B/9IhC,EAAS,MAAT,C;YACA,e;;YAEA,c;;U+B49IA,iB;UACA,IAAK,WAAI,OAAJ,C;;QA/HT,OAi
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0d/D,StB1diF,KAAIB,EsB0dxD,YtB1dsF,KAA9B,CsB0d/D,IAAJ,C;QAAyB,OAAO,Y;MACHc,ItB3dmE,asB2d/
D,StB3diF,KAAIB,EsB2dxD,YtB3dsF,KAA9B,CsB2d/D,IAAJ,C;QAAyB,OAAO,Y;MACHc,OAAO,S;K;IAGX,4
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F,0BuCkgB5E,SvCvRkC,KAAL,GAAiB,GA3O8B,EuCkgBrE,YvCvR2B,KAAL,GAAiB,GA3O8B,CuCkgB5E,IA
AJ,C;QAAyB,OAAO,Y;MACHc,IvCngBgF,0BuCmgB5E,SvCxRkC,KAAL,GAAiB,GA3O8B,EuCmgBrE,YvCxR
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C,+B;MAAA,mC;MACI,aAC8B,qB;K;;;IAFIC,2C;MAAA,0C;QAAA,yB;;MAAA,mC;K;;I8C9EJ,gB;MAAA,oB;
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AF,WAAvB,C;K;;IAPhF,oC;MAEI,IAD8D,IAC9D,S;QACI,UAA0B,K;QAF0B,2C;;QAAA,QAAM,IAAN,C;eASx
D,c;YATwD,OAS tC,qBAAqB,KAArB,C;eACIB,W;YAVwD,OA UzC,kBAAkB,KAAIB,C;eACf,Y;YAXwD,OA W
xC,mBAAmB,KAA nB,C;eAChB,W;YAZwD,OAYzC,kBAAkB,KAAIB,C;eACf,U;YAbwD,OAA lC,iBAAiB,KAA
jB,C;eACd,W;YAdwD,OAczC,kBAAkB,KAAIB,C;eACf,Y;YAf wD,OAexC,mBAAmB,KAA nB,C;eAChB,a;YAh
BwD,OAgBvC,oBAAoB,KAApB,C;;YACT,MAAM,6BAAsB,2DAA+C,IAA/C,CAAtB,C;;K;IAIuC,2D;MAAA,k
C;MAAS,0B;MAC9D,aAA Y,C;K;2DACZ,Y;MAAYB,oBAAQ,kBAAM,O;K;;+DACvC,Y;MAA2D,Q;MAA9B,IA
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AAF,WAAvB,C;K;;IAJnF,qC;MACyD,oD;K;IAON,wD;MAAA,kC;MAAS,uB;MACxD,aAA Y,C;K;wDACZ,Y;M
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AyD,Q;MAA9B,IAAI,aAAQ,kBAAM,OAAIB,C;QAAA,OAAwB,mBAAM,iBAAN,EAAM,yBAAN,O;;QAAoB,
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Y,C;K;wDACZ,Y;MAAyB,oBAAQ,kBAAM,O;K;yDACvC,Y;MAAwD,Q;MAA9B,IAAI,aAAQ,kBAAM,OAAIB,C;QAAA,OAAwB,mBAAM,iBAAN,EAAM,yBAAN,O;;QAAoB,MAAM,2BAAyB,UAAF,WAAvB,C;K;;IAJhF,kC;MACmD,iD;K;IAOF,uD;MAAA,kC;MAAS,sB;MACtD,aAAY,C;K;uDACZ,Y;MAAyB,oBAAQ,kBAAM,O;K;uDACvC,Y;MAAuD,Q;MAA9B,IAAI,aAAQ,kBAAM,OAAIB,C;QAAA,OAAwB,mBAAM,iBAAN,EAAM,yBAAN,O;;QAAoB,MAAM,2BAAyB,UAAF,WAAvB,C;K;;IAJ/E,iC;MACiD,gD;K;IAOI,yD;MAAA,kC;MAAS,wB;MACiD,aAAY,C;K;yDACZ,Y;MAAyB,oBAAQ,kBAAM,O;K;2DACvC,Y;MAAyD,Q;MAA9B,IAAI,aAAQ,kBAAM,OAAIB,C;QAAA,OAAwB,mBAAM,iBAAN,EAAM,yBAAN,O;;QAAoB,MAAM,2BAAyB,UAAF,WAAvB,C;K;;IAJf,mC;MACqD,kD;K;IAOE,OD;MAAA,kC;MAAS,yB;MAC5D,aAAY,C;K;0DACZ,Y;MAAyB,oBAAQ,kBAAM,O;K;6DACvC,Y;MAA0D,Q;MAA9B,IAAI,aAAQ,kBAAM,OAAIB,C;QAAA,OAAwB,mBAAM,iBAAN,EAAM,yBAAN,O;;QAAoB,MAAM,2BAAyB,UAAF,WAAvB,C;K;;IAJf,oC;MACuD,mD;K;IAOJ,wD;MAAA,kC;MAAS,uB;MACxD,aAAY,C;K;wDACZ,Y;MAAyB,oBAAQ,kBAAM,O;K;yDACvC,Y;MAAwD,Q;MAA9B,IAAI,aAAQ,kBAAM,OAAIB,C;QAAA,OAAwB,mBAAM,iBAAN,EAAM,yBAAN,O;;QAAoB,MAAM,2BAAyB,UAAF,WAAvB,C;K;;IAJhF,kC;MACmD,iD;K;IAOpB,gC;MAAC,wB;K;;IAEhC,+B;MAC8C,MAAM,mC;K;IAEpD,8C;MAEI,IAAI,qBAAJ,C;QACI,OAAO,C5BkKiF,W4BkKrE,U5BkKqE,E4BkKzD,Q5BkKyD,C;;Q4BhKxF,OAAS,CAAY,qBAAsB,UAAiB,EAaK,C,QAaI,C;;K;IAI7B,2C;MAEI,IAAI,KAAY,kBAAhB,C;QAGI,KAAY,mBAaKb,QAaIB,C;;QAEH,QAAT,SAA+C,CAaIB,IAAjC,KAAiC,EAaKb,O;;K;IAIvD,sC;MAGwB,Q;MADpB,gBAaGB,IAAhB,KAAgB,E;MACI,IAAI,OCnGkB,ODmGT,OAAT,EAaQB,WAArB,CAAJ,C;QACHB,OAAI,aAAJ,GAaMB,KAAM,WAAzB,GAAY,C,I;;QAEzC,c;;MAHJ,wB;MAKA,kBAaKb,K;MACIB,iBAaIB,W;MACjB,OA AO,S;K;IAIa,sB;MAAC,U;K;iCACrB,iB;MACI,OAAO,mCAAsB,WAAK,KAAM,E;K;mCAG5C,Y;MACI,OAA O,M;K;mCAGX,Y;MACI,OAAuC,oBAAnB,UAA5B,IAAe,EAAa,CAaMB,C;K;0CAG3C,iB;MACI,OAAR,IAAI, EAAW,GAAN,K;K;kCAGL,Y;MAEI,OAAO,M;K;;+DAIf,gB;MAEI,YAAY,MAAY,IAAK,OAAjB,C;MACZ,sB AAU,IAAV,a;QACI,UAAU,KAAK,CAAL,C;QACV,IAAI,oBAAJ,C;UACI,MAAM,CAAN,IAAW,EAAS,MAAM ,MAAK,GAAL,C;;UAE1B,MAAM,CAAN,IAAW,G;;MAGnB,OAAO,EAAS,OAAO,OAAM,EAAN,EAaGB,KA AhB,C;K;IAG3B,2B;MAMW,WAAO,S;MAIbD,YAAY,MAAY,IAAK,OAAjB,C;MACZ,sBAAU,IAAV,a;QACI, UAAU,KAAK,CAAL,C;QACV,IAAI,oBAAJ,C;UACI,MAAM,CAAN,IAAW,EAAS,MAAM,MAAK,GAAL,C;;U AE1B,MAAM,CAAN,IAAW,G;;MAYnB,OATO,EAAS,OAAO,OAAM,EAAN,EAaGB,KAaHb,C;K;IAY3B,oC; MAWI,WAAqB,S;MACrB,IAAI,qBAaMB,CAAY,OAAd,KAA2B,SAaHd,C;QAjCA,YAAY,MAkCM,IAICW,O AAjB,C;QACZ,sBAiCkB,IAjCIB,a;UACI,UAGcC,IAhCJ,CAAK,CAAL,C;UACV,IAAI,oBAAJ,C;YACI,MAAM, CAAN,IAAW,EAAS,MAAM,MAAK,GAAL,C;;YAE1B,MAAM,CAAN,IAAW,G;;QA4Bf,OAzBG,EAAS,OAA O,OAAM,EAAN,EAaGB,KAaHb,C;;QA2BnB,WAAW,C;QACX,0BAAU,IAAV,e;UACY,IAAoB,I;UAA5B,eAA Q,QAAoB,OAApB,IAAQ,CAAH,GAAG,CAAY,OAAPB,oCAAR,K;;QAEJ,aAAa,IAAjB,CAAC,YAAgB,CAAH, IAAG,C;QE3FjB,IF4FyB,CE5FhB,OAAL,KAAkB,SAaTB,C;UF4F4B,ME3FxB,UF2FqB,CE3FF,O;;QF4FnB,OA AO,C;QACP,0BAAU,IAAV,e;UAE0B,YACX,M;UAFX,YAAU,IAAQ,CAAH,GAAG,C;UACI,SAAJ,KAAI,O;U AATB,aAAU,CAAV,kB;YACI,OAAO,aAAP,EAAO,qBAAP,YAAiB,MAAI,CAAJ,C;;QAGzB,OAAO,M;;K;IAIf, 0B;MACgC,WAAS,c;MAAT,YAAhC,EAAE,MAAM,KAAiD,CAA3C,SAA2C,C;MAWrD,eAAiB,I;MAXW,OAY rB,K;K;IAVX,uB;MAC6B,WAAS,W;MAAT,YAAsB,IAA/C,WAA+C,CAAnC,SAAMC,C;MAQ/C,eAAiB,I;MAR Q,OASIB,K;K;IAPX,uB;MAC6B,WAAS,W;MAAT,YAA7B,EAAE,MAAM,KAA2C,CAArC,SAaQc,C;MAK/C,e AAiB,I;MALQ,OAMIB,K;K;2DAJX,uB;MAGI,eAAiB,I;MACjB,OAAO,K;K;kEG9MX,yB;MAAA,0B;MAAA,u B;QASI,OAAoB,OAAb,ItD0Q+B,KAAL,GAaIB,KsD1Q9B,C;O;KATxB,C;ICiQc,2C;MAAC,8C;MACIC,eAAsB ,C;MACtB,wBAA+B,C;MAC/B,gBAA6B,I;MAC7B,mBAAsC,I;MACtC,qBAAyC,I;MAEzC,yBAAgD,yBAaMB, Q;MAEnE,sBAAgD,I;K;wFAFhD,Y;MAAA,6B;K;0CAIA,Y;MAEY,kBADr,M;MAAA,U;MAAA,2C;QAAA,e;; QAES,gBADD,2CAAQ,yCAAR,gDAAwD,IAAxD,6BAAiE,I;QACzD,sB1CwEd,S;Q0C1EF,S1C2EG,S;;M0C3E H,a;K;iDAIJ,kB;MACI,kBAaC,IAAd,C;MACiC,oB;MCuBrB,Q;MADR,IdtBsB,MCsBtB,W;QADJ,mBACiB,I;;Q ADjB,mBAEY,QDvBc,MCuBd,+D;;MDvBZ,yC;MACA,2BAAMC,MAAO,kBAA1C,C;MAGA,OAAO,IAAP,C;Q 1CoCY,gB0CnCH,S;;QACD,iBAAiB,8B;QAGjB,IAAI,0BAAJ,C;UACI,qBAAc,e;;UAEd,oBAAQ,0B;UACR,wB AAY,kB;;;UAIZ,cAAc,oB;UACd,IAAI,YAAY,yBAAhB,C;YAAqC,M;UACrC,kBAAGB,O;UACHB,qBAaMB,I;; UAEnB,kBAAGB,I;UACHB,qBAaMB,S;;QAGvB,gC;QAEA,IAAI,wCAAJ,C;UAEI,YAAU,U;;UAGV,U;UAAA,0 C;YETHB,8BDgDQ,WAAO,qBAAP,CChDR,C;YFSgB,a;;YAAA,a;UAAA,mB;YAEK,UEpBrB,oBDgDQ,WD5B

+B,eC4B/B,CChDR,C;;UFqBgB,M;;;K;mDAMhB,Y;MACI,kBAAkB,mB;MACIB,IAAI,uBAAuB,gBAAgB,IAA3
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DAAA,O;;;K;,,,,,;IACnG,+B;MAAA,mD;MAAuB,sBAAK,IAAL,EAAW,IAAX,C;MAAvB,Y;K;IACA,0C;MAA
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SY,K1C6SZ,IAAS,C;MAAT,S;QA Ac,O0C7SF,K1C6SE,IAygHT,gBAAR,iBAAQ,C;;MAzgHT,U;MAAA,S;QAA
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;M1CsTe,W0C9SY,K1C8SZ,IAAS,C;MAAT,S;QA Ac,O0C9SF,K1C8SE,IAqgHT,gBAAR,iBAAQ,C;;MArgHT,U;
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C,a;K;IAGJ,wC;M1CuTe,W0C/SY,K1C+SZ,IAAS,C;MAAT,S;QA Ac,O0C/SF,K1C+SE,IAigHT,gBAAR,iBAAQ,
C;;MAjgHT,U;MAAA,S;QAAA,SAAsC,sB0C/StB,K1C+SsB,C;;Q0C/Sb,MAAM,8BAA0B,iCAAuB,cAAvB,MA
A1B,C;;MAAtC,a;K;IAGJ,wC;M1CwTe,W0ChTY,K1CgTZ,IAAS,C;MAAT,S;QA Ac,O0ChTF,K1CgTE,IA6/GT,
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+CAC3C,Y;MAAkC,OAAA,gBAAY,U;K;sDAC9C,mB;MAAGD,OAAA,gBAAY,gBAAS,OAAT,C;K;mDAC5D,i
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C;K;IA2BO,6C;MAAA,8B;MAAS,uB;K;8FACW,Y;MAAQ,OAAA,gBAAY,K;K;+CAC3C,Y;MAAkC,OAAA,gB
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;K;;IAmCA,+B;K;;ICvLA,oB;K;;IAIA,wB;K;;oF/DJA,qB;MAKqE,uCoCjtB,E;K;iGpCM/C,yB;MAAA,kD;MAA
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EJ,OAAO,K;K;IAIX,mC;MAIqD,mB;K;IAErD,wC;MP1NI,IAAI,EOiOI,YAAy,CPjOhB,CAAJ,C;QACI,cOgOqB,
gC;QP/NrB,MAAM,gCAAyB,OAAQ,WAAjC,C;K;IOkOd,8C;MAAoE,Y;K;Ige3PV,qC;MAAiC,6B;K;uDAIvF,
mB;MACI,qB;MACA,eAAe,e;MACf,OAAO,QAAS,UAAhB,C;QACI,IAAI,OAAA,QAAS,OAAO,EAAMB,OAAAn
B,CAAJ,C;UACI,QAAS,S;UACT,OAAO,I;MAGf,OAAO,K;K;yDAGX,oB;MAGoB,Q;MAFhB,qB;MACA,eAA
e,K;MACC,0B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,IAAI,eAAI,OAAJ,CAAJ,C;UAAkB,WAAW,I;M
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CA,OAAoC,YAA5B,iEAA4B,EAAU,oDAAV,C;K;IAKU,sE;MAAA,qB;QAAE,QAAO,gBAAP,mB;O;K;4DAFp
D,oB;MAEY,Q;MADR,qB;MACA,OAAoC,YAA5B,iEAA4B,EAAU,oDAAV,C;K;gDAGxC,Y;MACI,qB;MACA,
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,kBAAI,eAAJ,EAAI,uBAAJ,WAAc,CAAd,C;QACA,UAAU,I;MAEd,OAAO,O;K;0CAGX,Y;MACI,qB;MACA,y
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M,OAAhB,C;K;oCAGrC,Y;MAC+B,gB;MAAA,8FAA0B,C;K;oCAEzD,Y;MAEI,OAAO,oBAAQ,eAAR,C;K;IAI
yB,kC;MAAuB,sBAAC,MAAd,C;MACL,Q;MAAtD,4BAAmC,CAAmB,OAAZ,MAAY,WAAAnB,kC;K;8FAAnC,
Y;MAAA,gC;K;oDAEA,iB;MACW,cAAgB,W;MAAvB,OnEoEuD,MAAa,QmEpEpD,KnEoEoD,EAAY,OAAZ,C
;K;ImEhEjC,0E;MAIvC,sBAAC,MAAd,C;MAFA,wC;MACA,8C;K;2CAEA,iB;MACI,IAAI,0CAAJ,C;QAAsC,O
AAO,K;MAC7C,OAAa,uCAA0,KAAP,CAAN,IAAuB,+BAAmB,KAAm,kBAAzB,C;K;iGAGD,Y;MAAQ,6B;K;
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K;yCAEIB,iB;MAA4C,iBAAU,I;K;2CAEtD,Y;MAA+B,Q;K;IAVnC,yC;MAAA,wC;QAAA,uB;MAAA,iC;K;I
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D,iB;MAA4C,iBAAU,I;K;qCAEtD,Y;MAA+B,Q;K;oHCnE/B,qB;MAAQ,2B;K;ICKZ,gE;M
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MAC+C,qBAAU,cAAA,KAAM,WAAN,CAAV,EAA8B,KAAM,UAApC,EAA+C,IAA/C,C;K;IAE/C,2D;MAM0B
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K;mEAFa,Y;MAAA,gC;K;kEACA,Y;MAAA,+B;K;yEACA,Y;MAAA,sC;K;ICAEA,iB;MACI,0CACQ,wBAAC,
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CI,SAAC,CAAW,SAAX,eAAW,CAAX,GAAwB,EAAXB,QAAuC,SAAV,cAAU,CAAvC,IAAD,IAAsD,EAAtD,QAA4E,SAAjB,qBAAiB,CAA5E,I;K;mCAEJ,Y;MACkB,UACO,M;MADrB,aAAc,2D;MAEV,cAAU,IAAV,C;QA A6B,SAAX,eAAW,W;WAC7B,IAAA,MAAO,WAAP,S;QAAoC,SAAP,MAAO,W;;QAC5B,+B;MAHZ,2B;MAM A,WACQ,cAAU,UAAAd,GAAyB,EAAzB,GACe,eAAV,cAAU,EAAa,IAAb,EAAmB,GAAAnB,EAABW,GAAxB,C; MACnB,eAAmB,qBAAJ,GAAsB,GAAtB,GAA+B,E;MAE9C,OAAO,iBAAiB,IAAjB,GAAwB,Q;K;;IAIvC,wB;M AAA,4B;MACI,4BAAwC,I;MACxC,2BAAgD,W;MACHd,kCAAyC,K;K;0FAFzC,Y;MAAA,gC;K;yFACA,Y;M AAA,+B;K;gGACA,Y;MAAA,sC;K;sCACA,Y;MAAkC,gB;K;;IAJtC,oC;MAAA,mC;QAAA,kB;;MAAA,4B;K;I C7BsC,oE;MACIC,0B;MACA,wC;MACA,kC;MACA,oC;K;sEAHA,Y;MAAA,0B;K;6EACA,Y;MAAA,iC;K;0EA CA,Y;MAAA,8B;K;2EACA,Y;MAAA,+B;K;4CAEA,Y;MAAkC,gB;K;;8CANtC,Y;MACI,gB;K;8CADJ,Y;MAEI, uB;K;8CAfJ,Y;MAGI,oB;K;8CAHJ,Y;MAII,qB;K;gDAJJ,kD;MAAA,8BACI,kCADJ,EAEL,uDAFJ,EAGI,8CAHJ ,EAIL,iDAJJ,C;K;4CAAA,Y;MAAA,c;MACI,qD;MACA,4D;MACA,yD;MACA,0D;MAJJ,a;K;0CAAA,iB;MAAA ,4IACI,oCADJ,IAEL,kDAFJ,IAGI,4CAHJ,IAII,8CAJJ,I;K;ICAA,4B;MAAA,gC;MAEL,gBACe,wBAAoB,MAApB, EAA6D,KAA7D,EAAoE,gCAApE,C;MAEf,mBACkB,wBAAoB,MAApB,EAAGe,QAAhE,EAA0E,mCAA1E,C; MAELB,oBACmB,+B;MAEnB,oBACmB,wBAAoB,OAApB,EAaKE,SAALe,EAA6E,oCAA7E,C;MAEnB,iBACg B,wBAAoB,MAApB,EAA8D,MAA9D,EAAsE,iCAAtE,C;MAEhB,kBACiB,wBAAoB,MAApB,EAA+D,OAA/D, EAAwE,kCAAxE,C;MAEjB,gBACe,wBAAoB,MAApB,EAA6D,KAA7D,EAAoE,gCAApE,C;MAEf,kBACiB,wB AAoB,MAApB,EAA+D,OAA/D,EAAwE,kCAAxE,C;MAEjB,mBACkB,wBAAoB,MAApB,EAAGe,QAAhE,EA A0E,mCAA1E,C;MAELB,kBACiB,wBAAoB,KAApB,EAAiE,OAAjE,EAA0E,kCAA1E,C;MAEjB,mBACkB,wB AAoB,MAApB,EAAGe,QAAhE,EAA0E,mCAA1E,C;MAELB,sBACqB,wBAAoB,KAApB,EAaKE,WAAIE,EAA +E,sCAA/E,C;MAErB,yBACwB,wBAAoB,KAApB,EAaqE,cAArE,EAaqF,yCAArF,C;MAExB,sBACqB,wBAA oB,WAApB,EAAwE,WAAxE,EAaqF,sCAArF,C;MAErB,sBACqB,wBAAoB,SAApB,EAAsE,WAAIE,EAAMF,s CAAnF,C;MAErB,uBACsB,wBAAoB,UAApB,EAAwE,YAAxE,EAAsF,uCAAtF,C;MAEtB,qBACoB,wBAAoB, UAApB,EAAsE,UAAIE,EAaKF,qCAAlF,C;MAEpB,sBACqB,wBAAoB,KAApB,EAaKE,WAAIE,EAA+E,sCAA/ E,C;MAErB,uBACsB,wBAAoB,YAApB,EAA0E,YAA1E,EAawF,uCAAxF,C;MAEtB,wBACuB,wBAAoB,YAA pB,EAA2E,aAA3E,EAA0F,wCAA1F,C;K;IAMkB,qE;MAAA,qB;QAAE,OzE/DD,OyE+DU,EAAT,KAAiB,UAAj B,IAAkC,EAAY,OAAf,KAA0B,a;O;K;+CAJpG,iB;MAE2B,Q;MAAhB,U;MAAA,KAAgB,OAAhB,eAAgB,CAA I,KAAJ,CAAhB,U;QAAA,a;;QACH,aAAa,wBAAoB,QAApB,EAA+D,kBAA/D,EACoB,mDADpB,C;QAEg,eAA hB,UAAqC,M;QAHIC,SAIH,M;;MAJJ,a;K;IA7D+E,8C;MAAE,6B;K;IAGO,iD;MAAE,0B;K;IAME,kD;MAAE,8 B;K;IAGZ,+C;MAAE,6B;K;IAGC,gD;MAAE,6B;K;IAGR,8C;MAAE,6B;K;IAGI,gD;MAAE,6B;K;IAGC,iD;MA AE,6B;K;IAGH,gD;MAAE,yB;K;IAGD,iD;MAAE,6B;K;IAGM,oD;MAAE,mC;K;IAGO,uD;MAAE,gC;K;IAGL, oD;MAAE,6B;K;IAGJ,oD;MAAE,6B;K;IAGE,qD;MAAE,8B;K;IAGR,mD;MAAE,4B;K;IAGJ,oD;MAAE,6B;K;I AGQ,qD;MAAE,8B;K;IAGC,sD;MAAE,+B;K;;IA5DvH,wC;MAAA,uC;QAAA,sB;;MAAA,gC;K;;ICCA,2B;MA EW,Q;MAAA,IAAI,KAAy,SAAQ,MAAR,CAAhB,C;QACH,kBAAW,MAAX,C;;QAEA,kBAAW,MAAX,C;;MA HJ,W;K;IAOJ,8B;MAC4E,QAAM,QAAS,OAAf,C;aACxE,C;UADwE,OACnE,WAAW,SAAS,CAAT,CAAX,C;a ACL,C;UAFwE,OAEnE,+B;;UAFmE,OAGhE,iB;;K;IAGZ,oC;MAEU,IAAN,I;MAAA,Q1EhB0C,O0EgB3B,CAA f,C;aACI,Q;UAA6B,OAAjB,8BAAiB,Y;UAA7B,K;aACA,Q;UAAy,OAAI,CAAY,CjEbhC,GiEamC,CAAf,MAA kC,CAAtC,GAAyC,8BAAiB,SAA1D,GAAwE,8BAAiB,Y;UAArG,K;aACA,S;UAA8B,OAAjB,8BAAiB,a;UAA9 B,K;aACA,U;UAA+B,OAAjB,8BAAiB,eAAgB,CAAY,OAA5B,C;UAA/B,K;;UAGQ,6B;YAAc,OAAjB,8BAAi B,kB;eACtC,0B;YAAmC,OAAjB,8BAAiB,e;eACnC,0B;YAAmC,OAAjB,8BAAiB,e;eACnC,2B;YAAoC,OAAjB, 8BAAiB,gB;eACpC,yB;YAAkC,OAAjB,8BAAiB,c;eAClC,0B;YAAmC,OAAjB,8BAAiB,e;eACnC,2B;YAAoC,O AAjB,8BAAiB,gB;eACpC,4B;YAAqC,OAAjB,8BAAiB,iB;eACrC,6B;;eACA,sB;YAAkC,OAAjB,8BAAiB,W;;Y AE9B,kBAaKB,MAAA,gBAAe,CAAf,CAAKB,Y;YAE7C,oBAAgB,MAAhB,C;CAAI,D,OAAjB,8BAAiB,S;IBACj D,oBAAgB,KAAhB,C;cAAgD,OAAjB,8BAAiB,e;;cAE5C,cAA0B,W;cAC1B,kBAAW,OAAx,C;;UAXBxB,K;; MAAA,W;K;IAGCJ,4B;MAMW,Q;MAJP,IAAI,WAAW,MAAF,C;QAA6B,OAAO,8BAAiB,Y;;MAErD,eAAsB,M AAY,W;MAE3B,IAAI,gBAAJ,C;QACH,IAAI,QAAS,SAAT,QAAL,C;UACI,aAAa,qBAAiB,MAAjB,C;UACb,oB AAsB,M;UACtB,a;;UAES,OAAI,QAAS,S;;QAGb,4BAAiB,MAAjB,C;;MATJ,W;K;ICrCJ,0B;MAII,sBAAy,C;K ;qEAchB,4B;MAIkE,iBAAy,KAAZ,C;K;2EAEIE,qB;MAI8D,gB;K;ICIDb,2C;MAC7C,qBAAwC,Q;K;iDAExC,Y ;MACmB,Q;MAAA,yB;MAAA,iB;QAAe,MAAM,6BAAsB,0CAAtB,C;;MAApC,eAAe,I;MACf,qBAAc,I;MACd,

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;;ICxCJ,+B;MAAA,mC;MAUuB,wB;MALf,aAAR,OAAO,OAAQ,KAAL,WAAY,IAAG,OAAO,SAAX,IAAwB,C
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A,4GACO,+B;K;4CAIf,Y;MAA+C,OAAA,mBAAa,U;K;wDAC5D,oB;MAAQe,OAAA,mBAAa,qBAAY,QAAZ,
C;K;0DACIF,8B;MACI,OAAA,mBAAa,uBAAC,QAAAd,EAawB,QAAXB,C;K;;IAIBrB,2C;MAAA,0C;QAAA,yB;
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CsD,QAAM,cAAN,C;aACID,C;UADkD,OAC7C,U;aACL,C;UAFkD,gB;;UAAA,OAG1C,S;;K;oF+KtwBZ,yB;M
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AV,C;O;KAT/D,C;4FAWA,8B;MAKI,SAAK,WAAI,OAAL,C;K;4FAGT,yB;MAAA,gD;MAAA,sC;QAKS,OAAL
,SAAK,EAAO,QAAP,C;O;KALT,C;4FAQA,yB;MAAA,gD;MAAA,sC;QAKS,OAAL,SAAK,EAAO,QAAP,C;O;
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B,gCAAT,QAAS,EAAGC,SAAhC,C;MA7HG,Q;MA6H7B,OA7H2D,CAA9B,sEAA8B,oBAAU,UAAV,C;K;IAG/
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CI,IAAI,UAAU,kBAAV,6BAAJ,C;UACI,oB;UACA,WAAS,I;;MAGrB,OAAO,Q;K;oFAIX,4B;MAM6D,kCAAS,
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,C;K;;;I1KpC7D,oD;MAQuF,wC;K;IARvF,8CASI,Y;MAAuC,8B;K;IAT3C,gF;I2KY8G,wC;MAAA,mB;QAAE,k
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AS,WAAlB,e;K;;;IAYzD,mC;MAA2C,wB;MACvC,eAAoB,C;MACpB,mBAA4B,I;MAC5B,sBAAyC,I;MACz
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JO,Q;MADP,e4HOI,M5HPJ,C;MACO,Q4HMH,M5HNG,+D;M4HOH,eAAQ,C;K;kGAIR,Y;MAAQ,0C;K;;I3K7K
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,C;MAC7B,eAAyB,C;K;2CAEzB,8B;MACI,+DAAkB,SAAlB,EAA6B,OAA7B,EAA5C,WAAK,KAA3C,C;MAC
A,mBAAiB,S;MACjB,eAAa,UAAU,SAAV,I;K;0CAGjB,iB;MACI,+DAAkB,KAAiB,EAAYB,YAAzB,C;MAEA,
OAAO,wBAAK,mBAAy,KAAZ,IAAL,C;K;qFAGY,Y;MAAQ,mB;K;;IASR,wC;MAAqD,uB;MAAPD,sB;M3Kr
DxB,IAAI,E2KuDQ,cAAc,C3KvDtB,CAAJ,C;QACI,c2KsD2B,wE;Q3KrD3B,MAAM,gCAAYB,OAAQ,WAAjC,
C;;MAFV,IAAI,E2KwDQ,cAAc,aAAO,O3KxD7B,CAAJ,C;QACI,gB2KuDqC,wFAA+E,aAAO,O;Q3KtD3H,MA
AM,gCAAYB,SAAQ,WAAjC,C;;M2K2DV,kBAAuB,aAAO,O;MAC9B,oBAA8B,C;MAE9B,sBAAyB,U;K;kFAA
zB,Y;MAAA,0B;K,OAAA,gB;MAAA,0B;K;uCAGA,iB;MAGW,Q;MAFP,+DAAkB,KAAiB,EAAYB,SAAzB,C;
MAEA,OAAO,sBAmGmC,CAnG5B,iBAAG6B,GAnGV,KAmGU,IAAD,IAAa,eAAb,IAAnGnC,4D;K;kCAGX,Y;
MAAe,qBAAQ,e;K;IAEgB,4D;MAAA,sC;MAAS,2B;MAC5C,eAAoB,oB;MACpB,eAAoB,4B;K;8DAEpB,Y;MA
KgB,Q;MAJZ,IAAI,iBAAS,CAAb,C;QACI,W;;QAGA,mBAAQ,sCAAQ,YAAP,4DAAR,C;QACA,eAoFkC,CAPF
1B,YAoF2B,GApFb,CAoFa,IAAD,IAAa,+BAAb,I;QAnFIC,mC;;K;;oCAXZ,Y;MAAuC,kD;K;2CAGvC,iB;MAG
iE,UAQ1C,MAR0C,EAe1C,MAf0C,EAqBtD,M;MAtBP,aACQ,KAAM,OAAN,GAAa,IAAK,KAAiB,GAAkC,UA
AN,KAAM,EAAO,IAAK,KAAZ,CAAIC,GAAyD,kD;MAE7D,WAAW,IAAK,K;MAEhB,WAAW,C;MACX,UA
AU,iB;MAEV,OAAO,OAAO,IAAP,IAAe,MAAM,eAA5B,C;QACI,OAAO,IAAP,IAAe,wBAAO,GAAP,gE;QACf
,mB;QACA,iB;;MAGJ,MAAM,C;MACN,OAAO,OAAO,IAAd,C;QACI,OAAO,IAAP,IAAe,wBAAO,GAAP,gE;Q
ACf,mB;QACA,iB;;MAEJ,IAAI,MAAO,OAAP,GAAc,IAAK,KAAvB,C;QAA6B,OAAO,IAAK,KAAZ,IAAoB,I;
MAEjD,OAAO,uD;K;mCAGX,Y;MACI,OAAO,qBAAQ,gBAAa,SAAb,OAAR,C;K;4CAGX,uB;MAKI,kBAAoD,
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A4B,UAAP,aAAO,EAAO,WAAP,CAA5B,GAAqD,qBAAQ,gBAAa,WAAb,OAAR,C;MACrE,OAAO,eAAW,SA
AX,EAA5B,SAAtB,C;K;qCAGX,mB;MAIL,IAAI,aAAJ,C;QACI,MAAM,6BAA5B,qBAAtB,C;;MAGV,cA6B0C,C
A7BnC,iBA6BoC,GA7BjB,SA6BiB,IAAD,IAAa,eAAb,IA7B1C,IAAmC,O;MACnC,6B;K;+CAGJ,a;M3KhJA,IA
AI,E2KoJQ,KAAK,C3KpJb,CAAJ,C;QACI,c2KmJkB,wC;Q3KIjB,MAAM,gCAAYB,OAAQ,WAAjC,C;;MAFV,I
AAI,E2KqJQ,KAAK,S3KrJb,CAAJ,C;QACI,gB2KoJqB,wEAA8D,S;Q3KnJnF,MAAM,gCAAYB,SAAQ,WAAjC,

C;;M2KqJN,IAAI,IAAI,CAAR,C;QACI,YAAY,iB;QACZ,UAGbS,C,CAhB5B,KAgB6B,GAhBf,CAgBe,IAAD,IAAa,eAAb,I;QAdtC,IAAI,QAAQ,GAAZ,C;UACW,OAAp,aAAO,EAAK,IAAL,EAAW,KAAx,EAakB,eAAIB,C;UACA,OAAp,aAAO,EAAK,IAAL,EAAW,CAAX,EAAC,GAAd,C;;UAEA,OAAp,aAAO,EAAK,IAAL,EAAW,KAAx,EAakB,GAAIB,C;;QAGX,oBAAa,G;QACb,wBAAQ,CAAR,I;;K;qCAKR,wB;MAC8C,QAAC,YAAO,CAAP,IAAD,IAAa,eAAb,I;K;;IA9G9C,0C;MAAA,oD;MAA6B,uBAAK,gBAAmB,QAAmB,OAALEAAmC,CAAnC,C;MAA7B,Y;K;ICvFJ,0C;MAII,QAAQ,I;MACR,QAAQ,K;MACR,YAAY,kBAAM,CAAC,OAAO,KAAP,IAAD,IAAiB,CAAjB,IAAN,C;MACZ,OAAO,KAAK,CAAZ,C;QACI,OxL+B4E,0BwL/BrE,kBAAM,CAAN,CxL0Q2B,KAAAL,GAAiB,GA308B,EwL/B1D,KxL0QgB,KAAAL,GAAiB,GA308B,CwL/BrE,IAAP,C;UACI,a;;QACJ,OxL6B4E,0BwL7BrE,kBAAM,CAAN,CxLwQ2B,KAAAL,GAAiB,GA308B,EwL7B1D,KxLwQgB,KAAAL,GAAiB,GA308B,CwL7BrE,IAAP,C;UACI,a;;QACJ,IAAI,KAAK,CAAT,C;UACI,UAAU,kBAAM,CAAN,C;UACV,kBAAM,CAAN,EAAW,kBAAM,CAAN,CAAX,C;UACA,kBAAM,CAAN,EAAW,GAAX,C;UACA,a;UACA,a;;MAGR,OAAO,C;K;IAGX,uC;MAGI,YAAY,aAAU,KAAV,EAAiB,IAAjB,EAAuB,KAAvB,C;MACZ,IAAI,QAAO,QAAQ,CAAR,IAAP,CAAJ,C;QACI,UAAU,KAAV,EAAiB,IAAjB,EAAuB,QAAQ,CAAR,IAAvB,C;MACJ,IAAI,QAAQ,KAAZ,C;QACI,UAAU,KAAV,EAAiB,KAAjB,EAAwB,KAAxB,C;K;IAGR,0C;MAII,QAAQ,I;MACR,QAAQ,K;MACR,YAAY,kBAAM,CAAC,OAAO,KAAP,IAAD,IAAiB,CAAjB,IAAN,C;MACZ,OAAO,KAAK,CAAZ,C;QACI,OtLM6E,0BsLNtE,kBAAM,CAAN,CtL002B,KAAAL,GAAiB,KApO+B,EsLN3D,KtL00gB,KAAAL,GAAiB,KApO+B,CsLNtE,IAAP,C;UACI,a;;QACJ,OtLI6E,0BsLJtE,kBAAM,CAAN,CtLwO2B,KAAAL,GAAiB,KApO+B,EsLJ3D,KtLwOgB,KAAAL,GAAiB,KApO+B,CsLJtE,IAAP,C;UACI,a;;QACJ,IAAI,KAAK,CAAT,C;UACI,UAAU,kBAAM,CAAN,C;UACV,kBAAM,CAAN,EAAW,kBAAM,CAAN,CAAX,C;UACA,kBAAM,CAAN,EAAW,GAAX,C;UACA,a;UACA,a;;MAGR,OAAO,C;K;IAGX,yC;MAGI,YAAY,aAAU,KAAV,EAAiB,IAAjB,EAAuB,KAAvB,C;MACZ,IAAI,QAAO,QAAQ,CAAR,IAAP,CAAJ,C;QACI,YAAU,KAAV,EAAiB,IAAjB,EAAuB,QAAQ,CAAR,IAAvB,C;MACJ,IAAI,QAAQ,KAAZ,C;QACI,YAAU,KAAV,EAAiB,KAAjB,EAAwB,KAAxB,C;K;IAGR,0C;MAII,QAAQ,I;MACR,QAAQ,K;MACR,YAAY,kBAAM,CAAC,OAAO,KAAP,IAAD,IAAiB,CAAjB,IAAN,C;MACZ,OAAO,KAAK,CAAZ,C;QACI,OvLnB8D,YuLmBvD,kBAAM,CAAN,CvLnBwE,KAAjB,EUlmB5C,KvLnByE,KAA7B,CuLmBvD,IAAP,C;UACI,a;;QACJ,OvLrB8D,YuLqBvD,kBAAM,CAAN,CvLrBwE,KAAjB,EUlqB5C,KvLrByE,KAA7B,CuLqBvD,IAAP,C;UACI,a;;QACJ,IAAI,KAAK,CAAT,C;UACI,UAAU,kBAAM,CAAN,C;UACV,kBAAM,CAAN,EAAW,kBAAM,CAAN,CAAX,C;UACA,kBAAM,CAAN,EAAW,GAAX,C;UACA,a;UACA,a;;MAGR,OAAO,C;K;IAGX,yC;MAGI,YAAY,aAAU,KAAV,EAAiB,IAAjB,EAAuB,KAAvB,C;MACZ,IAAI,QAAO,QAAQ,CAAR,IAAP,CAAJ,C;QACI,YAAU,KAAV,EAAiB,IAAjB,EAAuB,QAAQ,CAAR,IAAvB,C;MACJ,IAAI,QAAQ,KAAZ,C;QACI,YAAU,KAAV,EAAiB,KAAjB,EAAwB,KAAxB,C;K;IAGR,0C;MAII,QAAQ,I;MACR,QAAQ,K;MACR,YAAY,kBAAM,CAAC,OAAO,KAAP,IAAD,IAAiB,CAAjB,IAAN,C;MACZ,OAAO,KAAK,CAAZ,C;QACI,OvK5C+D,auK4CxD,kBAAM,CAAN,CvK5C0E,KAAIB,EUk4C7C,KvK5C2E,KAA9B,CuK4CxD,IAAP,C;UACI,a;;QACJ,OvK9C+D,auK8CxD,kBAAM,CAAN,CvK9C0E,KAAIB,EUk8C7C,KvK9C2E,KAA9B,CuK8CxD,IAAP,C;UACI,a;;QACJ,IAAI,KAAK,CAAT,C;UACI,UAAU,kBAAM,CAAN,C;UACV,kBAAM,CAAN,EAAW,kBAAM,CAAN,CAAX,C;UACA,kBAAM,CAAN,EAAW,GAAX,C;UACA,a;UACA,a;;MAGR,OAAO,C;K;IAGX,yC;MAGI,YAAY,aAAU,KAAV,EAAiB,IAAjB,EAAuB,KAAvB,C;MACZ,IAAI,QAAO,QAAQ,CAAR,IAAP,CAAJ,C;QACI,YAAU,KAAV,EAAiB,IAAjB,EAAuB,QAAQ,CAAR,IAAvB,C;MACJ,IAAI,QAAQ,KAAZ,C;QACI,YAAU,KAAV,EAAiB,KAAjB,EAAwB,KAAxB,C;K;IAKR,gD;MAI6E,UAAU,KAAV,EAAiB,SAAjB,EAA4B,UAAU,CAAV,IAA5B,C;K;IAC7E,gD;MAC6E,YAAU,KAAV,EAAiB,SAAjB,EAA4B,UAAU,CAAV,IAA5B,C;K;IAC7E,gD;MAC6E,YAAU,KAAV,EAAiB,SAAjB,EAA4B,UAAU,CAAV,IAA5B,C;K;I1K9I7E,0C;MF0BI,IAAI,EEjBI,SAAU,OAAV,GAAiB,CFiBrB,CAAJ,C;QACI,cAda,qB;QAeb,MAAM,gCAAyB,OAAQ,WAAjC,C;;MEIBV,OAAO,oBAAoB,CAApB,EAAuB,CAAvB,EAA0B,SAAI1B,C;K;IAGX,8C;MACe,Q;MAAX,wBAAW,SAAX,gB;QAAW,SAAX,SAAX,M;QACI,SAAS,GAAG,CAAH,C;QACT,SAAS,GAAG,CAAH,C;QACT,WAAW,cAAc,EAAAd,EAakB,EAAlB,C;QACX,IAAI,SAAQ,CAAZ,C;UAAe,OAAO,I;;MAE1B,OAAO,C;K;sGAGX,yB;MAAA,8D;MAAA,iC;QASIO,OAAO,cAAc,SAAS,CAAT,CAAd,EAA2B,SAAS,CAAT,CAA3B,C;O;KATX,C;sGAYA,sC;MASI,OAAO,UAAW,SAAQ,SAAS,CAAT,CAAR,EAAqB,SAAS,CAAT,CAArB,C;K;IAAtB,6B;MAWY,Q;MALR,IAAI,MAAM,CAAV,C;QAAa,OAAO,C;MACpB,IAAI,SAAJ,C;QAAe,OAAO,E;MActB,IAAI,SAAJ,C;QAAe,OAAO,C;MAGtB,

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ADA,OAEA,IAAK,a;O;K;;;IAtHb,+B;K;;iFAUA,yB;MAAA,4B;MAAA,mC;QAMI,6BDgDQ,WChDkB,KDgDIB
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GAAa,CAAb,IAArB,C;WAC9B,IAAA,KAAM,MAAN,GAAC,WAAc,C;QAH8C,OAGf,0BAAQ,KAAM,MAAN,
GAAC,CAAd,IAAR,EAAYB,KAAM,KAA/B,IAAuC,CAAvC,I;;QAHe,OAIc,mB;K;IAGZ,oC;MAUI,IAAA,KAA
M,UAAO,C;QAAMB,MAAM,gCAAyB,uCAAoC,KAA7D,C;WACzB,IAAA,KAAM,KAAN,+C;QAFiD,OAEIB,2
BAAS,KAAM,MAAf,EAAsB,KAAM,KAAN,yBAAa,CAAb,EAAtB,C;WAC/B,IAAA,KAAM,MAAN,+C;QAHi
D,OAGjB,2BAAS,KAAM,MAAN,8BAAc,CAAd,EAAT,EAA0B,KAAM,KAAhC,0BAAwC,CAAxC,E;;QAHiB,
OAIzC,oB;K;IAOZ,yB;MAAyC,YjFrTkB,YiFqTb,KjFrTa,CiFqTIB,I;K;IAEzC,4C;MAEI,OAAA,SAAK,KAAK,E
AAL,GAAU,QAAf,GAAYC,CAAX,CAAC,QAAD,IAAW,KAAI,E;K;IAEjD,uC;M1LtVI,IAAI,E0LsVuD,QAAQ,I
1LtV/D,CAAJ,C;QACI,c0LqVuE,+B;Q1LpVvE,MAAM,gCAAyB,OAAQ,WAAjC,C;;K;I0LqVd,yC;M1LvVI,IAA
I,E0LuVyD,sBAAQ,IAAR,K1LvVzD,CAAJ,C;QACI,c0LsVyE,+B;Q1LrVzE,MAAM,gCAAyB,OAAQ,WAAjC,C
;;K;I0LsVd,yC;M1LxVI,IAAI,E0LwV6D,QAAQ,I1LxVrE,CAAJ,C;QACI,c0LuV6E,+B;Q1LtV7E,MAAM,gCAA
yB,OAAQ,WAAjC,C;;K;I0LwVd,yC;MAAyD,oCAA0B,IAA1B,qBAAiC,KAAjC,kB;K;ICrXzD,6B;MAOqC,OtM
mYE,SsMnYF,mBtMmYE,C;K;IsMjYvC,sC;MASgD,6BAAS,WAAT,EAAa,KAAb,C;K;IAEhD,4C;MAUI,qBAA
qB,IAArB,EAA2B,KAA3B,C;MAEA,iBAAiB,ItMqQgB,KsMrQhB,GAAiB,W;MACIC,kBAAkB,KtMoQe,KsMp
Qf,GAAkB,W;MAEpC,mBAAmB,0BAAQ,UAAO,EAoB,WAApB,IAAqC,W;MACxD,OtMsWmC,SsMtW5B,Y
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B;MAIA,gB;M/LQA,IAAI,E+LDS,iBAAy,IAAb,MAAuB,iBAAvB,C/LCR,CAAJ,C;QACI,c+LDQ,iBAAy,IAAh
B,GACI,8CADJ,GAGI,sCAA0B,aAA1B,qC;Q/LDR,MAAM,gCAAyB,OAAQ,WAAjC,C;;K;yC+LKV,Y;MAAwC
,Q;MAAA,oB;MACpC,iB;QAD8B,OACtB,G;WACR,oD;QAF8B,OAEF,SAAL,SAAK,C;WAC5B,6C;QAH8B,O
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AEJ,gB;MAMI,uDAA8B,IAA9B,C;K;4DAEJ,gB;MAMI,wDAA+B,IAA/B,C;K;::;IArCR,iD;MAAA,gD;QAAA,+B
;;MAAA,yC;K;;2CArCJ,Y;MAWI,oB;K;2CAXJ,Y;MAeI,gB;K;6CAfJ,0B;MAAA,2BAWI,8CAXJ,EAeI,kCAfJ,C;
K;yCAAA,Y;MAAA,c;MAWI,yD;MAIA,qD;MAfJ,a;K;uCAAA,iB;MAAA,4IAWI,4CAXJ,IAeI,oCAfJ,I;K;ICLA,
kC;MAAA,e;MAAA,iB;MAAA,uB;K;IAAA,gC;MAAA,mC;O;MAYI,4D;MAKA,8C;MAKA,gD;K;;IAVA,2C;M
AAA,sB;MAAA,mC;K;;IAKA,oC;MAAA,sB;MAAA,4B;K;;IAKA,qC;MAAA,sB;MAAA,6B;K;;IAtBJ,4B;MAA
A,mG;K;;IAAA,iC;MAAA,a;aAAA,W;UAAA,wC;aAAA,I;UAAA,iC;aAAA,K;UAAA,kC;;UAAA,6D;;K;;6ECA
A,yB;MAAA,4F;MAAA,2B;QASI,MAAM,mCAA8B,0EAA9B,C;O;KATV,C;ICkCA,+D;MAaW,Q;MAAP,OAA
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AO,OAAP,C;WAC5B,2B;QAAmB,yBAAO,kBAAP,C;;QACX,yBAAe,SAAR,OAAQ,CAAF,C;K;IPL7EhB,+B;M
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B,oEAAzB,C;MADtB,OX4EO,W;K;IWvEX,wC;MAGbW,Q;MAAA,qCAAiB,KAAjB,C;MAAA,iB;QAA2B,MA
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C;;MAEX,MAAM,gCAAyB,SAAM,SAAN,4BAAZB,C;K;IAGV,yC;MAkBW,Q;MANP,IAAI,EAU,CAAV,sBA
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Q,KAAxB,C;QACI,MAAM,gCAAyB,WAAQ,SAAR,mDAAwD,KAAjF,C;;MAEH,IAAI,YAAO,EAAX,C;QACH
,mBAAM,SAAN,C;;QAEA,0BAAM,SAAN,IAAa,EAAb,C;;MAHJ,W;K;IAuFJ,8B;MAWsC,+B;K;0EAEtC,4B;M
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MACrB,iBAAuB,cAAN,KAAM,C;MAEHb,yBAAa,U;MAAb,U;QAA2B,OfRMyB,oBEqMzB,SFRMyB,CAAY,cA
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IRsB,U;QAAA,cA0RT,oBAAmB,cAAnB,EAAMb,sBAAnB,U;Q6LjtDIB,kB;;YAHA,CAAC,YAAS,CAAT,IAAc,
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,IAA1C,CACA,W;K;IAvET,+B;MAeyC,gCAAc,EAAd,C;K;IAEzC,6C;MAGgC,yB;QAAA,YAAoB,E;MAM3C,Q
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MACC,S6LzvDN,O7LyvDM,W;MAAb,OAAa,gBAAb,C;QAAa,0B;QA1RsB,U;QAAA,cA0RT,oBAAmB,cAAnB
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;;YAIEN,gC;cACS,SAzDH,WAAO,cAyDI,CAzDJ,CAAP,C;;cAsDD,O;;UAqJK,a;;QAFZ,W;O;KAXJ,C;4EAmBA
,6B;MAUI,Q;MAAA,iD;QAAYB,Y;;MACzB,OAAO,S;K;4EAGX,yB;MAAA,gB;MAAA,8B;MAAA,oC;QA U0B,
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UAAkB,kC;mBAA4C,O;;K;;0DAE/F,yB;MAAA,2D;MAAA,mB;QAKoC,MAAM,8B;O;KAL1C,C;oEAOA,yB;M
AAA,2D;MAAA,yB;QAMkD,MAAM,6BAAoB,sCAAmC,MAAvD,C;O;KANxD,C;gEAUA,iB;MAUI,OAAO,O;
K;kEAGX,4B;MAUI,OAAO,gB;K;oEAGX,2B;MAUI,OAAgB,MAAT,QAAS,C;K;oEAGpB,4B;MAUI,gB;MAC
A,OAAO,S;K;kEAGX,4B;MAWI,MAAM,SAAN,C;MACA,OAAO,S;K;kEAGX,4B;MAUI,OAAO,MAAM,SA
N,C;K;sEAGX,gC;MAWI,OAAW,UAAU,SAAV,CAAJ,GAAqB,SAArB,GAA+B,I;K;8EAG1C,gC;MAWI,OAA
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A,+B;MACI,iBAGoC,UAAM,CAAN,C;MAEpC,iBAGoC,UAAM,MAAN,C;MAEpC,kBAGmC,C;MAEnC,iBAG
kC,C;K;;IANbTC,uC;MAAA,sC;QAAA,qB;;MAAA,+B;K;kGAsBA,iB;MAOmE,OAAa,0BA2O1C,SAAL,GAAiB
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,C;0FAIA,yB;MAAA,+B;M+LxOJ,0B;M/LwOI,wB;QAEmd,sB+LvOgC,O/LuO1B,IAAK,K+LvOX,G/LuOoB,K
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/LqOzB,IAAK,K+LrOX,G/LqOmB,KAAM,K+LrOM,C/LqO/B,C;O;KAFID,C;0FAGA,yB;MAAA,+B;M+LpOJ,0
B;M/LoOI,wB;QAEmD,sB+LnOgC,O/LmOIB,IAAK,K+LnOX,G/LmOoB,KAAM,K+LnOM,C/LmOhC,C;O;KAF
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BFvD,C;4FAIA,yB;MD6NA,6B;MC7NA,wB;QAEuD,OAMD,cAAK,IAAK,KAAK,GAAY,CD8N9C,cCpO+B,K
DoOrB,KAAL,GAAiB,GAAiB,CC9N8C,MAAZ,IAAf,C;O;KARtD,C;4FAGA,yB;MC2NA,6B;MD3NA,wB;QAE
wD,OAGF,cAAK,IAAK,KAAK,GAAY,CC+N9C,cDiOgC,KCkOtB,KAAL,GAAiB,KAAtB,CD/N8C,MAAZ,IAA
f,C;O;KALtD,C;4FAGA,yB;MAAA,6B;MAAA,wB;QAEsD,qBAAK,IAAK,KAAK,GAAM,KAAM,KAAZ,IAAf,
C;O;KAFtD,C;4FAGA,yB;MAkPA,kBAS6D,sB;MAT7D,+B;MAIPA,wB;QAEwD,OgBAA,eAAW,ChByP9B,eA
AW,oBAAL,SAAK,CAAL,iBAAN,CgBzP8B,MAAK,UhBAK,KgBAO,KAAZ,CAAhB,C;O;KhBFxD,C;4FAIA,y

B;MDgNA,6B;MChNA,wB;QAEuD,OAMD,cAAe,YAAV,IAAK,KAAK,EAAY,CDiN9C,cCvN+B,KDuNrB,KAA
L,GAAiB,GAAtB,CCjN8C,MAAZ,CAAf,C;O;KARtD,C;4FAGA,yB;MC8MA,6B;MD9MA,wB;QAEwD,OAGF,c
AAe,YAAV,IAAK,KAAK,EAAY,CCkN9C,cDrNgC,KCqNtB,KAAL,GAAiB,KAAtB,CDiN8C,MAAZ,CAAf,C;O
;KALtD,C;4FAGA,yB;MAAA,6B;MAAA,wB;QAEsD,qBA Ae,YAAV,IAAK,KAAK,EAAM,KAAM,KAAZ,CAA
f,C;O;KAFtD,C;4FAGA,yB;MAqOA,kBAS6D,sB;MAT7D,+B;MArOA,wB;QAEwD,OgBAA,eAAW,ChB4O9B,e
AAW,oBAAL,SAAK,CAAL,iBAAN,CgB5O8B,MAAK,UhBAK,KgBAO,KAAZ,CAAhB,C;O;KhBFxD,C;wFAIA
,yB;MDmMA,6B;MC7LA,4C;MANA,wB;QAEqD,OAMD,WAAW,IAAX,EDoMjB,cC1M2B,KD0MjB,KAAL,G
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AA,wB;QAEoD,kBAAW,IAAX,EAAiB,KAAjB,C;O;KAFpD,C;wFAGA,yB;MAwNA,kBAS6D,sB;MAT7D,+B;
MgBxNA,8C;MhBAA,wB;QAEsD,OgBAA,YhB+NjB,eAAW,oBAAL,SAAK,CAAL,iBAAN,CgB/NiB,EhBAmb,
KgBAnB,C;O;KhBFtD,C;wFAIA,yB;MDsLA,6B;MCxKA,kD;MAAdA,wB;QAMqD,OAcD,cAAc,IAAd,ED2KjB,c
CzL2B,KDyLjB,KAAL,GAAiB,GAAtB,CC3KiB,C;O;KApBpD,C;wFAOA,yB;MCgLA,6B;MDzKA,kD;MAPA,w
B;QAMsD,OAOFC,AAAc,IAAd,EC4KjB,cDnL4B,KCmLIB,KAAL,GAAiB,KAAtB,CD5KiB,C;O;KAbpD,C;wFAO
A,yB;MAAA,kD;MAAA,wB;QAMoD,qBAAc,IAAd,EAAoB,KAApB,C;O;KANpD,C;wFAOA,yB;MA+LA,kBAS
6D,sB;MAT7D,+B;MgB/LA,oD;MhBAA,wB;QAMsD,OgBAA,ehBkMjB,eAAW,oBAAL,SAAK,CAAL,iBAAN,
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,WAAW,IAAX,EDoMjB,cC5J4B,KD4JIB,KAAL,GAAiB,GAAtB,CCpMiB,C;O;KakCpD,C;kGAOA,yB;MCmJA
,6B;MD9LA,4C;MA2CA,wB;QAMkD,OA/CE,WAAW,IAAX,ECqMjB,cDtJ6B,KCsJnB,KAAL,GAAiB,KAAtB,C
DrMiB,C;O;KAYcP,D,C;kGAOA,yB;MAIDA,4C;MAkDA,wB;QAMgD,OAtDI,WAAW,IAAX,EAsDA,KAtDA,C;
O;KAgDpD,C;kGAOA,yB;MAkKA,kBAS6D,sB;MAT7D,+B;MgBxNA,8C;MhBsDA,wB;QAMkD,OgB1DI,YhB
+NjB,eAAW,oBAAL,SAAK,CAAL,iBAAN,CgB/NiB,EhB0DoB,KgB1DpB,C;O;KhBoDtD,C;wFAQA,yB;MD4H
A,6B;MCxKA,kD;MDuOJ,0B;MAAA,+B;MC3LI,wB;QAQ6C,OD8LR,eAAW,OC5OI,cAAc,IAAd,ED2KjB,cC7
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A,wB;QAQ2C,OAhES,cAAc,IAAd,EAgEL,KAhEK,C;O;KAwDpD,C;wFASA,yB;MA+HA,kBAS6D,sB;MAT7D,
+B;MgB/LA,oD;MhBgEA,wB;QAQ6C,OgBIES,ehBkMjB,eAAW,oBAAL,SAAK,CAAL,iBAAN,CgBIMiB,EhBk
EU,KgBIEV,C;O;KhB0DtD,C;wEAUA,yB;MAAA,6B;MAAA,mB;QAMyC,qBAAK,SAAK,QAAV,C;O;KANzC,
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D,C;wFASA,yB;MAAA,6B;MAAA,wB;QAEiD,qBAAK,IAAK,KAAL,GAAC,KAAM,KAAzB,C;O;KAFjD,C;sFA
GA,yB;MAAA,6B;MAAA,wB;QAEgD,qBAAK,IAAK,KAAL,GAAa,KAAM,KAAxB,C;O;KAFhD,C;wFAGA,yB
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,6B;MAAA,mB;QAEgC,qBAAU,CAAL,SAAL,C;O;KAFhC,C;8EAIA,yB;MAAA,0B;MAAA,mB;QAUmC,OAA
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X,C;O;KCnErC,C;kFAUA,yB;MC+CJ,4B;MAAA,iC;MD/CI,mB;QASuC,OCiDA,gBAAY,QDjDZ,SciDY,CAAZ,
C;O;KD1DvC,C;8EAUA,Y;MAEmC,W;K;gFACnC,yB;MAAA,kBAS6D,sB;MAT7D,+B;MAAA,mB;QASqC,sB
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A,yB;MAAA,6B;MAAA,4B;QAWyC,qBAAU,SAAV,C;O;KAXzC,C;wEAYA,yB;MAAA,6B;MAAA,4B;QAUuC
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B;MAIS,Q;MAAL,IAAI,eAAC,0EAAD,OAAJ,C;QAAgC,OAAO,K;MAEvC,OAAe,WAAR,YAAQ,EAAS,OhCo
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,aAAO,K;YAAP,e;;;QAC/C,aAAO,I;;;Me9nDH,iB;K;kCAGJ,Y;MAAkC,OAAA,IAAK,QAAQ,OAAb,KAAqB,C;
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A,mC;MACI,aAC8B,cAAU,4BAAK,UAAf,EAA0B,4BAAK,UAA/B,C;K;;IAFIC,2C;MAAA,0C;QAAA,yB;;MA
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,I;K;uCAErE,iB;MAEY,UAAwB,M;MADhC,iDAA6B,kBAAa,KAAM,UAAAnB,KACrB,2CAAS,KAAM,MAAf,c
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CAEIC,Y;MACI,YAAY,W;MACZ,IAAI,6BAAS,mBAAT,QAAJ,C;QACI,IAAI,CAAC,cAAL,C;UAAc,MAAa,6B
;QAC3B,iBAAU,K;;QAEV,chOjD6C,SgOid7C,WhOjDuD,KAAK,GgOidpD,WhOjD+D,KAAx,IAAf,C;;MgOm
DjD,OAAO,K;K;;IhNpHU,qB;MAErB,6B;MAFwD,gB;K;IAExD,2B;MAAA,+B;MACI,iBAGoC,a;MAEpC,iBAG
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1.330 swagger 2.2.2

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```
<p align="center">
<a href="http://nestjs.com/" target="blank"></a>
</p>
```

[travis-image]: <https://api.travis-ci.org/nestjs/nest.svg?branch=master>

[travis-url]: <https://travis-ci.org/nestjs/nest>

[linux-image]: <https://img.shields.io/travis/nestjs/nest/master.svg?label=linux>

[linux-url]: <https://travis-ci.org/nestjs/nest>

A progressive [Node.js](http://nodejs.org) framework for building efficient and scalable server-side applications, heavily inspired by [Angular](https://angular.io).

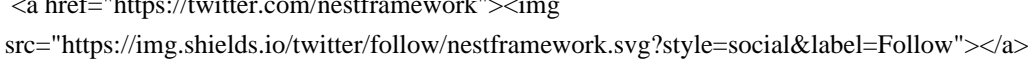












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Description

The [OpenAPI \(Swagger\)](https://www.openapis.org/) module for [Nest](https://github.com/nestjs/nest).

Installation

```
```bash
$ npm i --save @nestjs/swagger
```
```

Quick Start

[\[Overview & Tutorial\]](https://docs.nestjs.com/recipes/swagger)

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Found in path(s):

* /opt/cola/permits/1451483722_1666725860.8701193/0/swagger-2-2-2-tgz/package/README.md

1.331 hibernate-types-55 2.18.0

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1.333 json-unit-core 2.35.0

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* /opt/cola/permits/1454911287_1666957080.17018/0/json-unit-core-2-35-0-sources-
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*
/opt/cola/permits/1454911287_1666957080.17018/0/json-unit-core-2-35-0-sources-
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```

```
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* /opt/cola/permits/1454911287_1666957080.17018/0/json-unit-core-2-35-0-sources-
jar/net/javacrumbs/jsonunit/core/internal/Options.java
* /opt/cola/permits/1454911287_1666957080.17018/0/json-unit-core-2-35-0-sources-
jar/net/javacrumbs/jsonunit/core/internal/JsonDifference.java
* /opt/cola/permits/1454911287_1666957080.17018/0/json-unit-core-2-35-0-sources-
jar/net/javacrumbs/jsonunit/core/internal/AbstractNode.java
* /opt/cola/permits/1454911287_1666957080.17018/0/json-unit-core-2-35-0-sources-
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```
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* /opt/cola/permits/1454911287_1666957080.17018/0/json-unit-core-2-35-0-sources-
jar/net/javacrumbs/jsonunit/core/internal/ArrayUtils.java
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jar/net/javacrumbs/jsonunit/core/internal/matchers/InternalMatcher.java
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jar/net/javacrumbs/jsonunit/core/internal/ComparisonMatrix.java
```

1.334 kpartx 0.4.9-136.el7_9

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Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we

want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The

former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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1.335 guice-persist 4.2.2

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1.338 kerberos 1.15.1-55.el7_9

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lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
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lib/libgss/g_imp_sec_context.c
lib/libgss/g_init_sec_context.c
lib/libgss/g_initialize.c
lib/libgss/g_inquire_context.c
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lib/libgss/g_process_context.c
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lib/libgss/g_rel_oid_set.c
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lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in "src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c

lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

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1.340 krb5-libs 1.15.1-55.el7_9

1.340.1 Available under license :

[NOTE: MIT has only incorporated the mechglue and spnego change, and not the incremental propagation changes. The filenames are different between the Sun and MIT sources. The actual MIT filenames appear in the top-level README file. Original text of Sun's LICENSE file follows.]

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cmd/krb5/iprop/iprop.x

cmd/krb5/iprop/iprop_hdr.h
cmd/krb5/kadmin/server/ipropd_svc.c
cmd/krb5/kproplog/kproplog.c
cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
lib/libgss/g_compare_name.c
lib/libgss/g_context_time.c
lib/libgss/g_delete_sec_context.c
lib/libgss/g_dsp_name.c
lib/libgss/g_dsp_status.c
lib/libgss/g_dup_name.c
lib/libgss/g_exp_sec_context.c
lib/libgss/g_export_name.c
lib/libgss/g_glue.c
lib/libgss/g_imp_name.c
lib/libgss/g_imp_sec_context.c
lib/libgss/g_init_sec_context.c
lib/libgss/g_initialize.c
lib/libgss/g_inquire_context.c
lib/libgss/g_inquire_cred.c
lib/libgss/g_inquire_names.c
lib/libgss/g_process_context.c
lib/libgss/g_rel_buffer.c
lib/libgss/g_rel_cred.c
lib/libgss/g_rel_name.c
lib/libgss/g_rel_oid_set.c
lib/libgss/g_seal.c
lib/libgss/g_sign.c
lib/libgss/g_store_cred.c
lib/libgss/g_unseal.c
lib/libgss/g_userok.c
lib/libgss/g_utils.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in "src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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1.341 jctools-core 4.0.1

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Bnd-LastModified: 1662622707903

Build-Jdk-Spec: 11

Bundle-Description: Java Concurrency Tools Core Library

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Bundle-ManifestVersion: 2

Bundle-Name: Java Concurrency Tools Core Library

Bundle-SymbolicName: org.jctools.core

Bundle-Version: 4.0.1

Created-By: Apache Maven Bundle Plugin 5.1.6

Export-Package: org.jctools.maps;version="4.0.1",org.jctools.util;uses:="sun.misc";version="4.0.1",org.jctools.queues;version="4.0.1",org.jctools.queues.atomic;uses:="org.jctools.queues";version="4.0.1",org.jctools.queues.unpadded;uses:="org.jctools.queues";version="4.0.1",org.jctools.counters;version="4.0.1"

Import-Package: sun.misc;resolution:=optional

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"

Tool: Bnd-6.2.0.202202251641

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1.343 json-schema-validator 1.0.72

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Json-schema-validator

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1.344 cloudevents-kafka 2.1.1

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* /opt/cola/permits/1508291111_1670975016.7551763/0/cloudevents-kafka-2-1-1-sources-1-jar/io/cloudevents/kafka/impl/KafkaHeaders.java
* /opt/cola/permits/1508291111_1670975016.7551763/0/cloudevents-kafka-2-1-1-sources-1-jar/io/cloudevents/kafka/impl/KafkaSerializerMessageWriterImpl.java
*
 /opt/cola/permits/1508291111_1670975016.7551763/0/cloudevents-kafka-2-1-1-sources-1-jar/io/cloudevents/kafka/CloudEventDeserializer.java
* /opt/cola/permits/1508291111_1670975016.7551763/0/cloudevents-kafka-2-1-1-sources-1-jar/io/cloudevents/kafka/KafkaMessageFactory.java
* /opt/cola/permits/1508291111_1670975016.7551763/0/cloudevents-kafka-2-1-1-sources-1-jar/io/cloudevents/kafka/CloudEventMessageSerializer.java
* /opt/cola/permits/1508291111_1670975016.7551763/0/cloudevents-kafka-2-1-1-sources-1-jar/io/cloudevents/kafka/CloudEventMessageDeserializer.java
* /opt/cola/permits/1508291111_1670975016.7551763/0/cloudevents-kafka-2-1-1-sources-1-jar/io/cloudevents/kafka/impl/KafkaBinaryMessageReaderImpl.java
* /opt/cola/permits/1508291111_1670975016.7551763/0/cloudevents-kafka-2-1-1-sources-1-jar/io/cloudevents/kafka/CloudEventSerializer.java
* /opt/cola/permits/1508291111_1670975016.7551763/0/cloudevents-kafka-2-1-1-sources-1-
```

```
jar/io/cloudevents/kafka/impl/KafkaProducerMessageWriterImpl.java
*
/opt/cola/permits/1508291111_1670975016.7551763/0/cloudevents-kafka-2-1-1-sources-1-
jar/io/cloudevents/kafka/impl/BaseKafkaMessageWriterImpl.java
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1.345 cloudevents-api 2.1.1

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```
* /opt/cola/permits/1508291066_1670974985.798763/0/cloudevents-api-2-1-1-2-jar/META-
INF/maven/io.cloudevents/cloudevents-api/pom.xml
```

1.346 cloudevents-core 2.1.1

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- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/CloudEventUtils.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/extensions/DistributedTracingExtension.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/format/EventFormat.java
- *
- /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/impl/BaseBinaryMessageReader.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/impl/MessageUtils.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v03/V1ToV03AttributesConverter.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/impl/CloudEventReaderAdapter.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/impl/BaseStructuredMessageReader.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v03/CloudEventV03.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/Encoding.java
- *
- /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/format/EventSerializationException.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v1/CloudEventBuilder.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v1/V03ToV1AttributesConverter.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/extensions/DaterefExtension.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/impl/BaseCloudEventBuilder.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/extensions/impl/ExtensionUtils.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/builder/CloudEventBuilder.java
- *
- /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/provider/ExtensionProvider.java
- * /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-

jar/io/cloudevents/core/message/MessageReader.java
* /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/impl/GenericStructuredMessageReader.java
* /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/StructuredMessageWriter.java
* /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v1/CloudEventV1.java
* /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/MessageWriter.java
* /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/impl/BaseCloudEvent.java
*
/opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/StructuredMessageReader.java
* /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/provider/EventFormatProvider.java
* /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/v03/CloudEventBuilder.java
* /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/format/EventDeserializationException.java
* /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/impl/CloudEventContextReaderAdapter.java
* /opt/cola/permits/1508291239_1670975013.352485/0/cloudevents-core-2-1-1-sources-1-jar/io/cloudevents/core/message/impl/BaseGenericBinaryMessageReaderImpl.java
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1.347 rocksdbjni 7.1.2

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```
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-  
jar/org/rocksdb/AbstractNativeReference.java
```

```
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/Holder.java
```

```
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-  
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```

```
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-  
jar/org/rocksdb/AbstractTableFilter.java
```

```
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-  
jar/org/rocksdb/MutableOptionValue.java
```

```
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-  
jar/org/rocksdb/HashLinkedListMemTableConfig.java
```

```
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-  
jar/org/rocksdb/AbstractMutableOptions.java
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* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-  
jar/org/rocksdb/TableProperties.java
```

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* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-  
jar/org/rocksdb/util/Environment.java
```

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* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-  
jar/org/rocksdb/MutableOptionKey.java
```

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*
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```
/opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-  
jar/org/rocksdb/SkipListMemTableConfig.java
```

```
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/SizeApproximationFlag.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/CompactionStopStyle.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/HashSkipListMemTableConfig.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/MutableDBOptionsInterface.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/TableFilter.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/TransactionLogIterator.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/NativeLibraryLoader.java
*
/opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/InfoLogLevel.java
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* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/BlockBasedTableConfig.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/HistogramType.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/RocksDBException.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/TableFormatConfig.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/CompactionOptions.java
*
/opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/ExternalFileIngestionInfo.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/CompactionJobInfo.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/OptimisticTransactionOptions.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/RocksObject.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/SstFileWriter.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/Statistics.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/AbstractCompactionFilterFactory.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/DbPath.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/StatisticsCollectorCallback.java
```

*
/opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/StateType.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/TxnDBWritePolicy.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/PersistentCache.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/WalProcessingOption.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/Experimental.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/Logger.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/ReusedSynchronisationType.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/DBOptionsInterface.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/AbstractTransactionNotifier.java
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/opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/ClockCache.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/ColumnFamilyMetaData.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/WALRecoveryMode.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/WriteBatchInterface.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/CompactionOptionsFIFO.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/NativeComparatorWrapper.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/ThreadType.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/TtlDB.java
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* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/LevelMetaData.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/AbstractWalFilter.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/WriteStallInfo.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/OptionsUtil.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/RocksCallbackObject.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/util/SizeUnit.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/ColumnFamilyDescriptor.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/CompactionOptionsUniversal.java
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* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/IngestExternalFileOptions.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/Snapshot.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/MemoryUtil.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/SstFileReader.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/BackupEngine.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/CompactionStyle.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/PlainTableConfig.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/StatsCollectorInput.java
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/opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/IndexShorteningMode.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/Range.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/RocksDB.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/ComparatorOptions.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/CompactionPriority.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/util/ReverseBytewiseComparator.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/WriteBatch.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/RateLimiterMode.java
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* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/TraceWriter.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/DirectSlice.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/AdvancedMutableColumnFamilyOptionsInterface.java
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* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/SstFileMetaData.java
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jar/org/rocksdb/MemTableInfo.java
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* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-jar/org/rocksdb/Cache.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
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jar/org/rocksdb/MergeOperator.java
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jar/org/rocksdb/CassandraValueMergeOperator.java
* /opt/cola/permits/1515188939_1671567706.271915/0/rocksdbjni-7-1-2-sources-
jar/org/rocksdb/CassandraCompactionFilter.java
```

1.348 netty-transport-classes-kqueue

4.1.86.Final

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* /opt/cola/permits/1518493238_1671636482.3908947/0/netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/KQueueDomainDatagramChannelConfig.java

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* /opt/cola/permits/1518493238_1671636482.3908947/0/netty-transport-classes-kqueue-4-1-86-final-sources-jar/io/netty/channel/kqueue/NativeLongArray.java

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1.349 nss-softokn-freebl 3.79.0-4.el7_9

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this license or the ordinary General Public License is the better
strategy to use in any particular case, based on the explanations below.

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it in new free programs; and that you are informed that you can do
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We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline

functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute

the object code for the work under the terms of Section 6.

Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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a) Accompany

the work with the complete corresponding

machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate

properly with a modified version of the library, if

the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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The main CI of Hibernate ORM is <https://ci.hibernate.org/job/hibernate-orm-5.6-h2/>.
However, Hibernate ORM builds run on GitHub actions regularly
to check that it still works and can be used in GitHub forks.
See <https://docs.github.com/en/free-pro-team@latest/actions>
for more information about GitHub actions.

name: Hibernate ORM build

on:

push:

branches:

- '5.6'

pull_request:

branches:

- '5.6'

See <https://github.com/hibernate/hibernate-orm/pull/4615> for a description of the behavior we're getting.

concurrency:

Consider that two builds are in the same concurrency group (cannot run concurrently)

if they use the same workflow and are about the same branch ("ref") or pull request.

group: "workflow = \${{ github.workflow }}, ref = \${{ github.event.ref }}, pr = \${{ github.event.pull_request.id }}"

Cancel previous builds in the same concurrency group even if they are in process

for pull requests or pushes to forks (not the upstream repository).

cancel-in-progress: \${{ github.event_name == 'pull_request' || github.repository != 'hibernate/hibernate-orm' }}

jobs:

```

build:
  name: Java 8
  runs-on: ubuntu-latest
  strategy:
    fail-fast: false
  matrix:
    include:
      - rdbms: h2
#     - rdbms: hsqldb
      - rdbms: derby
      - rdbms: mysql8
      - rdbms: mariadb
      - rdbms: postgresql_9_5
      - rdbms: postgresql_13
      - rdbms: oracle
      - rdbms: db2
      - rdbms: mssql
      - rdbms: sybase
# Running with HANA requires at least 8GB memory just for the database, which we don't have on GH Actions
runners
#     - rdbms: hana
  steps:
    - uses: actions/checkout@v2
      with:
        persist-credentials: false
    - name: Reclaim Disk Space
      run: .github/ci-prerequisites.sh
    - name: Start database
      env:
        RDBMS: ${ matrix.rdbms }
      run: ci/database-start.sh
    - name: Set up Java 8

uses: actions/setup-java@v1
  with:
    java-version: 1.8
  - name: Get year/month for cache key
    id: get-date
    run: |
      echo "":set-output name=yearmonth::$(/bin/date -u "+%Y-%m")"
    shell: bash
  - name: Cache Maven local repository
    uses: actions/cache@v2
    id: cache-maven
    with:
      path: |
        ~/.m2/repository
        ~/.gradle/caches/

```

```

    ~/.gradle/wrapper/
    # refresh cache every month to avoid unlimited growth
    key: maven-localrepo-${{ steps.get-date.outputs.yearmonth }}
- name: Run build script
  env:
    RDBMS: ${{ matrix.rdbms }}
  run: ./ci/build-github.sh
  shell: bash
- name: Upload test reports (if Gradle failed)
  uses: actions/upload-artifact@v2
  if: failure()
  with:
    name: test-reports-java8-${{ matrix.rdbms }}
    path: |
      ./**/target/reports/tests/
      ./**/target/reports/checkstyle/
- name: Omit produced artifacts from build cache
  run: ./ci/before-cache.sh

```

1.351 jose4j 0.6.3

1.351.1 Available under license :

No license file was found, but licenses were detected in source scan.

```

/*
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 * contributor license agreements. See the NOTICE file distributed with
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 *
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 * distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 * See the License for the specific language governing permissions and
 * limitations under the License.
 */

```

Found in path(s):

```

* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/base64url/internal/apache/commons/codec/binary/BaseNCodec.java
*
/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/base64url/internal/apache/commons/codec/binary/Base64.java

```

No license file was found, but licenses were detected in source scan.

```
/*
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 *
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 * distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 * See the License for the specific language governing permissions and
 * limitations under the License.
 */
```

Found in path(s):

```
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwt/NumericDate.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwt/consumer/ErrorCodeValidatorAdapter.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwk/VerificationJwkSelector.java
*
/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/keys/resolvers/VerificationKeyResolver.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwe/Pbes2HmacShaWithAesKeyWrapAlgorithm.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwa/AlgorithmConstraints.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/keys/resolvers/HttpsJwksVerificationKeyResolver.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/lang/UncheckedJoseException.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/keys/resolvers/DecryptionKeyResolver.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/json/JsonUtil.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwe/KeyManagementAlgorithmIdentifiers.java
*
/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/mac/MacUtil.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/X509Util.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwt/consumer/ErrorCodes.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwe/AesGcmKeyEncryptionAlgorithm.java
```

* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/lang/DefaultByteGenerator.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/WrappingKeyManagementAlgorithm.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/resolvers/JwksDecryptionKeyResolver.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/ContentEncryptionAlgorithmIdentifiers.java
 *
 /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/EcdhKeyAgreementWithAesKeyWrapAlgorithm.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/lang/ByteUtil.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/JwtClaims.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwa/AlgorithmFactory.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/JsonWebEncryption.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/EcdhKeyAgreementAlgorithm.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jws/JsonWebSignatureAlgorithm.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/lang/InvalidAlgorithmException.java
 *
 /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/Use.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jws/AlgorithmIdentifiers.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/JsonWebKey.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/Validator.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/CipherUtil.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jws/PlaintextNoneAlgorithm.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/AesCbcHmacSha2ContentEncryptionAlgorithm.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/AesKeyWrapManagementAlgorithm.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/GeneralJwtException.java
 *
 /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/KeyOperations.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/RsaJwkGenerator.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/base64url/SimplePEMEncoder.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwx/Headers.java

* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/resolvers/JwksVerificationKeyResolver.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/KeyManagementAlgorithm.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/ContentEncryptionHelp.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/lang/JoseException.java
*
/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwa/AlgorithmFactoryFactory.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/AesGcmContentEncryptionAlgorithm.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/InvalidJwtException.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwa/Algorithm.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwx/JsonWebStructure.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/lang/BouncyCastleProviderHelp.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/zip/DeflateRFC1951CompressionAlgorithm.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/PbkdfKey.java
*
/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/RsaKeyManagementAlgorithm.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/SubValidator.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jws/RsaUsingShaAlgorithm.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/ReservedClaimNames.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/EllipticCurveJsonWebKey.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/SimpleKeyResolver.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/KeyPersuasion.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/BigEndianBigInteger.java
*
/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/OctetSequenceJsonWebKey.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/JwtConsumerBuilder.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jws/JsonWebSignature.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-

jar/org/jose4j/jwk/EcJwkGenerator.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/HttpsJwks.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwk/Consumer/NumericDateValidator.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/EllipticCurves.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/lang/IntegrityException.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/ContentEncryptionKeyDescriptor.java
*
/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/lang/ExceptionHelp.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/HmacKey.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwx/CompactSerializer.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/zip/CompressionAlgorithmIdentifiers.java
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* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/JwtConsumer.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/lang/JsonHelp.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/IssValidator.java
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/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/KeyPairUtil.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/MalformedClaimException.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/RsaKeyUtil.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/kdf/PasswordBasedKeyDerivationFunction2.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/kdf/KdfUtil.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwa/AlgorithmInfo.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/DirectKeyManagementAlgorithm.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jws/EcdsaUsingShaAlgorithm.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwe/ContentEncryptionKeys.java
*
/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/consumer/JweCustomizer.java
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 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/http/SimpleGet.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
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 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
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 jar/org/jose4j/jwe/InitializationVectorHelp.java
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 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
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 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
 jar/org/jose4j/jwe/CipherStrengthSupport.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
 jar/org/jose4j/lang/UnresolvableKeyException.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
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 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
 jar/org/jose4j/jwx/KeyValidationSupport.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
 jar/org/jose4j/jwa/AlgorithmAvailability.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/keys/EcKeyUtil.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/jwt/IntDate.java
 *
 /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
 jar/org/jose4j/jwt/consumer/ErrorCodeValidator.java
 * /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
 jar/org/jose4j/lang/ByteGenerator.java

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* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/base64url/Base64Url.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/lang/HashUtil.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/http/Get.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-jar/org/jose4j/lang/StringUtil.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
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* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwt/consumer/JwsCustomizer.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwe/kdf/ConcatKeyDerivationFunction.java
*
/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jca/ProviderContext.java
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* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/lang/InvalidKeyException.java
* /opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwk/SelectorSupport.java
*
/opt/cola/permits/1534657383_1673960510.7888486/0/jose4j-0-6-3-sources-1-
jar/org/jose4j/jwk/SimpleJwkFilter.java

```

1.352 netty-transport-native-kqueue

4.1.86.Final

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* /opt/cola/permits/1534817009_1673963014.303444/0/netty-transport-native-kqueue-4-1-86-final-sources-1-
jar/netty_kqueue_eventarray.h
* /opt/cola/permits/1534817009_1673963014.303444/0/netty-transport-native-kqueue-4-1-86-final-sources-1-
jar/netty_kqueue_eventarray.c
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1.353 angus-activation 1.0.0

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- * <https://github.com/eclipse-ee4j/angus-activation>
- * <https://github.com/eclipse-ee4j/angus-mail>

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1.354 jmustache 1.15

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1.365 snake-yaml 2.0

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```
/**
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 */
```

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jar/org/yaml/snakeyaml/parser/Parser.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
*
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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/ScalarEvent.java
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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/DirectiveToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/StreamStartEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/CommentEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/AliasToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/Construct.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/ImplicitTuple.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/CustomClassLoaderConstructor.java
*
/opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/Property.java
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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/resolver/ResolverTuple.java
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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/Emitable.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingEndToken.java
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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/TagTuple.java
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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/Event.java
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/opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/DuplicateKeyException.java
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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/introspector/GenericProperty.java
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```
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*/
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Found in path(s):

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 * This class is used to encode and decode data in Base64 format as described in RFC 1521.
 *
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1.367 zlib 1.2.7-21.el7_9

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1.368 keyutils 1.5.8-3.el7

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Appendix: How to Apply These Terms to Your New Programs

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line  
to give the program's name and a brief idea of what it does.>  
Copyright (C) 19yy <name of author>
```

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```
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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

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```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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<one line to give the library's name and a brief idea of what it does.>

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1.370 pyxattr 0.5.1-5.el7

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1.371 popt 1.13-16.el7

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1.372 python-iniparse 0.4-9.el7

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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| Release from | Derived | Year | Owner | GPL-compatible? (1) |
|----------------|---------|-----------|-------|---------------------|
| 0.9.0 thru 1.2 | | 1991-1995 | CWI | yes |

| | | | | |
|----------------|-----------|-----------|------------|---------|
| 1.3 thru 1.5.2 | 1.2 | 1995-1999 | CNRI | yes |
| 1.6 | 1.5.2 | 2000 | CNRI | no |
| 2.0 | 1.6 | 2000 | BeOpen.com | no |
| 1.6.1 | 1.6 | 2001 | CNRI | yes (2) |
| 2.1 | 2.0+1.6.1 | 2001 | PSF | no |
| 2.0.1 | 2.0+1.6.1 | 2001 | PSF | yes |
| 2.1.1 | 2.1+2.0.1 | 2001 | PSF | yes |
| 2.2 | 2.1.1 | 2001 | PSF | yes |
| 2.1.2 | 2.1.1 | 2002 | PSF | yes |
| 2.1.3 | 2.1.2 | | | |
| 2002 | PSF | yes | | |
| 2.2.1 | 2.2 | 2002 | PSF | yes |
| 2.2.2 | 2.2.1 | 2002 | PSF | yes |
| 2.2.3 | 2.2.2 | 2003 | PSF | yes |
| 2.3 | 2.2.2 | 2002-2003 | PSF | yes |
| 2.3.1 | 2.3 | 2002-2003 | PSF | yes |
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1.374 dbus-python 1.1.1-9.el7

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1.375 yum-metadata-parser 1.1.4-10.el7

1.375.1 Available under license :

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1.376 pyliblzma 0.5.3-11.el7

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1.377 json-c 0.11-4.el7_0

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1.378 lua 5.1.4-15.el7

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1.379 ustr 1.0.4-16.e17

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To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it

does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms

of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public

License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally

distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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1.381 pkg-config 0.27.1-4.el7

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Version 2, June 1991

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for

this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them with the library, after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is

analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

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1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses

the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6.

Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License.

1.388 gawk 4.0.2-4.el7_3.1

1.388.1 Available under license :

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Version 2, June 1991

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[This is the first released version of the library GPL. It is
numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the

libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must

be optional: if the application does not supply it, the square root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy

from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>

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Also add information on how to contact you by electronic and paper mail.

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Here is a sample; alter the names:

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<signature of Ty Coon>, 1 April 1990

Ty Coon, President of Vice

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Version 3, 29 June 2007

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Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand

ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

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TERMS AND CONDITIONS

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1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The

"System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

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The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

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same work.

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- d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other

parts of the aggregate.

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

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Any executables

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1.393 python-kitchen 1.1.1-5.el7

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Any executables

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1.395 pcre 8.32-17.el7

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1.396 pinentry 0.8.1-17.el7

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@c Local Variables:  
@c ispell-local-pdict: "ispell-dict"  
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1.399 libsemanage-common 2.5-14.el7

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Any executables

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1.402 pycurl 7.19.0-19.el7

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1.403 bzip2 1.0.6-13.el7

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

1.404 libgpg-error 1.12-3.el7

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```
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Ty Coon, President of Vice

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1.405 findutils 4.5.11-6.el7

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* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnCallNotPermittedEvent.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/InMemoryCircuitBreakerRegistry.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/ForcedOpenState.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/event/AbstractCircuitBreakerEvent.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/Utils/CircuitBreakerUtils.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/CircuitBreakerStateMachine.java
*
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnIgnoredErrorEvent.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/ClosedState.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerEvent.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/HalfOpenState.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnErrorEvent.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/internal/CircuitBreakerState.java
*
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-jar/io/github/resilience4j/circuitbreaker/CircuitBreakerRegistry.java

```

* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-
jar/io/github/resilience4j/circuitbreaker/CircuitBreakerConfig.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-
jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnSuccessEvent.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-
jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnResetEvent.java
* /opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-
jar/io/github/resilience4j/circuitbreaker/event/CircuitBreakerOnStateTransitionEvent.java
*
/opt/cola/permits/1610149726_1679504940.9927049/0/resilience4j-circuitbreaker-0-13-1-sources-1-
jar/io/github/resilience4j/circuitbreaker/CircuitBreakerOpenException.java
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jar/io/github/resilience4j/circuitbreaker/CircuitBreaker.java

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- * /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/LinkedHashMap.java
- *
- /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction6.java
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- * /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/CharSeq.java
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* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Function0.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction8.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Lambda.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Array.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Tuple5.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/control/Either.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Tuple1.java
*
/opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/concurrent/GuardedBy.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Tuple.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Tree.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Tuple8.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/concurrent/Promise.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Maps.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Stream.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Tuple2.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/MatchError.java
*
/opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/AbstractIterator.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Function2.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/RedBlackTree.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/JavaConverters.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Seq.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/TreeMap.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction7.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction4.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Function1.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/PartialFunction.java
*
/opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/GwtIncompatible.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Vector.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Function5.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Iterator.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Set.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Multimaps.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/PriorityQueue.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/concurrent/FutureImpl.java

```

* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction5.java
*
/opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Foldable.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Multimap.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-
jar/io/vavr/collection/Traversable.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/CheckedConsumer.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-
jar/io/vavr/collection/IndexedSeq.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/control/Try.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/$.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-
jar/io/vavr/NotImplementedError.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-
jar/io/vavr/collection/LinkedHashMap.java
*
/opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Value.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction2.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Tuple4.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Map.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-
jar/io/vavr/collection/SortedMap.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction3.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Tuple3.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-
jar/io/vavr/collection/HashMapMappedTrie.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/CheckedPredicate.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/Queue.java
*
/opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/concurrent/Future.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/CheckedFunction0.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/TreeSet.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-
jar/io/vavr/collection/AbstractQueue.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/List.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/collection/HashMap.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-
jar/io/vavr/collection/GwtIncompatible.java
* /opt/cola/permits/1610149757_1679504937.1964195/0/vavr-0-9-2-sources-1-jar/io/vavr/Function6.java

```

1.415 resilience4j-timelimiter 0.13.1

1.415.1 Available under license :

Apache-2.0

1.416 vavr-match 0.9.2

1.416.1 Available under license :

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```
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 * \ \ / / \ \ / / _/
 * \ \ / / \ \ / /
 * \ \ / / \ \ / /
 *
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 */
```

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```
* /opt/cola/permits/1610149123_1680160062.647855/0/vavr-match-0-9-2-sources-1-
jar/io/vavr/match/annotation/Patterns.java
* /opt/cola/permits/1610149123_1680160062.647855/0/vavr-match-0-9-2-sources-1-
jar/io/vavr/match/generator/ImportManager.java
*
/opt/cola/permits/1610149123_1680160062.647855/0/vavr-match-0-9-2-sources-1-
jar/io/vavr/match/model/MethodModel.java
* /opt/cola/permits/1610149123_1680160062.647855/0/vavr-match-0-9-2-sources-1-
jar/io/vavr/match/model/ParameterModel.java
* /opt/cola/permits/1610149123_1680160062.647855/0/vavr-match-0-9-2-sources-1-
jar/io/vavr/match/UnapplyChecker.java
* /opt/cola/permits/1610149123_1680160062.647855/0/vavr-match-0-9-2-sources-1-
jar/io/vavr/match/annotation/Unapply.java
* /opt/cola/permits/1610149123_1680160062.647855/0/vavr-match-0-9-2-sources-1-
jar/io/vavr/match/model/ClassModel.java
* /opt/cola/permits/1610149123_1680160062.647855/0/vavr-match-0-9-2-sources-1-
jar/io/vavr/match/model/TypeParameterModel.java
* /opt/cola/permits/1610149123_1680160062.647855/0/vavr-match-0-9-2-sources-1-
jar/io/vavr/match/PatternsProcessor.java
* /opt/cola/permits/1610149123_1680160062.647855/0/vavr-match-0-9-2-sources-1-
jar/io/vavr/match/generator/Generator.java
```

1.417 resilience4j-core 0.13.1

1.417.1 Available under license :

Apache-2.0

1.418 json-simple 3.0.2

1.418.1 Available under license :

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```

Found in path(s):

```
* /opt/cola/permits/1616332473_1681857417.717056/0/json-simple-3-0-2-sources-5-
jar/com/github/cliftonlabs/json_simple/JsonObject.java
* /opt/cola/permits/1616332473_1681857417.717056/0/json-simple-3-0-2-sources-5-
jar/com/github/cliftonlabs/json_simple/JsonArray.java
* /opt/cola/permits/1616332473_1681857417.717056/0/json-simple-3-0-2-sources-5-
jar/com/github/cliftonlabs/json_simple/JsonException.java
```

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Found in path(s):

```
* /opt/cola/permits/1616332473_1681857417.717056/0/json-simple-3-0-2-sources-5-
jar/com/github/cliftonlabs/json_simple/Ytoken.java
* /opt/cola/permits/1616332473_1681857417.717056/0/json-simple-3-0-2-sources-5-
```

jar/com/github/cliftonlabs/json_simple/Jsoner.java
* /opt/cola/permits/1616332473_1681857417.717056/0/json-simple-3-0-2-sources-5-
jar/com/github/cliftonlabs/json_simple/Jsonable.java

1.419 json-smart 2.4.10

1.419.1 Available under license :

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*/
```

Found in path(s):

* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-
jar/net/minidev/json/writer/DefaultMapper.java

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* See the License for the specific language governing permissions and  
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*/
```

Found in path(s):

* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/JSONUtil.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/writer/ArraysMapper.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/parser/JSONParserBase.java
*
/opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/parser/JSONParserStream.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/writer/DefaultMapperCollection.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/writer/JsonReaderI.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/writer/CompressorMapper.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/writer/FakeMapper.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/JSONStyle.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/parser/JSONParserByteArray.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/writer/JsonReader.java
*
/opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/parser/ParseException.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/writer/BeansMapper.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/JSONAware.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/JSONStreamAware.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/writer/DefaultMapperOrdered.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/JSONStreamAwareEx.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/JSONValue.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/writer/CollectionMapper.java
*
/opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/parser/JSONParserReader.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/JSONObject.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/net/minidev/json/parser/JSONParser.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-

```
jar/net/minidev/json/JSONAwareEx.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-
jar/net/minidev/json/parser/JSONParserString.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-
jar/net/minidev/json/JSONArray.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-
jar/net/minidev/json/parser/JSONParserInputStream.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-
jar/net/minidev/json/parser/JSONParserMemory.java
*
/opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-
jar/net/minidev/json/JStylerObj.java
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-
jar/net/minidev/json/JSONNavi.java
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```
* /opt/cola/permits/1619377352_1680083027.7224898/0/json-smart-2-4-10-sources-jar/META-
INF/maven/net.minidev/json-smart/pom.xml
```

1.420 accessors-smart 2.4.9

1.420.1 Available under license :

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Manifest-Version: 1.0

Bnd-LastModified: 1678198115874

Build-Jdk: 11.0.18

Built-By: uriel

Bundle-Description: Java reflect give poor performance on getter setter
r an constructor calls, accessors-smart use ASM to speed up those cal

ls.
Bundle-DocURL: <https://urielch.github.io/>
Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.txt>
Bundle-ManifestVersion: 2
Bundle-Name: accessors-smart
Bundle-SymbolicName: net.minidev.accessors-smart
Bundle-Vendor: Chemouni Uriel
Bundle-Version: 2.4.9
Created-By: Apache Maven Bundle Plugin
Export-Package: net.minidev.asm;version="2.4.9";uses="org.objectweb.asm",net.minidev.asm.ex;version="2.4.9"
Import-Package: org.objectweb.asm;version="[8.0,10)",net.minidev.asm.ex;version="[2.4,3)"
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /opt/cola/permits/1619377400_1680083041.0246942/0/accessors-smart-2-4-9-jar/META-INF/MANIFEST.MF
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* /opt/cola/permits/1619377400_1680083041.0246942/0/accessors-smart-2-4-9-jar/META-INF/maven/net.minidev/accessors-smart/pom.xml

1.421 nss-tools 3.79.0-5.el7_9

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1.422 postgresql-jdbc 42.6.0

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1.423 tzdata 2023c-1.e17

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1.427 opentelemetry-semconv 1.12.0

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1.429 zstd 1.4.9

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```

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```

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```
## zlib v1.2.11
```

```
### zlib License
```

```
<pre>
```

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

```
</pre>
```

```
## The Unicode Standard, Unicode Character Database, Version 10.0.0
```

```
### Unicode Character Database
```

```
...
```

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- doc/example/pcsc_demo.c
- the files in src/spy/
- the files in UnitaryTests/

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###

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Harfbuzz v4.4.1

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DOM Level 3 Core Specification v1.0

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CUP Parser Generator for Java v 0.11b

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```
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include/GL/glxext.h
include/GL/wglxext.h :
```

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ASM Bytecode Manipulation Framework v6.0

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1.431 jsr305 3.0.2

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```
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jar/javax/annotation/concurrent/ThreadSafe.java
* /opt/cola/permits/1656638364_1682593601.2844107/0/jsr305-3-0-2-sources-9-
jar/javax/annotation/concurrent/NotThreadSafe.java
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1.432 xml-apis 1.4.01

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1.433 servlet-api 3.0.1

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```
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* /opt/cola/permits/1656707133_1682600610.4687467/0/perfmark-api-0-17-0-sources-1-
jar/io/perfmark/PerfMark.java
* /opt/cola/permits/1656707133_1682600610.4687467/0/perfmark-api-0-17-0-sources-1-jar/io/perfmark/package-
info.java
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* /opt/cola/permits/1656707133_1682600610.4687467/0/perfmark-api-0-17-0-sources-1-jar/io/perfmark/Tag.java
```

1.435 jackson-annotations 2.15.0

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1.438 disruptor 2.11.2.3

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1.440 core-io 1.7.18

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1.441 common-utils 7.0.5

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="utf-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <meta name="description" content="Home page of The Apache Software Foundation">

  <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
  <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
  <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
  <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
  <link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
  <link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
  <link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
  <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
  <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
  <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
  <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
  <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
  <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
  <link rel="manifest" href="/favicons/manifest.json">
  <link rel="shortcut icon" href="/favicons/favicon.ico">
  <meta name="msapplication-TileColor" content="#603cba">
  <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
```



```
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Apache License, Version 2.0</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">
```

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```

```
-->
```

```
</head>
```

```
<body>
```

```
<!-- Navigation -->
```

```
<header>
```

```
<nav class="navbar navbar-default navbar-fixed-top">
```

```
<div class="container">
```

```
<div class="navbar-header">
```

```
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
```

```
<span class="sr-only">Toggle navigation</span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
</button>
```

```
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
```

```
</div>
```

```
<div class="collapse navbar-collapse" id="mainnav-collapse">
```

```
<div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo;&nbsp;&nbsp;<a
href="/licenses/">Licenses</a></div>
```

```
<ul class="nav navbar-nav navbar-right">
```

```
<li class="dropdown">
```

```
<a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
```

```
<ul class="dropdown-menu"
```

```
role="menu">
```

```
<li><a href="/foundation">Overview</a></li>
```

```
<li><a href="/foundation/members.html">Members</a></li>
```

```
<li><a href="/foundation/how-it-works.html">Process</a></li>
```

```
<li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
```

```

    <li><a href="/foundation/glossary.html">Glossary</a></li>
    <li><a href="/foundation/preFAQ.html">FAQ</a></li>
    <li><a href="/foundation/contact.html ">Contact</a></li>
  </ul>
</li>
<li><a href="/index.html#projects-list">Projects</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="http://people.apache.org/">Overview</a></li>
    <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
    <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
    <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
    <li><a href="http://planet.apache.org/">Planet Apache</a></li>
  </ul>
</li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/getinvolved.html">Overview</a></li>
    <li><a href="http://community.apache.org/">Community Development</a></li>
    <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
    <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
  </ul>
</li>
<li><a href="/dyn/closer.cgi">Download</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
    <li><a href="/foundation/contributing.html">Donations</a></li>
    <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
    <li><a href="/foundation/thanks.html">Thanks</a></li>
  </ul>
</li>
</ul>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
<div class="row">
<div class="col-md-9 col-sm-8 col-xs-12">
  

```

```

</div>
<div class="col-md-3 col-sm-4 col-xs-12">
  <div class="input-group" style="margin-bottom: 5px;">
    <script>
(function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
    '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
  s.parentNode.insertBefore(gcse, s);
})();
</script>
  <gcse:searchbox-only></gcse:searchbox-only>
</div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
  visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
.headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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entities that control, are controlled by, or are under common control with
that entity. For the purposes of this definition, "control" means (i) the

```

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</pre></div></div>

<!-- Footer -->

<footer class="bg-primary">

<div class="container">

<div class="row">

<div class="col-sm-1">

</div>

<div class="col-sm-2">

<h5 class="white">Community</h5>

<ul class="list-unstyled white" role="menu">

Overview

Conferences

```
<li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
<li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
<li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
<li><a href="/travel/">Travel Assistance</a></li>
<li><a href="/foundation/getinvolved.html">Get Involved</a></li>
<li><a href="http://community.apache.org/newbiefaq.html">Community
FAQ</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Innovation</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="http://incubator.apache.org">Incubator</a></li>
<li><a href="http://labs.apache.org/">Labs</a></li>
<li><a href="/licenses/">Licensing</a></li>
<li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Tech Operations</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/dev/">Developer Information</a></li>
<li><a href="/dev/infrastructure.html">Infrastructure</a></li>
<li><a href="/security/">Security</a></li>
<li><a href="http://status.apache.org">Status</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Press</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/press/">Overview</a></li>
<li><a href="https://blogs.apache.org/">ASF News</a></li>
<li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
<li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
<li><a href="/press/#contact">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Legal</h5>
<ul class="list-unstyled white" role="menu">
```



```
<li><a href="/legal/">Legal Affairs</a></li>
<li><a href="/licenses/">Licenses</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/records/">Public Records</a></li>
  <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
<li><a href="/licenses/exports/">Export Information</a></li>
<li><a
href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-1">
</div>
```

```
</div>
```

```
<hr class="col-lg-12 hr-white" />
```

```
<div class="row">
```

```
<div class="col-lg-12">
```

```
<p class="text-center">Copyright © 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
```

```
<p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
```

```
</div>
```

```
</div>
```

```
</div>
```

```
</footer>
```

```
<!-- / Footer -->
```

```
<script src="/js/jquery-2.1.1.min.js"></script>
```

```
<script src="/js/bootstrap.js"></script>
```

```
</body>
```

```
</html>
```

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<html><head>
<title>301 Moved Permanently</title>
</head><body>
<h1>Moved Permanently</h1>
<p>The document has moved here.</p>
</body></html>

Format: <http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: schema-registry

Source: <https://github.com/confluentinc/schema-registry>

Files: *

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Files: core/*

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```
cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
```

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</head>

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{ font-family: "Andale Sans UI"; font-size: 12pt; font-weight: normal } H1.cnl { font-family: "Tahoma"; font-size:
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</html>

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```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">
```

```
<html lang="en-US">
```

```
<head>
```

```
<title>GlassFish Dual License Header and License Notice GPL v2 and CDDL</title>
```

```
<meta http-equiv="content-type" content="text/html; charset=UTF-8">
```

```
<style type="text/css">
```

```
li {display: block;}
```

```
</style>
```

```
</head>
```

```
<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">
```

```
<h3>COMMON DEVELOPMENT AND DISTRIBUTION LICENSE (CDDL) Version 1.0</h3>
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<li><p><b>1. Definitions.</b></p>
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entity that creates or contributes to the creation of
Modifications.
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<p>

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</body>

</html>

Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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<html lang="en">

<head>

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<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width, initial-scale=1">

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<meta name="description" content="Home page of The Apache Software Foundation">

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permissions and limitations under the License. -->

</head>

<body>
<!--
Navigation -->
<header>
<nav class="navbar navbar-default navbar-fixed-top">
<div class="container">
<div class="navbar-header">

```

```

<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
  <span class="sr-only">Toggle navigation</span>
  <span class="icon-bar"></span>
  <span class="icon-bar"></span>
  <span class="icon-bar"></span>
</button>
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
</div>
<div class="collapse navbar-collapse" id="mainnav-collapse">
  <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo;&nbsp;&nbsp;<a
href="/licenses/">Licenses</a></div>
  <ul class="nav navbar-nav navbar-right">
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html">Contact</a></li>
      </ul>
    </li>
    <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="http://people.apache.org/">Overview</a></li>
        <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
        <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
        <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
        <li><a href="http://planet.apache.org/">Planet Apache</a></li>
      </ul>
    </li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
        <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
      </ul>
    </li>
    <li><a href="/dyn/closer.cgi">Download</a></li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span

```

```

class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
  <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
  <li><a href="/foundation/contributing.html">Donations</a></li>
  <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
  <li><a href="/foundation/thanks.html">Thanks</a></li>
  </ul>
</li>
</ul>
</div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
<div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">
  
</div>
  <div class="col-md-3 col-sm-4 col-xs-12">
  <div class="input-group" style="margin-bottom: 5px;">
  <script>
(function() {
var cx = '005703438322411770421:5mgshgrgx2u';
var gcse = document.createElement('script');
gcse.type = 'text/javascript';
gcse.async = true;
gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
  '//cse.google.com/cse.js?cx=' + cx;
var s = document.getElementsByTagName('script')[0];
s.parentNode.insertBefore(gcse, s);
})();
</script>
  <gcse:searchbox-only></gcse:searchbox-only>
</div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.

```

```

*/
.headerlink, .elementid-permalink {
  visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
> .elementid-permalink { visibility: visible }</style>
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goals of this license revision have been to reduce the number of frequently
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license on submission of contributions, to require a patent license on
contributions that necessarily infringe the contributor's own patents, and
to move comments regarding Apache and other inherited attribution notices
to a location outside the license terms (the <a href="example-NOTICE.txt">NOTICE
file</a> ).</p>
<p>The
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```

*.</p>

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The purpose of this agreement is to clearly define the

terms under which intellectual property has been contributed to the ASF and thereby allow us to defend the project should there be a legal dispute

regarding the software at some future time. A signed ICLA is required to be on file before an individual is given commit rights to an ASF project.</p>

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<p>The ICLA is not tied to any employer you

may have, so it is recommended to

use one's personal email address in the contact details, rather than an @work address.</p>

<p>Your Full name will be published unless you provide an alternative Public name.

For example if your full name is Andrew Bernard Charles Dickens, but you wish to be known as Andrew Dickens, please enter the latter as your Public name.</p>

<p>The email address and other contact details are not published.</p>

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Submitting License Agreements and Grants

Documents may be submitted by fax or email.

If submitting by fax, please print, sign, and fax all pages of the document to +1-919-573-9199. Please send documents right-side-up, first page first; and send only one document per fax.

If submitting by email, please fill the form with a pdf viewer, print, sign, scan all pages into a single pdf file, and email the pdf file as an attachment to secretary@apache.org. If possible, send the attachment from the email address in the document.

Please send only one document per email.

If you prefer to sign electronically, please fill the form, save it locally (e.g. `icla.pdf`), and sign the file by preparing a detached PGP signature. For example,

```
<blockquote>
```

```
<p>gpg --armor --detach-sign icla.pdf</p>
```

```
</blockquote>
```

The above will create

a file `icla.pdf.asc`. Send both the file and signature

as attachments in the same email to secretary@apache.org. Please send only one

document (file plus signature) per email. Please do not submit your public key to Apache.

Instead, please upload your public key to pgpkeys.mit.edu.

The files typically are named

`icla.pdf` and `icla.pdf.asc` for individual agreements;

`ccla.pdf` and `ccla.pdf.asc` for corporate agreements;

`software-grant.pdf` and `software-grant.pdf.asc` for grants.

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Questions?

For answers to frequently asked licensing questions, please consult our

[Licensing Frequently Asked Questions](/foundation/license-faq.html) page.

<!-- Footer -->

```
<footer class="bg-primary">
```

```
<div class="container">
```

```
<div class="row">
```

```
<br />
```

```
<div class="col-sm-1">
```

```
</div>
<div class="col-sm-2">
  <h5 class="white">Community</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="http://community.apache.org/">Overview</a></li>
    <li><a href="/foundation/conferences.html">Conferences</a></li>
    <li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
    <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
    <li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
    <li><a href="/travel/">Travel Assistance</a></li>
    <li><a href="/foundation/getinvolved.html">Get
Involved</a></li>
    <li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
  <h5 class="white">Innovation</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
  <h5 class="white">Tech Operations</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
  <h5 class="white">Press</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
  </ul>
</div>
```

```

    </ul>
</div>

<div class="col-sm-2">
<h5 class="white">Legal</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="/legal/">Legal Affairs</a></li>
<li><a href="/licenses/">Licenses</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/records/">Public Records</a></li>
  <li><a href="/foundation/policies/privacy.html">Privacy
Policy</a></li>
  <li><a href="/licenses/exports/">Export Information</a></li>
  <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
  <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>

<div class="col-sm-1">
</div>

</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
<div class="col-lg-12">
  <p class="text-center">Copyright © 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
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Foundation.</p>
  </div>
</div>
</div>
</div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
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of specific components, as identified by the source code files;
if such notes are missing files have been created by
Tatu Saloranta.

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see CREDITS file.

```

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Version 2.0, January 2004

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">
```

```

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<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
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<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
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<link rel="shortcut icon" href="/favicons/favicon.ico">
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<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

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<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
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-->

</head>

<body>
<!-- Navigation -->
<header>
<nav class="navbar navbar-default navbar-fixed-top">
<div class="container">
<div class="navbar-header">
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
<span class="sr-only">Toggle navigation</span>

```

```

    <span class="icon-bar"></span>
    <span class="icon-bar"></span>
    <span class="icon-bar"></span>
  </button>
  <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
</div>
<div class="collapse navbar-collapse" id="mainnav-collapse">
  <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo;&nbsp;&nbsp;<a
href="/licenses/">Licenses</a></div>
  <ul class="nav navbar-nav navbar-right">
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu"
role="menu">
        <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html">Contact</a></li>
      </ul>
    </li>
    <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="http://people.apache.org/">Overview</a></li>
        <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
        <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
        <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
        <li><a href="http://planet.apache.org/">Planet Apache</a></li>
      </ul>
    </li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
        <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
      </ul>
    </li>
    <li><a href="/dyn/closer.cgi">Download</a></li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>

```

```

    <ul class="dropdown-menu" role="menu">

    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
    <li><a href="/foundation/contributing.html">Donations</a></li>
    <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
    <li><a href="/foundation/thanks.html">Thanks</a></li>
    </ul>
  </li>
</ul>
</div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
  <div class="row">
    <div class="col-md-9 col-sm-8 col-xs-12">
      
    </div>
    <div class="col-md-3 col-sm-4 col-xs-12">
      <div class="input-group" style="margin-bottom: 5px;">
        <script>
(function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
    '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
  s.parentNode.insertBefore(gcse, s);
})();
</script>
  <gcse:searchbox-only></gcse:searchbox-only>
</div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.

```



```

*/
.headerlink, .elementid-permalink {
visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
.headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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```
</pre></div></div>
```

```
<!-- Footer -->
```

```
<footer class="bg-primary">
```

```
<div class="container">
```

```
<div class="row">
```

```
<br />
```

```
<div class="col-sm-1">
```

```
</div>
```

```
<div class="col-sm-2">
```

```
<h5 class="white">Community</h5>
```

```
<ul class="list-unstyled white" role="menu">
```

```
<li><a href="http://community.apache.org/">Overview</a></li>
```

```
<li><a href="/foundation/conferences.html">Conferences</a></li>
```

```
<li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
```

```
<li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
```

```
<li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
```

```
<li><a href="/travel/">Travel Assistance</a></li>
```

```
<li><a href="/foundation/getinvolved.html">Get Involved</a></li>
```

```
<li><a href="http://community.apache.org/newbiefaq.html">Community  
FAQ</a></li>
```

```
</ul>
```

```
</div>
```

```
<div class="col-sm-2">
```

```
<h5 class="white">Innovation</h5>
```

```
<ul class="list-unstyled white" role="menu">
```

```
<li><a href="http://incubator.apache.org/">Incubator</a></li>
```

```
<li><a href="http://labs.apache.org/">Labs</a></li>
```

```
<li><a href="/licenses/">Licensing</a></li>
```

```
<li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
```

```
<li><a href="/foundation/marks/">Trademark Policy</a></li>
```

```
<li><a href="/foundation/contact.html">Contacts</a></li>
```

```
</ul>
```

```
</div>
```

```
<div class="col-sm-2">
```

```
<h5 class="white">Tech Operations</h5>
```

```
<ul class="list-unstyled white" role="menu">
```

```
<li><a href="/dev/">Developer Information</a></li>
```

```
<li><a href="/dev/infrastructure.html">Infrastructure</a></li>
```

```
<li><a href="/security/">Security</a></li>
```

```
<li><a href="http://status.apache.org">Status</a></li>
```

```

    <li><a href="/foundation/contact.html">Contacts</a></li>

</ul>
</div>

<div class="col-sm-2">
<h5 class="white">Press</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="/press/">Overview</a></li>
<li><a href="https://blogs.apache.org/">ASF News</a></li>
<li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
<li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
<li><a href="/press/#contact">Contacts</a></li>
  </ul>
</div>

<div class="col-sm-2">
<h5 class="white">Legal</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="/legal/">Legal Affairs</a></li>
<li><a href="/licenses/">Licenses</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/records/">Public Records</a></li>
  <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
<li><a href="/licenses/exports/">Export Information</a></li>
<li><a
href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>

<div class="col-sm-1">
</div>

</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
<div class="col-lg-12">
  <p class="text-center">Copyright &#169; 2016 The Apache Software Foundation, Licensed under the <a
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  <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
</div>
</div>
</div>
</footer>

```

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>

<script src="/js/bootstrap.js"></script>

</body>

</html>

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<html><head>

<title>301 Moved Permanently</title>

</head><body>

<h1>Moved Permanently</h1>

<p>The document has moved here.</p>

</body></html>

Format: <http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: schema-registry

Source: <https://github.com/confluentinc/schema-registry>

Files: *

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```
cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
```

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```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
```

```
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```

```
<html xmlns="http://www.w3.org/1999/xhtml">
```

```
<head>
```

```
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
```

```
<title>Untitled Document</title>
```

```
</head>
```

```
<body>
```

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
```

```
<HTML>
```

```
<!-- @page { margin: 0.79in } P { margin-bottom: 0.08in } H1 { margin-top: 0in; margin-bottom: 0.17in; widows: 0; orphans: 0 } H1.western { font-family: "Times New Roman", serif; font-size: 12pt; font-weight: normal } H1.cjk { font-family: "Andale Sans UI"; font-size: 12pt; font-weight: normal } H1.cml { font-family: "Tahoma"; font-size: 12pt; font-weight: normal } -->
```

```
<BODY DIR="LTR">
```

```
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```
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<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"  
"http://www.w3.org/TR/html4/loose.dtd">
```

```
<html lang="en-US">
```

```
<head>
```

```
<title>GlassFish Dual License Header and License Notice GPL v2 and CDDL</title>
```

```
<meta http-equiv="content-type" content="text/html; charset=UTF-8">
```

```
<style type="text/css">
```

```
li { display: block; }
```

```
</style>
```

```
</head>
```

```
<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">
```

```
<h3>COMMON DEVELOPMENT AND DISTRIBUTION LICENSE (CDDL) Version 1.0</h3>
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entity that creates or contributes to the creation of  
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</p>

<p>

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</p>

<p>

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</p>

<p>

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</p>

<p>

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</p>

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</p>

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Ty Coon, President of Vice

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</p>

</body>

</html>

Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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Credits

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```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="utf-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <meta name="description" content="Home page of The Apache Software Foundation">

  <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
  <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
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  <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
  <meta name="msapplication-config" content="/favicons/browserconfig.xml">
  <meta name="theme-color" content="#303284">

  <title>Licenses</title>
  <link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
  rel='stylesheet' type='text/css'>
  <link href="/css/min.bootstrap.css" rel="stylesheet">
  <link href="/css/styles.css" rel="stylesheet">
```

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</head>

<body>

<!--

Navigation -->

<header>

<nav class="navbar navbar-default navbar-fixed-top">

<div class="container">

<div class="navbar-header">

<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">

Toggle navigation

</button>

</div>

<div class="collapse navbar-collapse" id="mainnav-collapse">

<div style="line-height:20px; padding-top:5px; float:left">Home » Licenses</div>

<ul class="nav navbar-nav navbar-right">

<li class="dropdown">

About

<ul class="dropdown-menu" role="menu">

Overview

Members

Process

Sponsorship

Glossary

FAQ

Contact

Projects

<li class="dropdown">

People

<ul class="dropdown-menu" role="menu">

Overview

Committers

```

<li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
<li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
<li><a href="http://planet.apache.org/">Planet Apache</a></li>
</ul>
</li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/getinvolved.html">Overview</a></li>
    <li><a href="http://community.apache.org/">Community Development</a></li>
    <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
    <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
  </ul>
</li>
<li><a href="/dyn/closer.cgi">Download</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
    <li><a href="/foundation/contributing.html">Donations</a></li>
    <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
    <li><a href="/foundation/thanks.html">Thanks</a></li>
  </ul>
</li>
</ul>
</div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
<div class="row">
<div class="col-md-9 col-sm-8 col-xs-12">
  
</div>
<div class="col-md-3 col-sm-4 col-xs-12">
  <div class="input-group" style="margin-bottom: 5px;">
    <script>
(function() {
var cx = '005703438322411770421:5mgshgrgx2u';
var gcse = document.createElement('script');
gcse.type = 'text/javascript';
gcse.async = true;
gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
  '//cse.google.com/cse.js?cx=' + cx;
var s = document.getElementsByTagName('script')[0];

```

```

    s.parentNode.insertBefore(gcse, s);
  })();
</script>
  <gcse:searchbox-only></gcse:searchbox-only>
</div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
> .elementid-permalink { visibility: visible }</style>
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goals of this license revision have been to reduce the number of frequently
asked questions, to allow the license to be reusable without modification

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Please send only one document per email.</p>

<p>If you prefer to sign electronically, please fill the form, save it locally (e.g. icla.pdf), and sign the file by preparing a detached PGP signature. For example,</p>

<blockquote>

<p>gpg --armor --detach-sign icla.pdf</p>

</blockquote>

<p>The above will create

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<h1 id="trademarks">Trademark and Logo Usage¶</h1>

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<h1 id="questions">Questions?¶</h1>

<p>For answers to frequently asked licensing questions, please consult our

Licensing Frequently Asked Questions page.</p></div>

<!-- Footer -->

<footer class="bg-primary">

<div class="container">

<div class="row">

<div class="col-sm-1">

</div>

<div class="col-sm-2">

<h5 class="white">Community</h5>

<ul class="list-unstyled white" role="menu">

Overview

Conferences

Summer of Code

Getting Started

The Apache Way

Travel Assistance

Get

Involved

Community FAQ

</div>

<div class="col-sm-2">

<h5 class="white">Innovation</h5>

<ul class="list-unstyled white" role="menu">

Incubator

Labs

Licensing

Licensing FAQ

Trademark Policy

Contacts

</div>

<div class="col-sm-2">

```
<h5 class="white">Tech Operations</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
  <h5 class="white">Press</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
  <h5 class="white">Legal</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
    <li><a href="/foundation/policies/privacy.html">Privacy
Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-1">
</div>
```

```
</div>
<hr class="col-lg-12 hr-white" />
```

```
<div class="row">
  <div class="col-lg-12">
    <p class="text-center">Copyright &#169; 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
    <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
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  </div>
```


</div>

</div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>

<script src="/js/bootstrap.js"></script>

</body>

</html>

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1.447 kafka-protobuf-types 7.0.5

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="utf-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <meta name="description" content="Home page of The Apache Software Foundation">

  <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
  <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
  <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
  <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
  <link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
  <link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
  <link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
  <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
  <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
  <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
  <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
  <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
  <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
  <link rel="manifest" href="/favicons/manifest.json">
  <link rel="shortcut icon" href="/favicons/favicon.ico">
  <meta name="msapplication-TileColor" content="#603cba">
  <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
  <meta name="msapplication-config" content="/favicons/browserconfig.xml">
  <meta name="theme-color" content="#303284">

  <title>Apache License, Version 2.0</title>
  <link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
    rel='stylesheet' type='text/css'>
  <link href="/css/min.bootstrap.css" rel="stylesheet">
  <link href="/css/styles.css" rel="stylesheet">
```

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-->

</head>

<body>

<!-- Navigation -->

<header>

<nav class="navbar navbar-default navbar-fixed-top">

<div class="container">

<div class="navbar-header">

<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">

Toggle navigation

</button>

</div>

<div class="collapse navbar-collapse" id="mainnav-collapse">

<div style="line-height:20px; padding-top:5px; float:left">Home » Licenses</div>

<ul class="nav navbar-nav navbar-right">

<li class="dropdown">

About

<ul class="dropdown-menu"

role="menu">

Overview

Members

Process

Sponsorship

Glossary

FAQ

Contact

Projects

<li class="dropdown">

People

<ul class="dropdown-menu" role="menu">

Overview

Committers

Meritocracy

Roles

Planet Apache


```

</li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/getinvolved.html">Overview</a></li>
    <li><a href="http://community.apache.org/">Community Development</a></li>
    <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
    <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
  </ul>
</li>
<li><a href="/dyn/closer.cgi">Download</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
    <li><a href="/foundation/contributing.html">Donations</a></li>
    <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
    <li><a href="/foundation/thanks.html">Thanks</a></li>
  </ul>
</li>
</ul>
</div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
<div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">
    
  </div>
  <div class="col-md-3 col-sm-4 col-xs-12">
    <div class="input-group" style="margin-bottom: 5px;">
      <script>
(function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
    '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
  s.parentNode.insertBefore(gcse, s);
})();
</script>

```



```

    <gcse:searchbox-only></gcse:searchbox-only>
  </div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
  visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
.headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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```
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```

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```
</pre></div></div>
```

```
<!-- Footer -->
```

```
<footer class="bg-primary">
```

```
<div class="container">
```

```
<div class="row">
```

```
<br />
```

```
<div class="col-sm-1">
```

```
</div>
```

```
<div class="col-sm-2">
```

```
<h5 class="white">Community</h5>
```

```
<ul class="list-unstyled white" role="menu">
```

```
<li><a href="http://community.apache.org/">Overview</a></li>
```

```
<li><a href="/foundation/conferences.html">Conferences</a></li>
```

```
<li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
```

```
<li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
```

```
<li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
```

```
<li><a href="/travel/">Travel Assistance</a></li>
```

```
<li><a href="/foundation/getinvolved.html">Get Involved</a></li>
```

```
<li><a href="http://community.apache.org/newbiefaq.html">Community  
FAQ</a></li>
```

```
</ul>
```

```
</div>
```

```
<div class="col-sm-2">
```

```
<h5 class="white">Innovation</h5>
```

```
<ul class="list-unstyled white" role="menu">
```

```
<li><a href="http://incubator.apache.org/">Incubator</a></li>
```

```
<li><a href="http://labs.apache.org/">Labs</a></li>
```

```
<li><a href="/licenses/">Licensing</a></li>
<li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Tech Operations</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/dev/">Developer Information</a></li>
<li><a href="/dev/infrastructure.html">Infrastructure</a></li>
<li><a href="/security/">Security</a></li>
<li><a href="http://status.apache.org">Status</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>

</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Press</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/press/">Overview</a></li>
<li><a href="https://blogs.apache.org/">ASF News</a></li>
<li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
<li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
<li><a href="/press/#contact">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Legal</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/legal/">Legal Affairs</a></li>
<li><a href="/licenses/">Licenses</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/records/">Public Records</a></li>
<li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
<li><a href="/licenses/exports/">Export Information</a></li>
<li><a
href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-1">
</div>
```

```
</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
  <div class="col-lg-12">
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class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
    <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
  </div>
</div>
</div>
```

```
</footer>
```

```
<!-- / Footer -->
```

```
<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

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```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 2.0//EN">
```

```
<html><head>
```

```
<title>301 Moved Permanently</title>
```

```
</head><body>
```

```
<h1>Moved Permanently</h1>
```

```
<p>The document has moved <a href="https://opensource.org/licenses/mit-license.php">here</a>.</p>
```

```
</body></html>
```

Format: <http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: schema-registry

Source: <https://github.com/confluentinc/schema-registry>

Files: *

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```
cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
```


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"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<title>Untitled Document</title>
</head>
```

```

<body>
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML>
<!-- @page { margin: 0.79in } P { margin-bottom: 0.08in } H1 { margin-top: 0in; margin-bottom: 0.17in; widows:
0; orphans: 0 } H1.western { font-family: "Times New Roman", serif; font-size: 12pt; font-weight: normal } H1.cjk
{ font-family: "Andale Sans UI"; font-size: 12pt; font-weight: normal } H1.cml { font-family: "Tahoma"; font-size:
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<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"  
"http://www.w3.org/TR/html4/loose.dtd">
```

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<html lang="en-US">  
<head>  
<title>GlassFish Dual License Header and License Notice GPL v2 and CDDL</title>  
<meta http-equiv="content-type" content="text/html; charset=UTF-8">  
<style type="text/css">  
li { display: block; }  
</style>  
</head>
```

<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">

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exercise the right to control the distribution of derivative or collective works based on the Program.

</p>

<p>

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

</p>

<p>

3. You may copy and distribute the Program (or a work based

on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

</p>

<p>

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

</p>

<p>

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

</p>

<p>

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

</p>

<p>

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the

source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

</p>

<p>

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to

copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

</p>

<p>

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</p>

<p>

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</p>

<p>

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</p>

<p>

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For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

</p>

<p>

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

</p>

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to the wide range of software

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</p>

<p>

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

</p>

<p>

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</p>

<p>

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</p>

<p>

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</p>

<p>

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</p>

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</p>

<p>

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</p>

<p>END OF TERMS AND CONDITIONS</p>

<p>How to Apply These Terms to Your New Programs</p>

<p>

If you develop a new program, and you want it to be of the greatest possible

use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

</p>

<p>

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

</p>

<p>

One line to give the program's name and a brief idea of what it does.

</p>

<p>

Copyright (C) <year> <name of author>

</p>

<p>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

</p>

<p>

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</p>

<p>

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</p>

<p>

Also add information on how to contact you by electronic and paper mail.

</p>

<p>

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

</p>

<p>

Gnomovision version 69, Copyright (C) year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.

This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

</p>

<p>

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

</p>

<p>

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

</p>

<p>
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
'Gnomovision' (which makes passes at compilers) written by James Hacker.

</p>

<p>

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

</p>

<p>

This General Public License does not permit incorporating your program into
proprietary programs. If your program is a subroutine library, you may
consider it more useful to permit linking proprietary applications with
the library. If this is what you want to do, use the GNU Library General
Public License instead of this License.

</p>

<li style="background-color:yellow;">

<p>"CLASSPATH" EXCEPTION TO THE GPL VERSION 2</p>

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only where Sun has expressly included in the particular source file's
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exception as provided by Sun in the License file that accompanied this code."

</p>

<p>

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other modules is making
a combined work based on this library. Thus, the terms and conditions of the
GNU General Public License Version 2 cover the whole combination.

</p>

<p>

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choice, provided that you also meet, for each linked independent module,
the terms and conditions of the license of that module.? An independent
module is a module which is not derived from or based on this library.? If
you modify this library, you may extend this exception to your version of
the library, but you are not obligated to do so.? If you do not wish to do
so, delete this exception statement from your version.

</p>

</body>

</html>

Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

Licensing

Jackson core and extension components may be licensed under different licenses.

To find the details that apply to this artifact see the accompanying LICENSE file.

For more information, including possible other licensing options, contact FasterXML.com (<http://fasterxml.com>).

Credits

A list of contributors may be found from CREDITS file, which is included in some artifacts (usually source distributions); but is always available from the source code management (SCM) system project uses.

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
<meta charset="utf-8">
```

```
<meta http-equiv="X-UA-Compatible" content="IE=edge">
```

```
<meta name="viewport" content="width=device-width, initial-scale=1">
```

```
<meta name="description" content="Home page of The Apache Software Foundation">
```

```
<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
```

```
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
```

```
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
```

```
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
```

```
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
```

```
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
```

```
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
```

```
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
```

```
<link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
```

```
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
```

```
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
```

```
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
```

```
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
```

```
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
```

```
<link rel="manifest" href="/favicons/manifest.json">
```

```

<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Licenses</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">

```

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<http://www.apache.org/licenses/LICENSE-2.0> . Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License. -->

```
</head>
```

```
<body>
```

```
<!--
```

```
Navigation -->
```

```
<header>
```

```
<nav class="navbar navbar-default navbar-fixed-top">
```

```
<div class="container">
```

```
<div class="navbar-header">
```

```
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
```

```
<span class="sr-only">Toggle navigation</span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
</button>
```

```
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
```

```
</div>
```

```
<div class="collapse navbar-collapse" id="mainnav-collapse">
```

```
<div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo;&nbsp;&nbsp;<a href="/licenses/">Licenses</a></div>
```

```
<ul class="nav navbar-nav navbar-right">
```

```
<li class="dropdown">
```

```
<a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
```

```
<ul class="dropdown-menu" role="menu">
```

```
<li><a href="/foundation">Overview</a></li>
```

```
<li><a href="/foundation/members.html">Members</a></li>
```

```

<li><a href="/foundation/how-it-works.html">Process</a></li>
<li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
<li><a href="/foundation/glossary.html">Glossary</a></li>
<li><a href="/foundation/preFAQ.html">FAQ</a></li>
<li><a href="/foundation/contact.html ">Contact</a></li>
</ul>
</li>
<li><a href="/index.html#projects-list">Projects</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
<li><a href="http://people.apache.org/">Overview</a></li>
<li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
<li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
<li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
<li><a href="http://planet.apache.org/">Planet Apache</a></li>
  </ul>
</li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/getinvolved.html">Overview</a></li>
    <li><a href="http://community.apache.org/">Community Development</a></li>
      <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
    <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
  </ul>
</li>
<li><a href="/dyn/closer.cgi">Download</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
    <li><a href="/foundation/contributing.html">Donations</a></li>
    <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
    <li><a href="/foundation/thanks.html">Thanks</a></li>
  </ul>
</li>
</ul>
</div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
<div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">

```

```

    
</div>
<div class="col-md-3 col-sm-4 col-xs-12">
    <div class="input-group" style="margin-bottom: 5px;">
    <script>
(function() {
var cx = '005703438322411770421:5mgshgrgx2u';
var gcse = document.createElement('script');
gcse.type = 'text/javascript';
gcse.async = true;
gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
    '//cse.google.com/cse.js?cx=' + cx;
var s = document.getElementsByTagName('script')[0];
s.parentNode.insertBefore(gcse, s);
})();
</script>
    <gcse:searchbox-only></gcse:searchbox-only>
</div>
    <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
    <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
    <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
> .elementid-permalink { visibility: visible }</style>
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larger <a href="#grants">grants of existing software products</a>.</p>
<p>These licenses help us achieve our goal of providing reliable and
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```

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Documents may be submitted by fax or email.

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If submitting by email, please fill the form with a pdf viewer, print, sign, scan all pages into a single pdf file, and email the pdf file as an attachment to [secretary@apache.org](#). If possible, send the attachment from the email address in the document.

Please send only one document per email.

If you prefer to sign electronically, please fill the form, save it locally (e.g. [icla.pdf](#)), and sign the file by preparing a detached PGP signature. For example,

```
<blockquote>
<p>gpg --armor --detach-sign icla.pdf</p>
</blockquote>
<p>The above will create
a file icla.pdf.asc. Send both the file and signature
as attachments in the same email to secretary@apache.org. Please send only one
document (file plus signature) per email. Please do not submit your public key to Apache.
Instead, please upload your public key to pgpkeys.mit.edu. </p>
<p>The files typically are named
icla.pdf and icla.pdf.asc for individual agreements;
ccla.pdf and ccla.pdf.asc for corporate agreements;
software-grant.pdf and software-grant.pdf.asc for grants. </p>
<h1 id="crypto">Export restrictions<a class="headerlink" href="#crypto" title="Permanent link">&para;</a></h1>
<p>For export restriction information, please consult our <a href="/licenses/exports/">ASF Export
Classifications</a> page.</p>
<h1 id="trademarks">Trademark and Logo Usage<a class="headerlink" href="#trademarks" title="Permanent
link">&para;</a></h1>
<p>For ASF trademark and logo usage information, please consult our <a href="/foundation/marks/">ASF
Trademark Use Policy</a> page.</p>
<h1 id="questions">Questions?<a
class="headerlink" href="#questions" title="Permanent link">&para;</a></h1>
<p>For answers to frequently asked licensing questions, please consult our
<a href="/foundation/license-faq.html">Licensing Frequently Asked Questions</a> page.</p></div>
```

```
<!-- Footer -->
```

```
<footer class="bg-primary">
<div class="container">
<div class="row">
<br />
<div class="col-sm-1">

</div>
<div class="col-sm-2">
<h5 class="white">Community</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="http://community.apache.org/">Overview</a></li>
<li><a href="/foundation/conferences.html">Conferences</a></li>
<li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
<li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
<li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
<li><a href="/travel/">Travel Assistance</a></li>
<li><a href="/foundation/getinvolved.html">Get
Involved</a></li>
<li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Innovation</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Tech Operations</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Press</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Legal</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
    <li><a href="/foundation/policies/privacy.html">Privacy
Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```



```
<div class="col-sm-1">
</div>

</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
<div class="col-lg-12">
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<p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
</div>
</div>
</div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

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1.448 kafka-schema-serializer 7.0.5

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It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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<html lang="en">
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<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">

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<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Apache License, Version 2.0</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">
```

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-->

</head>

<body>

<!-- Navigation -->

<header>

<nav class="navbar navbar-default navbar-fixed-top">

<div class="container">

<div class="navbar-header">

<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">

Toggle navigation

</button>

</div>

<div class="collapse navbar-collapse" id="mainnav-collapse">

<div style="line-height:20px; padding-top:5px; float:left">Home » &a href="/licenses/">Licenses</div>

<ul class="nav navbar-nav navbar-right">

<li class="dropdown">

About

<ul class="dropdown-menu"

role="menu">

Overview

Members

Process

Sponsorship

Glossary

FAQ

Contact

Projects

<li class="dropdown">

People

```

    <ul class="dropdown-menu" role="menu">
    <li><a href="http://people.apache.org/">Overview</a></li>
    <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
    <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
    <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
    <li><a href="http://planet.apache.org/">Planet Apache</a></li>
    </ul>
    </li>
    <li class="dropdown">
    <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
    <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/getinvolved.html">Overview</a></li>
    <li><a href="http://community.apache.org/">Community Development</a></li>
    <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
    <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
    </ul>
    </li>
    <li><a href="/dyn/closer.cgi">Download</a></li>
    <li class="dropdown">
    <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
    <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
    <li><a href="/foundation/contributing.html">Donations</a></li>
    <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
    <li><a href="/foundation/thanks.html">Thanks</a></li>
    </ul>
    </li>
    </ul>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
<div class="row">
<div class="col-md-9 col-sm-8 col-xs-12">

</div>
<div class="col-md-3 col-sm-4 col-xs-12">
<div class="input-group" style="margin-bottom: 5px;">
<script>
(function() {
var cx = '005703438322411770421:5mgshgrgx2u';
var gcse = document.createElement('script');
gcse.type = 'text/javascript';

```



```

gcse.async = true;
gcse.src = (document.location.protocol === 'https:' ? 'https:' : 'http:') +
  '//cse.google.com/cse.js?cx=' + cx;
var s = document.getElementsByTagName('script')[0];
s.parentNode.insertBefore(gcse, s);
})();
</script>
<gcse:searchbox-only></gcse:searchbox-only>
</div>
<a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
<a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
<a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
.headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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```
<div class="codehilite"><pre>Copyright [yyyy] [name of copyright owner]
```

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```
</pre></div></div>
```

```
<!-- Footer -->
```

```
<footer class="bg-primary">
```

```
<div class="container">
```

```
<div class="row">
```

```
<br />
```

```
<div class="col-sm-1">
```

```
</div>
```

```
<div class="col-sm-2">
```

```
<h5 class="white">Community</h5>
```

```
<ul class="list-unstyled white" role="menu">
```

```
<li><a href="http://community.apache.org/">Overview</a></li>
```

```
<li><a href="/foundation/conferences.html">Conferences</a></li>
```

```
<li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
```

```
<li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
```

```
<li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
```

```
<li><a href="/travel/">Travel Assistance</a></li>
```

```
<li><a href="/foundation/getinvolved.html">Get Involved</a></li>
```

```
<li><a href="http://community.apache.org/newbiefaq.html">Community  
FAQ</a></li>
```

```
</ul>
```

</div>

<div class="col-sm-2">

<h5 class="white">Innovation</h5>

<ul class="list-unstyled white" role="menu">

Incubator

Labs

Licensing

Licensing FAQ

Trademark Policy

Contacts

</div>

<div class="col-sm-2">

<h5 class="white">Tech Operations</h5>

<ul class="list-unstyled white" role="menu">

Developer Information

Infrastructure

Security

Status

Contacts

</div>

<div class="col-sm-2">

<h5 class="white">Press</h5>

<ul class="list-unstyled white" role="menu">

Overview

ASF News

Announcements

Twitter Feed

Contacts

</div>

<div class="col-sm-2">

<h5 class="white">Legal</h5>

<ul class="list-unstyled white" role="menu">

Legal Affairs

Licenses

Trademark Policy

Public Records

Privacy Policy

Export Information

<a

[License/Distribution FAQ](/foundation/license-faq.html)

[Contacts](/foundation/contact.html)

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<title>301 Moved Permanently</title>

</head><body>

<h1>Moved Permanently</h1>

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Format: <http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: schema-registry

Source: <https://github.com/confluentinc/schema-registry>

Files: *

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Files: core/*

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The following commands were used to generate license and notice files. Replace <VERSION> with the Schema Registry version, <SRC_PATH> with the path to the Schema Registry source directory, and <LICENSE_TOOL_PATH> with the path of the license tool.

```
cd <SRC_PATH>
```

```
mvn package -DskipTests
```

```
mkdir /tmp/jars
```

```
mkdir /tmp/overrides
```



```
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
```

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<style type="text/css">
  li {display: block;}
</style>
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<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">

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</p>

</body>

</html>

Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

Licensing

Jackson core and extension components may be licensed under different licenses.

To find the details that apply to this artifact see the accompanying LICENSE file.

For more information, including possible other licensing options, contact FasterXML.com (<http://fasterxml.com>).

Credits

A list of contributors may be found from CREDITS file, which is included in some artifacts (usually source distributions); but is always available from the source code management (SCM) system project uses.

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="utf-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width, initial-scale=1">

<meta name="description" content="Home page of The Apache Software Foundation">

<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">

<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">

<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">

<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">

<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">

<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">

```

<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
<link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Licenses</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">

```

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```
</head>
```

```
<body>
```

```
<!--
```

```
Navigation -->
```

```
<header>
```

```
<nav class="navbar navbar-default navbar-fixed-top">
```

```
<div class="container">
```

```
<div class="navbar-header">
```

```
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
```

```
<span class="sr-only">Toggle navigation</span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
</button>
```

```
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
```

```
</div>
```

```

<div class="collapse navbar-collapse" id="mainnav-collapse">
  <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo;&nbsp;&nbsp;<a
href="/licenses/">Licenses</a></div>
  <ul class="nav navbar-nav navbar-right">
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
      </ul>
    </li>
    <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="http://people.apache.org/">Overview</a></li>
        <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
        <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
        <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
        <li><a href="http://planet.apache.org/">Planet Apache</a></li>
      </ul>
    </li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
        <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
      </ul>
    </li>
    <li><a href="/dyn/closer.cgi">Download</a></li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
      </ul>
    </li>
  </ul>

```

```

    </ul>
  </div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
  <div class="row">
    <div class="col-md-9 col-sm-8 col-xs-12">
      
    </div>
    <div class="col-md-3 col-sm-4 col-xs-12">
      <div class="input-group" style="margin-bottom: 5px;">
        <script>
(function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
    '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
  s.parentNode.insertBefore(gcse, s);
})();
</script>
  <gcse:searchbox-only></gcse:searchbox-only>
</div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
  visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
> .elementid-permalink { visibility: visible }</style>
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```

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<p>The ASF desires that all contributors of ideas, code, or documentation to any Apache projects

complete, sign, and submit (via fax or

email) an Individual Contributor License Agreement (ICLA).

The purpose of this agreement is to clearly define the

terms under which intellectual property has been contributed to the ASF and

thereby allow us to defend the project should there be a legal dispute

regarding the software at some future time. A signed ICLA is required to be

on file before an individual is given commit rights to an ASF project.</p>

<p>For a corporation that has assigned employees to work on an Apache project,

a Corporate CLA (CCLA) is available for contributing

intellectual property via the corporation, that may have been assigned as

part of an employment agreement. Note that a Corporate CLA does not remove

the need for every developer to sign their own ICLA as an individual, to

cover any of their contributions which are not owned by the corporation

signing the CCLA.</p>

<p>The ICLA is not tied to any employer you

may have, so it is recommended to

use one's personal email address in the contact details, rather than an @work

address.</p>

<p>Your Full name will be published unless you provide an alternative Public name.

For example if your full name is Andrew Bernard Charles Dickens, but you wish

to be known as Andrew Dickens, please enter the latter as your Public name.</p>

<p>The email address and other contact details are not published.</p>

<h1 id="grants">Software Grants¶</h1>

<p>When an individual or corporation decides to donate a body of existing

software or documentation to one of the Apache projects, they need to

execute a formal Software Grant Agreement (SGA) with

the ASF. Typically, this is done after negotiating approval with the ASF

Incubator or one of the PMCs, since the ASF

will not accept software unless there is a viable community

available to

support a collaborative project.</p>

<h1 id="submitting">Submitting License Agreements and Grants<a class="headerlink" href="#submitting"

title="Permanent link">¶</h1>

<p>Documents may be submitted by fax or email.</p>

<p>If submitting by fax, please print, sign, and fax all pages of the document

to +1-919-573-9199. Please send documents right-side-up, first page first;
and send only one document per fax.</p>

<p>If submitting by email, please fill the form with a pdf viewer,
print, sign, scan all pages into a single pdf file,
and email the pdf file as an attachment to secretary@apache.org. If possible,
send the attachment from the email address in the document.

Please send only one document per email.</p>

<p>If you prefer to sign electronically, please fill the form, save it locally (e.g. icla.pdf), and sign the
file by preparing a detached PGP signature. For example,</p>

<blockquote>

<p>gpg --armor --detach-sign icla.pdf</p>

</blockquote>

<p>The above will create

a file icla.pdf.asc. Send both the file and signature

as attachments in the same email to secretary@apache.org. Please send only one
document (file plus signature) per email. Please do not submit your public key to Apache.

Instead, please upload your public key to pgpkeys.mit.edu. </p>

<p>The files typically are named

icla.pdf and icla.pdf.asc for individual agreements;

ccla.pdf and ccla.pdf.asc for corporate agreements;

software-grant.pdf and software-grant.pdf.asc for grants. </p>

<h1 id="crypto">Export restrictions¶</h1>

<p>For export restriction information, please consult our ASF Export
Classifications page.</p>

<h1 id="trademarks">Trademark and Logo Usage<a class="headerlink" href="#trademarks" title="Permanent
link">¶</h1>

<p>For ASF trademark and logo usage information, please consult our ASF
Trademark Use Policy page.</p>

<h1 id="questions">Questions?¶</h1>

<p>For answers to frequently asked licensing questions, please consult our

Licensing Frequently Asked Questions page.</p></div>

<!-- Footer -->

<footer class="bg-primary">

<div class="container">

<div class="row">

<div class="col-sm-1">

</div>

<div class="col-sm-2">

<h5 class="white">Community</h5>

<ul class="list-unstyled white" role="menu">

Overview

Conferences

Summer of Code

```
<li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
<li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
<li><a href="/travel/">Travel Assistance</a></li>
<li><a href="/foundation/getinvolved.html">Get
Involved</a></li>
<li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Innovation</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="http://incubator.apache.org/">Incubator</a></li>
<li><a href="http://labs.apache.org/">Labs</a></li>
<li><a href="/licenses/">Licensing</a></li>
<li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Tech Operations</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/dev/">Developer Information</a></li>
<li><a href="/dev/infrastructure.html">Infrastructure</a></li>
<li><a href="/security/">Security</a></li>
<li><a href="http://status.apache.org">Status</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Press</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/press/">Overview</a></li>
<li><a href="https://blogs.apache.org/">ASF News</a></li>
<li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
<li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
<li><a href="/press/#contact">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Legal</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/legal/">Legal Affairs</a></li>
<li><a href="/licenses/">Licenses</a></li>
```



```
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/records/">Public Records</a></li>
  <li><a href="/foundation/policies/privacy.html">Privacy
Policy</a></li>
  <li><a href="/licenses/exports/">Export Information</a></li>
  <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
  <li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-1">
</div>
```

```
</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
  <div class="col-lg-12">
    <p class="text-center">Copyright © 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
    <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
  </div>
</div>
</div>
```

```
</footer>
```

```
<!-- / Footer -->
```

```
<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

This product currently only contains code developed by authors of specific components, as identified by the source code files; if such notes are missing files have been created by Tatu Saloranta.

For additional credits (generally to people who reported problems) see CREDITS file.

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A copy is also included with both the the downloadable source code package and jar that contains class bytecodes, as file "ASL 2.0". In both cases, that file should be located next to this file: in source distribution the location should be "release-notes/asl"; and in jar "META-INF/" Apache License

Version 2.0, January 2004
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1.449 dropwizard-jackson 2.1.2

1.449.1 Available under license :

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1.450 kafka-protobuf-serializer 7.0.5

1.450.1 Available under license :

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">

<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
```

```

<link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Apache License, Version 2.0</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">

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```
-->
```

```
</head>
```

```
<body>
```

```
<!-- Navigation -->
```

```
<header>
```

```
<nav class="navbar navbar-default navbar-fixed-top">
```

```
<div class="container">
```

```
<div class="navbar-header">
```

```
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
```

```
<span class="sr-only">Toggle navigation</span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
</button>
```

```
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
```

```
</div>
```

```
<div class="collapse navbar-collapse" id="mainnav-collapse">
```

```
<div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo;&nbsp;&a
```

```

href="/licenses/">Licenses</a></div>
  <ul class="nav navbar-nav navbar-right">
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu"
role="menu">
        <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
      </ul>
    </li>
    <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="http://people.apache.org/">Overview</a></li>
        <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
        <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
        <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
        <li><a href="http://planet.apache.org/">Planet Apache</a></li>
      </ul>
    </li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
          <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
      </ul>
    </li>
    <li><a href="/dyn/closer.cgi">Download</a></li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
      </ul>
    </li>

```



```

        </ul>
    </div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
    <div class="row">
        <div class="col-md-9 col-sm-8 col-xs-12">
            
        </div>
        <div class="col-md-3 col-sm-4 col-xs-12">
            <div class="input-group" style="margin-bottom: 5px;">
                <script>
(function() {
    var cx = '005703438322411770421:5mgshgrgx2u';
    var gcse = document.createElement('script');
    gcse.type = 'text/javascript';
    gcse.async = true;
    gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
        '//cse.google.com/cse.js?cx=' + cx;
    var s = document.getElementsByTagName('script')[0];
    s.parentNode.insertBefore(gcse, s);
})();
</script>
        <gcse:searchbox-only></gcse:searchbox-only>
    </div>
    <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
    <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
    <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
    </div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
    visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
.headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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```
</pre></div></div>
```

```
<!-- Footer -->
```

```
<footer class="bg-primary">
```

```
<div class="container">
```

```
<div class="row">
<br />
<div class="col-sm-1">

</div>
<div class="col-sm-2">
  <h5 class="white">Community</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="http://community.apache.org/">Overview</a></li>
<li><a href="/foundation/conferences.html">Conferences</a></li>
<li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
<li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
<li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
<li><a href="/travel/">Travel Assistance</a></li>
<li><a href="/foundation/getinvolved.html">Get Involved</a></li>
<li><a href="http://community.apache.org/newbiefaq.html">Community
FAQ</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Innovation</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="http://incubator.apache.org/">Incubator</a></li>
<li><a href="http://labs.apache.org/">Labs</a></li>
<li><a href="/licenses/">Licensing</a></li>
<li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Tech Operations</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="/dev/">Developer Information</a></li>
<li><a href="/dev/infrastructure.html">Infrastructure</a></li>
<li><a href="/security/">Security</a></li>
<li><a href="http://status.apache.org">Status</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>

  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Press</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="/press/">Overview</a></li>
```

```
<li><a href="https://blogs.apache.org/">ASF News</a></li>
<li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
<li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
<li><a href="/press/#contact">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Legal</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/legal/">Legal Affairs</a></li>
<li><a href="/licenses/">Licenses</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/records/">Public Records</a></li>
<li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
<li><a href="/licenses/exports/">Export Information</a></li>
<li><a
href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-1">
</div>
```

```
</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
<div class="col-lg-12">
<p class="text-center">Copyright © 2016 The Apache Software Foundation, Licensed under the <a
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<p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
</div>
</div>
</div>
```

```
</footer>
```

```
<!-- / Footer -->
```

```
<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

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```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 2.0//EN">
```

```
<html><head>
```

```
<title>301 Moved Permanently</title>
```

```
</head><body>
```

```
<h1>Moved Permanently</h1>
```

```
<p>The document has moved <a href="https://opensource.org/licenses/mit-license.php">here</a>.</p>
```

```
</body></html>
```

Format: <http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: schema-registry

Source: <https://github.com/confluentinc/schema-registry>

Files: *

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Files: core/*

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```
cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
```

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```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
```

```
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```

```
<html xmlns="http://www.w3.org/1999/xhtml">
```

```
<head>
```

```
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
```

```
<title>Untitled Document</title>
```

```
</head>
```

```
<body>
```

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
```

```
<HTML>
```

```
<!-- @page { margin: 0.79in } P { margin-bottom: 0.08in } H1 { margin-top: 0in; margin-bottom: 0.17in; widows: 0; orphans: 0 } H1.western { font-family: "Times New Roman", serif; font-size: 12pt; font-weight: normal } H1.cjk { font-family: "Andale Sans UI"; font-size: 12pt; font-weight: normal } H1.clt { font-family: "Tahoma"; font-size: 12pt; font-weight: normal } -->
```

```
<BODY DIR="LTR">
```

```
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</body>

</html>

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```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"  
"http://www.w3.org/TR/html4/loose.dtd">
```

```
<html lang="en-US">
```

```
<head>
```

```
<title>GlassFish Dual License Header and License Notice GPL v2 and CDDL</title>
```

```
<meta http-equiv="content-type" content="text/html; charset=UTF-8">
```

```
<style type="text/css">
```

```
li {display: block;}
```

```
</style>
```

```
</head>
```

```
<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">
```

```
<h3>COMMON DEVELOPMENT AND DISTRIBUTION LICENSE (CDDL) Version 1.0</h3>
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<li><p><b>1. Definitions.</b></p>
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<b>1.1. &ldquo;Contributor&rdquo;</b> means each individual or  
entity that creates or contributes to the creation of  
Modifications.
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<p>

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</p>

<p>

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</p>

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</p>

<p>

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</p>

<p>

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</p>

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</p>

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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For more information, including possible other licensing options, contact FasterXML.com (<http://fasterxml.com>).

Credits

A list of contributors may be found from CREDITS file, which is included in some artifacts (usually source distributions); but is always available

from the source code management (SCM) system project uses.

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="utf-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <meta name="description" content="Home page of The Apache Software Foundation">

  <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
  <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
  <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
  <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
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  <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
  <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
  <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
  <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
  <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
  <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
  <link rel="manifest" href="/favicons/manifest.json">
  <link rel="shortcut icon" href="/favicons/favicon.ico">
  <meta name="msapplication-TileColor" content="#603cba">
  <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
  <meta name="msapplication-config" content="/favicons/browserconfig.xml">
  <meta name="theme-color" content="#303284">

  <title>Licenses</title>
  <link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
  rel='stylesheet' type='text/css'>
  <link href="/css/min.bootstrap.css" rel="stylesheet">
  <link href="/css/styles.css" rel="stylesheet">

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  CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing
  permissions and limitations under the License. -->

</head>
```

```

<body>
<!--
Navigation -->
<header>
<nav class="navbar navbar-default navbar-fixed-top">
  <div class="container">
    <div class="navbar-header">
      <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
        <span class="sr-only">Toggle navigation</span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
        <span class="icon-bar"></span>
      </button>
      <a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
    </div>
    <div class="collapse navbar-collapse" id="mainnav-collapse">
      <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo;&nbsp;&nbsp;<a
href="/licenses/">Licenses</a></div>
      <ul class="nav navbar-nav navbar-right">
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
          <ul class="dropdown-menu" role="menu">
            <li><a href="/foundation">Overview</a></li>
            <li><a href="/foundation/members.html">Members</a></li>
            <li><a href="/foundation/how-it-works.html">Process</a></li>
            <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
            <li><a href="/foundation/glossary.html">Glossary</a></li>
            <li><a href="/foundation/preFAQ.html">FAQ</a></li>
            <li><a href="/foundation/contact.html">Contact</a></li>
          </ul>
        </li>
        <li><a href="/index.html#projects-list">Projects</a></li>
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
          <ul class="dropdown-menu" role="menu">
            <li><a href="http://people.apache.org/">Overview</a></li>
            <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
            <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
            <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
            <li><a href="http://planet.apache.org/">Planet Apache</a></li>
          </ul>
        </li>
        <li class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
          <ul class="dropdown-menu" role="menu">
            <li><a href="/foundation/getinvolved.html">Overview</a></li>
            <li><a href="http://community.apache.org/">Community Development</a></li>

```

```

        <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
    <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
    </ul>
</li>
    <li><a href="/dyn/closer.cgi">Download</a></li>
    <li class="dropdown">
        <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
        <ul class="dropdown-menu" role="menu">
            <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
            <li><a href="/foundation/contributing.html">Donations</a></li>
            <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
            <li><a href="/foundation/thanks.html">Thanks</a></li>
        </ul>
    </li>
</ul>
</div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
    <div class="row">
        <div class="col-md-9 col-sm-8 col-xs-12">
            
        </div>
        <div class="col-md-3 col-sm-4 col-xs-12">
            <div class="input-group" style="margin-bottom: 5px;">
                <script>
(function() {
    var cx = '005703438322411770421:5mgshgrgx2u';
    var gcse = document.createElement('script');
    gcse.type = 'text/javascript';
    gcse.async = true;
    gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
        '//cse.google.com/cse.js?cx=' + cx;
    var s = document.getElementsByTagName('script')[0];
    s.parentNode.insertBefore(gcse, s);
})();
</script>
                <gcse:searchbox-only></gcse:searchbox-only>
            </div>
            <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
            <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
            <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
        </div>
    </div>
</div>

```

```

</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
  visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
> .elementid-permalink { visibility: visible }</style>
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execute a formal Software Grant Agreement (SGA) with

the ASF. Typically, this is done after negotiating approval with the ASF

Incubator or one of the PMCs, since the ASF

will not accept software unless there is a viable community

available to

support a collaborative project.</p>

<h1 id="submitting">Submitting License Agreements and Grants¶</h1>

<p>Documents may be submitted by fax or email.</p>

<p>If submitting by fax, please print, sign, and fax all pages of the document

to +1-919-573-9199. Please send documents right-side-up, first page first;

and send only one document per fax.</p>

<p>If submitting by email, please fill the form with a pdf viewer,

print, sign, scan all pages into a single pdf file,

and email the pdf file as an attachment to secretary@apache.org. If possible,

send the attachment from the email address in the document.

Please send only one document per email.</p>

<p>If you prefer to sign electronically, please fill the form, save it locally (e.g. icla.pdf), and sign the

file by preparing a detached PGP signature. For example,</p>

<blockquote>

<p>gpg --armor --detach-sign icla.pdf</p>

</blockquote>

<p>The above will create

a file icla.pdf.asc. Send both the file and signature

as attachments in the same email to secretary@apache.org. Please send only one

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<p>For export restriction information, please consult our ASF Export

Classifications page.</p>

<h1 id="trademarks">Trademark and Logo Usage¶</h1>

<p>For ASF trademark and logo usage information, please consult our ASF

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<h1 id="questions">Questions?¶</h1>

<p>For answers to frequently asked licensing questions, please consult our

Licensing Frequently Asked Questions page.</p></div>

<!-- Footer -->

<footer class="bg-primary">

<div class="container">

<div class="row">

<div class="col-sm-1">

</div>

<div class="col-sm-2">

<h5 class="white">Community</h5>

<ul class="list-unstyled white" role="menu">

Overview

Conferences

Summer of Code

Getting Started

The Apache Way

Travel Assistance

Get

Involved

Community FAQ

</div>

<div class="col-sm-2">

<h5 class="white">Innovation</h5>

<ul class="list-unstyled white" role="menu">

Incubator

Labs

Licensing

Licensing FAQ

Trademark Policy

Contacts

</div>

<div class="col-sm-2">

<h5 class="white">Tech Operations</h5>

<ul class="list-unstyled white" role="menu">

Developer Information

Infrastructure

Security

Status

Contacts

</div>

<div class="col-sm-2">


```
<h5 class="white">Press</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
  <h5 class="white">Legal</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
    <li><a href="/foundation/policies/privacy.html">Privacy
Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-1">
</div>
```

```
</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
  <div class="col-lg-12">
    <p class="text-center">Copyright © 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
    <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
  </div>
</div>
</div>
```

```
</footer>
```

```
<!-- / Footer -->
```

```
<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

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1.451 dropwizard-logging 2.1.2

1.451.1 Available under license :

No license file was found, but licenses were detected in source scan.

/*

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*/

Found in path(s):

*/opt/cola/permits/1685970528_1684868680.5124846/0/dropwizard-logging-2-1-2-sources-jar/io/dropwizard/logging/ResilientOutputStreamBase.java

1.452 kafka-avro-serializer 7.0.5

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Jackson JSON processor

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">

<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
<link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Apache License, Version 2.0</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">
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-->

</head>

<body>

<!-- Navigation -->

<header>

<nav class="navbar navbar-default navbar-fixed-top">

<div class="container">

<div class="navbar-header">

<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">

Toggle navigation

</button>

</div>

<div class="collapse navbar-collapse" id="mainnav-collapse">

<div style="line-height:20px; padding-top:5px; float:left">Home » &a href="/licenses/">Licenses</div>

<ul class="nav navbar-nav navbar-right">

<li class="dropdown">

About

<ul class="dropdown-menu"

role="menu">

Overview

Members

Process

Sponsorship

Glossary

FAQ

Contact

Projects

<li class="dropdown">

People


```

    <ul class="dropdown-menu" role="menu">
    <li><a href="http://people.apache.org/">Overview</a></li>
    <li><a href="http://people.apache.org/committers-index.html">Committers</a></li>
    <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
    <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
    <li><a href="http://planet.apache.org/">Planet Apache</a></li>
    </ul>
    </li>
    <li class="dropdown">
    <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
    <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/getinvolved.html">Overview</a></li>
    <li><a href="http://community.apache.org/">Community Development</a></li>
    <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
    <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
    </ul>
    </li>
    <li><a href="/dyn/closer.cgi">Download</a></li>
    <li class="dropdown">
    <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
    <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
    <li><a href="/foundation/contributing.html">Donations</a></li>
    <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
    <li><a href="/foundation/thanks.html">Thanks</a></li>
    </ul>
    </li>
    </ul>
</div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
<div class="row">
<div class="col-md-9 col-sm-8 col-xs-12">

</div>
<div class="col-md-3 col-sm-4 col-xs-12">
<div class="input-group" style="margin-bottom: 5px;">
<script>
(function() {
var cx = '005703438322411770421:5mgshgrgx2u';
var gcse = document.createElement('script');
gcse.type = 'text/javascript';

```

```

gcse.async = true;
gcse.src = (document.location.protocol === 'https:' ? 'https:' : 'http:') +
  '//cse.google.com/cse.js?cx=' + cx;
var s = document.getElementsByTagName('script')[0];
s.parentNode.insertBefore(gcse, s);
})();
</script>
<gcse:searchbox-only></gcse:searchbox-only>
</div>
<a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
<a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
<a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
.headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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</pre></div></div>

<!-- Footer -->

<footer class="bg-primary">

<div class="container">

<div class="row">

<div class="col-sm-1">

</div>

<div class="col-sm-2">

<h5 class="white">Community</h5>

<ul class="list-unstyled white" role="menu">

Overview

Conferences

Summer of Code

Getting Started

The Apache Way

Travel Assistance

Get Involved

Community

FAQ

</div>

<div class="col-sm-2">

<h5 class="white">Innovation</h5>

<ul class="list-unstyled white" role="menu">

Incubator

Labs

Licensing

Licensing FAQ

Trademark Policy

Contacts

</div>

<div class="col-sm-2">

<h5 class="white">Tech Operations</h5>

<ul class="list-unstyled white" role="menu">

Developer Information

Infrastructure

Security

Status

Contacts

</div>

<div class="col-sm-2">

<h5 class="white">Press</h5>

<ul class="list-unstyled white" role="menu">

Overview

ASF News

Announcements

Twitter Feed

Contacts

</div>

<div class="col-sm-2">

<h5 class="white">Legal</h5>

<ul class="list-unstyled white" role="menu">

Legal Affairs

Licenses

Trademark Policy

Public Records

Privacy Policy

Export Information

<a

[License/Distribution FAQ](/foundation/license-faq.html)

[Contacts](/foundation/contact.html)

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Upstream-Name: schema-registry

Source: <https://github.com/confluentinc/schema-registry>

Files: *

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```
cd <SRC_PATH>
```

```
mvn package -DskipTests
```

```
mkdir /tmp/jars
```

```
mkdir /tmp/overrides
```

```
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-tools/*.jar /tmp/jars/
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
```

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0; orphans: 0 } H1.western { font-family: "Times New Roman", serif; font-size: 12pt; font-weight: normal } H1.cjk
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```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"  
"http://www.w3.org/TR/html4/loose.dtd">
```

```
<html lang="en-US">
<head>
<title>GlassFish Dual License Header and License Notice GPL v2 and CDDL</title>
<meta http-equiv="content-type" content="text/html; charset=UTF-8">
<style type="text/css">
  li {display: block;}
</style>
</head>

<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">

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associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special

exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

</p>

<p>

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</p>

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</p>

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</p>

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<p>How to Apply These Terms to Your New Programs</p>

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If you develop a new program, and you want it to be of the greatest possible

use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

</p>

<p>

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

</p>

<p>

One line to give the program's name and a brief idea of what it does.

</p>

<p>

Copyright (C) <year> <name of author>

</p>

<p>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

</p>

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</p>

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</p>

<p>

Also add information on how to contact you by electronic and paper mail.

</p>

<p>

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

</p>

<p>

Gnomovision version 69, Copyright (C) year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.

This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

</p>

<p>

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be

mouse-clicks or menu items--whatever suits your program.

</p>

<p>

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

</p>

<p>

Yoyodyne, Inc., hereby disclaims all copyright interest in the program
'Gnomovision' (which makes passes at compilers) written by James Hacker.

</p>

<p>

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

</p>

<p>

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.

</p>

<li style="background-color:yellow;">

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<p>

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</p>

</body>

</html>

Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

Licensing

Jackson core and extension components may be licensed under different licenses.

To find the details that apply to this artifact see the accompanying LICENSE file.

For more information, including possible other licensing options, contact FasterXML.com (<http://fasterxml.com>).

Credits

A list of contributors may be found from CREDITS file, which is included in some artifacts (usually source distributions); but is always available from the source code management (SCM) system project uses.

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="utf-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width, initial-scale=1">

<meta name="description" content="Home page of The Apache Software Foundation">

<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">

<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">

<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">

<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">

<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">

<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">

```

<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
<link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Licenses</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">

```

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```
</head>
```

```
<body>
```

```
<!--
```

```
Navigation -->
```

```
<header>
```

```
<nav class="navbar navbar-default navbar-fixed-top">
```

```
<div class="container">
```

```
<div class="navbar-header">
```

```
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
```

```
<span class="sr-only">Toggle navigation</span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
</button>
```

```
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
```

```
</div>
```

```

<div class="collapse navbar-collapse" id="mainnav-collapse">
  <div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo;&nbsp;&nbsp;&nbsp;<a
href="/licenses/">Licenses</a></div>
  <ul class="nav navbar-nav navbar-right">
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation">Overview</a></li>
        <li><a href="/foundation/members.html">Members</a></li>
        <li><a href="/foundation/how-it-works.html">Process</a></li>
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/glossary.html">Glossary</a></li>
        <li><a href="/foundation/preFAQ.html">FAQ</a></li>
        <li><a href="/foundation/contact.html ">Contact</a></li>
      </ul>
    </li>
    <li><a href="/index.html#projects-list">Projects</a></li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="http://people.apache.org/">Overview</a></li>
        <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
        <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
        <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
        <li><a href="http://planet.apache.org/">Planet Apache</a></li>
      </ul>
    </li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/getinvolved.html">Overview</a></li>
        <li><a href="http://community.apache.org/">Community Development</a></li>
        <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
        <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
      </ul>
    </li>
    <li><a href="/dyn/closer.cgi">Download</a></li>
    <li class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
      <ul class="dropdown-menu" role="menu">
        <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
        <li><a href="/foundation/contributing.html">Donations</a></li>
        <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
        <li><a href="/foundation/thanks.html">Thanks</a></li>
      </ul>
    </li>
  </ul>

```

```

    </ul>
  </div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
  <div class="row">
    <div class="col-md-9 col-sm-8 col-xs-12">
      
    </div>
    <div class="col-md-3 col-sm-4 col-xs-12">
      <div class="input-group" style="margin-bottom: 5px;">
        <script>
(function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
    '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
  s.parentNode.insertBefore(gcse, s);
})();
</script>
  <gcse:searchbox-only></gcse:searchbox-only>
</div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
  visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
> .elementid-permalink { visibility: visible }</style>
<p>The Apache Software Foundation uses various licenses to <a href="#distributions">distribute

```

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<p>Individual packages licensed under the 1.1 version may have used different wording due to varying requirements for attribution or mark identification, but the binding terms were all the same.</p>

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<h1 id="clas">Contributor License Agreements¶</h1>

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complete, sign, and submit (via fax or

email) an Individual Contributor License Agreement (ICLA).

The purpose of this agreement is to clearly define the

terms under which intellectual property has been contributed to the ASF and

thereby allow us to defend the project should there be a legal dispute

regarding the software at some future time. A signed ICLA is required to be

on file before an individual is given commit rights to an ASF project.</p>

<p>For a corporation that has assigned employees to work on an Apache project,

a Corporate CLA (CCLA) is available for contributing

intellectual property via the corporation, that may have been assigned as

part of an employment agreement. Note that a Corporate CLA does not remove

the need for every developer to sign their own ICLA as an individual, to

cover any of their contributions which are not owned by the corporation

signing the CCLA.</p>

<p>The ICLA is not tied to any employer you

may have, so it is recommended to

use one's personal email address in the contact details, rather than an @work

address.</p>

<p>Your Full name will be published unless you provide an alternative Public name.

For example if your full name is Andrew Bernard Charles Dickens, but you wish

to be known as Andrew Dickens, please enter the latter as your Public name.</p>

<p>The email address and other contact details are not published.</p>

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<p>When an individual or corporation decides to donate a body of existing

software or documentation to one of the Apache projects, they need to

execute a formal Software Grant Agreement (SGA) with

the ASF. Typically, this is done after negotiating approval with the ASF

Incubator or one of the PMCs, since the ASF

will not accept software unless there is a viable community

available to

support a collaborative project.</p>

<h1 id="submitting">Submitting License Agreements and Grants<a class="headerlink" href="#submitting"

title="Permanent link">¶</h1>

<p>Documents may be submitted by fax or email.</p>

<p>If submitting by fax, please print, sign, and fax all pages of the document

to +1-919-573-9199. Please send documents right-side-up, first page first;

and send only one document per fax.</p>

<p>If submitting by email, please fill the form with a pdf viewer, print, sign, scan all pages into a single pdf file, and email the pdf file as an attachment to secretary@apache.org. If possible, send the attachment from the email address in the document.

Please send only one document per email.</p>

<p>If you prefer to sign electronically, please fill the form, save it locally (e.g. icla.pdf), and sign the file by preparing a detached PGP signature. For example,</p>

<blockquote>

<p>gpg --armor --detach-sign icla.pdf</p>

</blockquote>

<p>The above will create

a file icla.pdf.asc. Send both the file and signature

as attachments in the same email to secretary@apache.org. Please send only one document (file plus signature) per email. Please do not submit your public key to Apache.

Instead, please upload your public key to pgpkeys.mit.edu. </p>

<p>The files typically are named

icla.pdf and icla.pdf.asc for individual agreements;

ccla.pdf and ccla.pdf.asc for corporate agreements;

software-grant.pdf and software-grant.pdf.asc for grants. </p>

<h1 id="crypto">Export restrictions¶</h1>

<p>For export restriction information, please consult our ASF Export Classifications page.</p>

<h1 id="trademarks">Trademark and Logo Usage¶</h1>

<p>For ASF trademark and logo usage information, please consult our ASF Trademark Use Policy page.</p>

<h1 id="questions">Questions?¶</h1>

<p>For answers to frequently asked licensing questions, please consult our

Licensing Frequently Asked Questions page.</p></div>

<!-- Footer -->

<footer class="bg-primary">

<div class="container">

<div class="row">

<div class="col-sm-1">

</div>

<div class="col-sm-2">

<h5 class="white">Community</h5>

<ul class="list-unstyled white" role="menu">

Overview

Conferences

Summer of Code


```
<li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
<li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
<li><a href="/travel/">Travel Assistance</a></li>
<li><a href="/foundation/getinvolved.html">Get
Involved</a></li>
<li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Innovation</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="http://incubator.apache.org/">Incubator</a></li>
<li><a href="http://labs.apache.org/">Labs</a></li>
<li><a href="/licenses/">Licensing</a></li>
<li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Tech Operations</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/dev/">Developer Information</a></li>
<li><a href="/dev/infrastructure.html">Infrastructure</a></li>
<li><a href="/security/">Security</a></li>
<li><a href="http://status.apache.org">Status</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Press</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/press/">Overview</a></li>
<li><a href="https://blogs.apache.org/">ASF News</a></li>
<li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
<li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
<li><a href="/press/#contact">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Legal</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/legal/">Legal Affairs</a></li>
<li><a href="/licenses/">Licenses</a></li>
```

```
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/records/">Public Records</a></li>
<li><a href="/foundation/policies/privacy.html">Privacy
Policy</a></li>
<li><a href="/licenses/exports/">Export Information</a></li>
<li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>
```

```
<div class="col-sm-1">
</div>
```

```
</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
<div class="col-lg-12">
<p class="text-center">Copyright &#169; 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
<p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
</div>
</div>
</div>
```

```
</footer>
```

```
<!-- / Footer -->
```

```
<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

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1.453 dropwizard-web-security 1.2.1

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```
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<url>http://www.apache.org/licenses/LICENSE-2.0.html</url>
```

Found in path(s):

```
* /opt/cola/permits/1685970394_1684869085.095612/0/dropwizard-web-security-1-2-1-sources-1-jar/META-INF/maven/com.doordeck.websecurity/dropwizard-web-security/pom.xml
```

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```
/*
```

```
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```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1685970394_1684869085.095612/0/dropwizard-web-security-1-2-1-sources-1-jar/com/palantir/websecurity/WebSecurityBundle.java
```

```
* /opt/cola/permits/1685970394_1684869085.095612/0/dropwizard-web-security-1-2-1-sources-1-jar/com/palantir/websecurity/WebSecurityConfigurable.java
```

```
* /opt/cola/permits/1685970394_1684869085.095612/0/dropwizard-web-security-1-2-1-sources-1-
jar/com/palantir/websecurity/filters/WebSecurityFilter.java
* /opt/cola/permits/1685970394_1684869085.095612/0/dropwizard-web-security-1-2-1-sources-1-
jar/com/palantir/websecurity/filters/WebSecurityHeaderInjector.java
* /opt/cola/permits/1685970394_1684869085.095612/0/dropwizard-web-security-1-2-1-sources-1-
jar/com/palantir/websecurity/filters/JerseyAwareWebSecurityFilter.java
* /opt/cola/permits/1685970394_1684869085.095612/0/dropwizard-web-security-1-2-1-sources-1-
jar/com/palantir/websecurity/CorsConfiguration.java
*
/opt/cola/permits/1685970394_1684869085.095612/0/dropwizard-web-security-1-2-1-sources-1-
jar/com/palantir/websecurity/ImmutableStyles.java
* /opt/cola/permits/1685970394_1684869085.095612/0/dropwizard-web-security-1-2-1-sources-1-
jar/com/palantir/websecurity/WebSecurityConfiguration.java
```

1.454 kafka-protobuf-provider 7.0.5

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers, as well as supported
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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="utf-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <meta name="description" content="Home page of The Apache Software Foundation">

  <link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
  <link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
  <link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
  <link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
  <link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
  <link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
  <link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
  <link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
  <link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
  <link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
  <link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
  <link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
  <link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
  <link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
  <link rel="manifest" href="/favicons/manifest.json">
  <link rel="shortcut icon" href="/favicons/favicon.ico">
  <meta name="msapplication-TileColor" content="#603cba">
  <meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
  <meta name="msapplication-config" content="/favicons/browserconfig.xml">
  <meta name="theme-color" content="#303284">

  <title>Apache License, Version 2.0</title>
  <link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
  rel='stylesheet' type='text/css'>
  <link href="/css/min.bootstrap.css" rel="stylesheet">
  <link href="/css/styles.css" rel="stylesheet">
```


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-->

</head>

<body>

<!-- Navigation -->

<header>

<nav class="navbar navbar-default navbar-fixed-top">

<div class="container">

<div class="navbar-header">

<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">

Toggle navigation

</button>

</div>

<div class="collapse navbar-collapse" id="mainnav-collapse">

<div style="line-height:20px; padding-top:5px; float:left">Home » Licenses</div>

<ul class="nav navbar-nav navbar-right">

<li class="dropdown">

About

<ul class="dropdown-menu"

role="menu">

Overview

Members

Process

Sponsorship

Glossary

FAQ

Contact

Projects

<li class="dropdown">

People

<ul class="dropdown-menu" role="menu">

Overview

```

<li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
<li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
<li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
<li><a href="http://planet.apache.org/">Planet Apache</a></li>
</ul>
</li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/getinvolved.html">Overview</a></li>
    <li><a href="http://community.apache.org/">Community Development</a></li>
    <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
    <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
  </ul>
</li>
<li><a href="/dyn/closer.cgi">Download</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
    <li><a href="/foundation/contributing.html">Donations</a></li>
    <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
    <li><a href="/foundation/thanks.html">Thanks</a></li>
  </ul>
</li>
</ul>
</div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
<div class="row">
<div class="col-md-9 col-sm-8 col-xs-12">
  
</div>
<div class="col-md-3 col-sm-4 col-xs-12">
  <div class="input-group" style="margin-bottom: 5px;">
    <script>
(function() {
var cx = '005703438322411770421:5mgshgrgx2u';
var gcse = document.createElement('script');
gcse.type = 'text/javascript';
gcse.async = true;
gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +

```

```

    //cse.google.com/cse.js?cx=' + cx;
    var s = document.getElementsByTagName('script')[0];
    s.parentNode.insertBefore(gcse, s);
  })();
</script>
  <gcse:searchbox-only></gcse:searchbox-only>
</div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover >
.headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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```

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Permanent

link">¶</h1>

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```
<div class="codehilite"><pre>Copyright [yyyy] [name of copyright owner]
```

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limitations under the License.

```
</pre></div></div>
```

```
<!-- Footer -->
```

```
<footer class="bg-primary">
```

```
<div class="container">
```

```
<div class="row">
```

```
<br />
```

```
<div class="col-sm-1">
```

```
</div>
```

```
<div class="col-sm-2">
```

```
<h5 class="white">Community</h5>
```

```
<ul class="list-unstyled white" role="menu">
```

```
<li><a href="http://community.apache.org/">Overview</a></li>
```

```
<li><a href="/foundation/conferences.html">Conferences</a></li>
```

```
<li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
```

```
<li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
```

```
<li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
```

```
<li><a href="/travel/">Travel Assistance</a></li>
```

```
<li><a href="/foundation/getinvolved.html">Get Involved</a></li>
```

```
<li><a href="http://community.apache.org/newbiefaq.html">Community  
FAQ</a></li>
```

```
</ul>
```

```
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Innovation</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Tech Operations</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Press</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Legal</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
    <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a
href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
```



```
</div>

<div class="col-sm-1">
</div>

</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
  <div class="col-lg-12">
    <p class="text-center">Copyright &#169; 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
    <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
  </div>
</div>
</div>

</footer>
```

```
<!-- / Footer -->
```

```
<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

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```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 2.0//EN">
```

```
<html><head>
```

```
<title>301 Moved Permanently</title>
```

```
</head><body>
```

```
<h1>Moved Permanently</h1>
```

```
<p>The document has moved <a href="https://opensource.org/licenses/mit-license.php">here</a>.</p>
```

```
</body></html>
```

Format: <http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: schema-registry

Source: <https://github.com/confluentinc/schema-registry>

Files: *

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Files: core/*

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The following commands were used to generate license and notice files. Replace `<VERSION>` with the Schema Registry version, `<SRC_PATH>` with the path to the Schema Registry source directory, and `<LICENSE_TOOL_PATH>` with the path of the license tool.

```
cd <SRC_PATH>
```

```
mvn package -DskipTests
```

```
mkdir /tmp/jars
```

```
mkdir /tmp/overrides
```

```
cp package-schema-registry/target/kafka-schema-registry-package-<VERSION>-package/share/java/schema-registry/*.jar /tmp/jars/
```

```
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-
```

```
tools/*.jar /tmp/jars/  
cd <LICENSE_TOOL_PATH>  
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h  
<SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
```

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```

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"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
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<html xmlns="http://www.w3.org/1999/xhtml">
```

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<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<title>Untitled Document</title>
</head>

<body>
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML>
<!-- @page { margin: 0.79in } P { margin-bottom: 0.08in } H1 { margin-top: 0in; margin-bottom: 0.17in; widows:
0; orphans: 0 } H1.western { font-family: "Times New Roman", serif; font-size: 12pt; font-weight: normal } H1.cjk
{ font-family: "Andale Sans UI"; font-size: 12pt; font-weight: normal } H1.cnl { font-family: "Tahoma"; font-size:
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"http://www.w3.org/TR/html4/loose.dtd">
```

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<html lang="en-US">
```

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<head>
```

```
<title>GlassFish Dual License Header and License Notice GPL v2 and CDDL</title>
```

```
<meta http-equiv="content-type" content="text/html; charset=UTF-8">
```

```
<style type="text/css">
li {display: block;}
</style>
</head>
```

```
<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">
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</p>

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The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

</p>

<p>

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if

necessary. Here is a sample; alter the names:

</p>

<p>

Yoyodyne, Inc., hereby disclaims all copyright interest in the program
'Gnomovision' (which makes passes at compilers) written by James Hacker.

</p>

<p>

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

</p>

<p>

This General Public License does not permit incorporating your program into
proprietary programs. If your program is a subroutine library, you may
consider it more useful to permit linking proprietary applications with
the library. If this is what you want to do, use the GNU Library General
Public License instead of this License.

</p>

<li style="background-color:yellow;">

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</p>

<p>

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other modules is making

a combined work based on this library. Thus, the terms and conditions of the
GNU General Public License Version 2 cover the whole combination.

</p>

<p>

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the terms and conditions of the license of that module.? An independent
module is a module which is not derived from or based on this library.? If
you modify this library, you may extend this exception to your version of

the library, but you are not obligated to do so.? If you do not wish to do so, delete this exception statement from your version.

```
</p>  
</li>
```

```
</ul>
```

```
</body>  
</html>
```

```
# Jackson JSON processor
```

Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

Licensing

Jackson core and extension components may be licensed under different licenses.

To find the details that apply to this artifact see the accompanying LICENSE file.

For more information, including possible other licensing options, contact FasterXML.com (<http://fasterxml.com>).

Credits

A list of contributors may be found from CREDITS file, which is included in some artifacts (usually source distributions); but is always available from the source code management (SCM) system project uses.

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
<meta charset="utf-8">
```

```
<meta http-equiv="X-UA-Compatible" content="IE=edge">
```

```
<meta name="viewport" content="width=device-width, initial-scale=1">
```

```
<meta name="description" content="Home page of The Apache Software Foundation">
```

```
<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
```

```
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
```

```
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
```

```
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
```

```
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
```

```
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
```

```
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
```

```
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
```

```
<link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
```

```
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
```

```
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
```

```

<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">

<title>Licenses</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">

```

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```
</head>
```

```
<body>
```

```
<!--
```

```
Navigation -->
```

```
<header>
```

```
<nav class="navbar navbar-default navbar-fixed-top">
```

```
<div class="container">
```

```
<div class="navbar-header">
```

```
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
```

```
<span class="sr-only">Toggle navigation</span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
</button>
```

```
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
```

```
</div>
```

```
<div class="collapse navbar-collapse" id="mainnav-collapse">
```

```
<div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo;&nbsp;&nbsp;<a href="/licenses/">Licenses</a></div>
```

```
<ul class="nav navbar-nav navbar-right">
```

```
<li class="dropdown">
```

```

    <a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
    <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation">Overview</a></li>
    <li><a href="/foundation/members.html">Members</a></li>
    <li><a href="/foundation/how-it-works.html">Process</a></li>
    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
    <li><a href="/foundation/glossary.html">Glossary</a></li>
    <li><a href="/foundation/preFAQ.html">FAQ</a></li>
    <li><a href="/foundation/contact.html ">Contact</a></li>
    </ul>
  </li>
<li><a href="/index.html#projects-list">Projects</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
<li><a href="http://people.apache.org/">Overview</a></li>
<li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
<li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
<li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
<li><a href="http://planet.apache.org/">Planet Apache</a></li>
  </ul>
</li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
  <li><a href="/foundation/getinvolved.html">Overview</a></li>
<li><a href="http://community.apache.org/">Community Development</a></li>
  <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
<li><a href="http://www.apachecon.com/">ApacheCon</a></li>
  </ul>
</li>
<li><a href="/dyn/closer.cgi">Download</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
<li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
<li><a href="/foundation/contributing.html">Donations</a></li>
<li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
<li><a href="/foundation/thanks.html">Thanks</a></li>
  </ul>
</li>
</ul>
</div>
</nav>
</header>

```

```

<!-- / Navigation -->
<div class="container">
<div class="row">
  <div class="col-md-9 col-sm-8 col-xs-12">
    
  </div>
  <div class="col-md-3 col-sm-4 col-xs-12">
    <div class="input-group" style="margin-bottom: 5px;">
      <script>
(function() {
var cx = '005703438322411770421:5mgshgrgx2u';
var gcse = document.createElement('script');
gcse.type = 'text/javascript';
gcse.async = true;
gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
  '//cse.google.com/cse.js?cx=' + cx;
var s = document.getElementsByTagName('script')[0];
s.parentNode.insertBefore(gcse, s);
})();
</script>
  <gcse:searchbox-only></gcse:searchbox-only>
</div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover
> .elementid-permalink { visibility: visible }</style>
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software and documentation</a>, to accept regular
<a href="#clas">contributions from individuals and corporations</a>, and to accept
larger <a href="#grants">grants of existing software products</a>.</p>
<p>These licenses help us achieve our goal of providing reliable and
long-lived software products through collaborative open source software

```

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<p>The 2.0 version of the Apache License was approved by the ASF in 2004. The goals of this license revision have been to reduce the number of frequently asked questions, to allow the license to be reusable without modification by any project (including non-ASF projects), to allow the license to be included by reference instead of listed in every file, to clarify the license on submission of contributions, to require a patent license on contributions that necessarily infringe the contributor's own patents, and to move comments regarding Apache and other inherited attribution notices to a location outside the license terms (the NOTICE file).</p>

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<p>All packages produced by the ASF are implicitly licensed under the Apache License, Version 2.0, unless otherwise explicitly stated. More developer documentation on how to apply the Apache License to your work can be found in * Applying the Apache License, Version 2.0 *.</p>

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<p>The 1.1 version of the Apache License was approved by the ASF in 2000. The primary change from the 1.0 license is in the 'advertising clause' (section 3 of the 1.0 license); derived products are no longer required to include attribution in their advertising materials, only in their documentation.</p>

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<h3 id="1.0">Apache License, Version 1.0 (historic)<a class="headerlink" href="#1.0" title="Permanent

link">¶</h3>

<p>http://www.apache.org/licenses/LICENSE-1.0 </p>

<p>This is the original Apache License which applies only to older versions of Apache packages (such as version 1.2 of the Web server).</p>

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<p>The ASF desires that all contributors of ideas, code, or documentation to any Apache projects

complete, sign, and submit (via fax or

email) an Individual Contributor License Agreement (ICLA).

The purpose of this agreement is to clearly define the

terms under which intellectual property has been contributed to the ASF and

thereby allow us to defend the project should there be a legal dispute

regarding the software at some future time. A signed ICLA is required to be

on file before an individual is given commit rights to an ASF project.</p>

<p>For a corporation that has assigned employees to work on an Apache project,

a Corporate CLA (CCLA) is available for contributing

intellectual property via the corporation, that may have been assigned as

part of an employment agreement. Note that a Corporate CLA does not remove

the need for every developer to sign their own ICLA as an individual, to

cover any of their contributions which are not owned by the corporation

signing the CCLA.</p>

<p>The ICLA is not tied to any employer you

may have, so it is recommended to

use one's personal email address in the contact details, rather than an @work

address.</p>

<p>Your Full name will be published unless you provide an alternative Public name.

For example if your full name is Andrew Bernard Charles Dickens, but you wish

to be known as Andrew Dickens, please enter the latter as your Public name.</p>

<p>The email address and other contact details are not published.</p>

<h1 id="grants">Software Grants¶</h1>

<p>When an individual or corporation decides to donate a body of existing

software or documentation to one of the Apache projects, they need to

execute a formal Software Grant Agreement (SGA) with

the ASF. Typically, this is done after negotiating approval with the ASF

Incubator or one of the PMCs, since the ASF

will not accept software unless there is a viable community

available to

support a collaborative project.</p>

<h1 id="submitting">Submitting License Agreements and Grants¶</h1>

<p>Documents may be submitted by fax or email.</p>

<p>If submitting by fax, please print, sign, and fax all pages of the document

to +1-919-573-9199. Please send documents right-side-up, first page first;

and send only one document per fax.</p>

<p>If submitting by email, please fill the form with a pdf viewer,

print, sign, scan all pages into a single pdf file,

and email the pdf file as an attachment to secretary@apache.org. If possible,

send the attachment from the email address in the document.

Please send only one document per email.</p>

<p>If you prefer to sign electronically, please fill the form, save it locally (e.g. icla.pdf), and sign the file by preparing a detached PGP signature. For example,</p>

<blockquote>

<p>gpg --armor --detach-sign icla.pdf</p>

</blockquote>

<p>The above will create

a file icla.pdf.asc. Send both the file and signature

as attachments in the same email to secretary@apache.org. Please send only one

document (file plus signature) per email. Please do not submit your public key to Apache.

Instead, please upload your public key to pgpkeys.mit.edu. </p>

<p>The files typically are named

icla.pdf and icla.pdf.asc for individual agreements;

ccla.pdf and ccla.pdf.asc for corporate agreements;

software-grant.pdf and software-grant.pdf.asc for grants. </p>

<h1 id="crypto">Export restrictions¶</h1>

<p>For export restriction information, please consult our ASF Export Classifications page.</p>

<h1 id="trademarks">Trademark and Logo Usage¶</h1>

<p>For ASF trademark and logo usage information, please consult our ASF Trademark Use Policy page.</p>

<h1 id="questions">Questions?¶</h1>

<p>For answers to frequently asked licensing questions, please consult our

Licensing Frequently Asked Questions page.</p></div>

<!-- Footer -->

<footer class="bg-primary">

<div class="container">

<div class="row">

<div class="col-sm-1">

</div>

<div class="col-sm-2">

<h5 class="white">Community</h5>

<ul class="list-unstyled white" role="menu">

Overview

Conferences

Summer of Code

Getting Started

The Apache Way

Travel Assistance

Get

Involved

Community FAQ

</div>

<div class="col-sm-2">

<h5 class="white">Innovation</h5>

<ul class="list-unstyled white" role="menu">

Incubator

Labs

Licensing

Licensing FAQ

Trademark Policy

Contacts

</div>

<div class="col-sm-2">

<h5 class="white">Tech Operations</h5>

<ul class="list-unstyled white" role="menu">

Developer Information

Infrastructure

Security

Status

Contacts

</div>

<div class="col-sm-2">

<h5 class="white">Press</h5>

<ul class="list-unstyled white" role="menu">

Overview

ASF News

Announcements

Twitter Feed

Contacts

</div>

<div class="col-sm-2">

<h5 class="white">Legal</h5>

<ul class="list-unstyled white" role="menu">

Legal Affairs

Licenses

Trademark Policy

Public Records

Privacy

```
Policy</a></li>
  <li><a href="/licenses/exports/">Export Information</a></li>
  <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
  <li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>

<div class="col-sm-1">
</div>

</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
  <div class="col-lg-12">
    <p class="text-center">Copyright &#169; 2016 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
    <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
  </div>
</div>
</div>
</div>
</footer>
```

<!-- / Footer -->

```
<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

This product currently only contains code developed by authors of specific components, as identified by the source code files; if such notes are missing files have been created by Tatu Saloranta.

For additional credits (generally to people who reported problems) see CREDITS file.

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A copy is also included with both the the downloadable source code package and jar that contains class bytecodes, as file "ASL 2.0". In both cases,

that file should be located next to this file: in source distribution the location should be "release-notes/asl"; and in jar "META-INF/" Apache License

Version 2.0, January 2004
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1.459 opentelemetry-sdk 1.24.0

1.459.1 Available under license :

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1.460 opentelemetry-semconv 1.24.0-alpha

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1.461 opentelemetry-sdk-extension-autoconfigure-spi 1.24.0

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1.462 micronaut-websocket 3.8.8

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- * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/WebSocketClientFactory.java
 - * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/WebSocketClientFactoryResolver.java
 - * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/WebSocketPongMessage.java
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- * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/WebSocketVersion.java
- * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/event/WebSocketSessionOpenEvent.java
- * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/CloseReason.java
- *
- * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/event/WebSocketEvent.java
- * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/annotation/WebSocketMapping.java
- * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/annotation/WebSocketComponent.java
- * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/event/WebSocketSessionClosedEvent.java
- * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-jar/io/micronaut/websocket/bind/WebSocketStateBinderRegistry.java
- * /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-

jar/io/micronaut/websocket/interceptor/ClientWebSocketInterceptor.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/annotation/OnMessage.java
*
/opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/annotation/OnError.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/exceptions/package-info.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/bind/package-info.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/annotation/ServerWebSocket.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/event/WebSocketMessageProcessedEvent.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/WebSocketClient.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/exceptions/WebSocketClientException.java
*
/opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/WebSocketSession.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/annotation/ClientWebSocket.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/annotation/package-info.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/bind/WebSocketStateBinder.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/exceptions/WebSocketException.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/event/package-info.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/context/WebSocketBeanRegistry.java
*
/opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/annotation/OnClose.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/context/package-info.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/interceptor/WebSocketSessionAware.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/WebSocketBroadcaster.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/interceptor/package-info.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/bind/WebSocketState.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/annotation/OnOpen.java

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*
/opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/context/DefaultWebSocketBeanRegistry.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/exceptions/WebSocketSessionException.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/context/WebSocketBean.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/package-info.java
* /opt/cola/permits/1701043868_1685472869.938123/0/micronaut-websocket-3-8-8-sources-
jar/io/micronaut/websocket/WebSocketClientRegistry.java
```

1.463 micronaut-http-server 3.8.8

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* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/util/locale/HttpLocalizedMessageSource.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/exceptions/response/HateoasErrorResponseProcessorReplacement.java
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* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/response/ExecutionContext.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/response/Error.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/ExecutableRouteInfo.java
*
/opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/CoroutineHelper.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/response/HateoasErrorResponseProcessor.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/response/ErrorResponseProcessor.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/response/DefaultExecutionContext.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/RouteExecutor.java

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* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/ServerStartupException.java

```

* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/exceptions/HttpStatusHandler.java
*
/opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/HttpServerConfiguration.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/util/locale/HttpLocaleResolutionConfiguration.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/cors/CorsOriginConfiguration.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/types/files/FileCustomizableResponseType.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/cors/CorsFilter.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/types/files/SystemFile.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/util/HttpHostResolver.java
*
/opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/util/package-info.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/binding/RequestArgumentSatisfier.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/cors/CorsUtil.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/exceptions/UnsatisfiedArgumentHandler.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/util/locale/CookieLocaleResolver.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/exceptions/DuplicateRouteHandler.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/util/DefaultHttpClientAddressResolver.java
*
/opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/exceptions/HttpServerException.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/multipart/package-info.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/util/locale/CompositeHttpLocaleResolver.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/cors/package-info.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/util/locale/RequestLocaleResolver.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/context/package-info.java
*
/opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/util/ProxyHeaderParser.java

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* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/files/package-info.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/codec/package-info.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/files/StreamedFile.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/InternalServerErrorException.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/binding/package-info.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/JsonExceptionHandler.java
 *
 /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/binding/LocaleArgumentBinder.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/websocket/ServerWebSocketProcessor.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/context/ServerRequestContextInstrumentation.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/package-info.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/cors/CorsOriginConverter.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/multipart/MultipartBody.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/package-info.java
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 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/HttpLocaleResolver.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/ExceptionHandler.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/CustomizableResponseTypeException.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/HttpClientAddressResolver.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/exceptions/ConversionErrorHandler.java
 *
 /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/types/CustomizableResponseType.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/package-info.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-jar/io/micronaut/http/server/util/locale/HttpAbstractLocaleResolver.java
 * /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-

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jar/io/micronaut/http/server/util/DefaultHttpHostResolver.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/exceptions/URISyntaxHandler.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/codec/TextStreamCodec.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/exceptions/UnsatisfiedRouteHandler.java
*
/opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/context/ServerRequestContextInvocationInstrumenter.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/types/package-info.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/exceptions/ContentLengthExceededHandler.java
* /opt/cola/permits/1701043707_1685472913.2929564/0/micronaut-http-server-3-8-8-sources-
jar/io/micronaut/http/server/binding/BasicAuthArgumentBinder.java
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1.464 st4 4.3.2

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* /opt/cola/permits/1701043782_1685472652.224027/0/st4-4-3-2-jar/META-INF/maven/org.antlr/ST4/pom.xml
```

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Found in path(s):

```
* /opt/cola/permits/1701043553_1685472686.5748956/0/micronaut-validation-3-8-8-jar/META-INF/native-
image/io.micronaut.validation/micronaut-validation/native-image.properties
```

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```
* /opt/cola/permits/1701043553_1685472686.5748956/0/micronaut-validation-3-8-8-jar/META-
```

1.466 micronaut-core-reactive 3.8.8

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```
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/META-INF/native-image/io.micronaut/micronaut-core-reactive/native-image.properties
```

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```
*/
```

Found in path(s):

```
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/subscriber/package-info.java
```

```
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/subscriber/SingleThreadedBufferingSubscriber.java
```

```
*
```

```
/opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/package-info.java
```

```
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/CompletableFuturePublisher.java
```

```
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/processor/package-info.java
```

```
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/subscriber/Completable.java
```


* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/SingleSubscriberPublisher.java
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/AsyncSingleResultPublisher.java
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/processor/SingleSubscriberProcessor.java
*
/opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/subscriber/TypedSubscriber.java
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/package-info.java
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/processor/SingleThreadedBufferingProcessor.java
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/subscriber/CompletionAwareSubscriber.java
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/annotation/SingleResult.java
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/subscriber/Emitter.java
* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/Publishers.java
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* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/publisher/PublishersOptimizations.java

* /opt/cola/permits/1701043813_1685472430.680824/0/micronaut-core-reactive-3-8-8-sources-jar/io/micronaut/core/async/ReactiveStreamsTypeInfoProvider.java

1.467 micronaut-context 3.8.8

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 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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 * limitations under the License.
 *MapClaims.java
 * Note: rewritten to standard Java 8 DateTime by zemiak (c) 2016
 * Forked from: https://github.com/frode-carlsen/cron
 */
```

Found in path(s):

```
*/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/cron/CronExpression.java
```

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 */
```

Found in path(s):

```
*/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
```

```

jar/io/micronaut/runtime/event/AbstractEmbeddedApplicationEvent.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/event/ApplicationStartupEvent.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/converters/time/TimeConverterRegistrar.java
*
/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/TaskExecutors.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/executor/IOExecutorServiceConfig.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/context/env/ConfigurationAdvice.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/annotation/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/TaskScheduler.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/context/env/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/context/scope/package-info.java
*
/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/InvocationInstrumenterFactory.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/Micronaut.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/annotation/Scheduled.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/MultipleInvocationInstrumenter.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/server/event/ServerShutdownEvent.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/event/annotation/EventListener.java
*
/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/context/scope/ScopedProxy.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/NoopInstrumentation.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/server/event/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/ScheduledExecutorTaskScheduler.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/executor/ExecutorSelector.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/exceptions/TaskExecutionException.java

```

*
/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/refresh/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/EmbeddedApplication.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/processor/ScheduledMethodProcessor.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/InstrumentedExecutorService.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/ThreadLocalCustomScope.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/converters/reactive/package-info.java
*
/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/Refreshable.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/UserExecutorConfiguration.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/TaskExceptionHandler.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/DefaultTaskExceptionHandler.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/Instrumentation.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/FileWatchConfiguration.java
*
/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/event/WatchEventType.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/server/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/CompositeMessageSource.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/event/ApplicationShutdownEvent.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/event/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/NamedThreadFactory.java
*
/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/async/package-info.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/exceptions/package-info.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/ExecutorServiceInstrumenter.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/package-info.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/event/FileChangedEvent.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/ThreadLocal.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/DefaultThreadFactory.java

*

/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/event/annotation/package-info.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/exceptions/ApplicationStartupException.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/DefaultWatchThread.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/DefaultExecutorSelector.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/ApplicationConfiguration.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/FileWatchCondition.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/converters/time/package-info.java

*

/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/executor/ScheduledExecutorServiceConfig.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/InvocationInstrumenterWrappedRunnable.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/exceptions/package-info.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/instrument/InvocationInstrumenterWrappedCallable.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/runtime/context/scope/refresh/RefreshScope.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/annotation/ExecuteOn.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/annotation/Async.java

*

/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/io/watch/WatchServiceFactory.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-jar/io/micronaut/scheduling/async/AsyncInterceptor.java

* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-

jar/io/micronaut/runtime/context/scope/refresh/RefreshInterceptor.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/io/watch/event/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/ReactiveInvocationInstrumenterFactory.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/context/env/ConfigurationIntroductionAdvice.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/server/event/ServerStartupEvent.java
*
/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/context/scope/refresh/RefreshEvent.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/annotation/Schedules.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/processor/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/exceptions/SchedulerConfigurationException.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/executor/ExecutorType.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/cron/package-info.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/InstrumentedExecutor.java
*
/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/InvocationInstrumenter.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/server/EmbeddedServer.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/executor/ExecutorFactory.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/RunnableInstrumenter.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/NextFireTime.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/executor/ThreadSelection.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/ReschedulingTask.java
*
/opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/instrument/InstrumentedScheduledExecutorService.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/scheduling/executor/ExecutorConfiguration.java
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```
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/context/scope/refresh/RefreshEventListener.java
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/converters/reactive/ReactiveTypeConverterRegistrar.java
```

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```
* /opt/cola/permits/1701043789_1685703605.0879838/0/micronaut-context-3-8-8-sources-
jar/io/micronaut/runtime/server/watch/event/FileWatchRestartListener.java
```

1.468 dropwizard-core 2.1.2

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1.469 micronaut-inject-java 3.8.8

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* /opt/cola/permits/1701043949_1685472426.070663/0/micronaut-inject-java-3-8-8-jar/META-INF/maven/io.micronaut/micronaut-inject-java/pom.xml

1.470 micronaut-jackson-databind 3.8.8

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* /opt/cola/permits/1701043735_1685472889.8611712/0/micronaut-jackson-databind-3-8-8-jar/META-INF/maven/io.micronaut/micronaut-jackson-databind/pom.xml

1.471 dropwizard-request-logging 2.1.2

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1.472 antlr 4.10

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1.474 micronaut-http 3.8.8

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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/codec/MediaTypeCodecRegistry.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpAttributes.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/simple/cookies/package-info.java
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/cookie/Cookie.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/UriTypeMatchTemplate.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Header.java
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/sse/Event.java
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
jar/io/micronaut/http/context/package-info.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
jar/io/micronaut/http/bind/binders/ParameterAnnotationBinder.java
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
jar/io/micronaut/http/exceptions/package-info.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
jar/io/micronaut/http/hateoas/Link.java
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
jar/io/micronaut/http/filter/FilterOrderProvider.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
jar/io/micronaut/http/annotation/UriMapping.java

* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/annotation/Body.java
*
/opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/cookie/CookieConfiguration.java
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/HttpMethod.java
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/ContinuationArgumentBinder.kt
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
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jar/io/micronaut/http/HttpRequestFactory.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
jar/io/micronaut/http/simple/SimpleHttpResponse.java
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/bind/binders/PartAnnotationBinder.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/hateoas/GenericResource.java
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/SslConfiguration.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/ClientSslConfiguration.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/MediaTypeConvertersRegistrar.java
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/ssl/ServerSslConfiguration.java
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jar/io/micronaut/http/filter/FilterPatternStyle.java
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/opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
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* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
jar/io/micronaut/http/bind/binders/HttpCoroutineContextFactory.kt
* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-
jar/io/micronaut/http/PushCapableHttpRequest.java
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```

# This file maps Internet media types to unique file extension(s).
# Although created for httpd, this file is used by many software systems
# and has been placed in the public domain for unlimited redistribution.
#
# The table below contains both registered and (common) unregistered types.
# A type that has no unique extension can be ignored -- they are listed
# here to guide configurations toward known types and to make it easier to
# identify "new" types. File extensions are also commonly used to indicate
# content languages and encodings, so choose them carefully.
#
# Internet media types should be registered as described in RFC 4288.
# The registry is at <https://www.iana.org/assignments/media-types/>.
#
# https://svn.apache.org/viewvc/httpd/httpd/trunk/docs/conf/mime.types?revision=1810121&view=co
#
# MIME type (lowercased) Extensions
# =====
# application/1d-interleaved-parityfec
#
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
# application/alto-endpointpropparams+json
# application/alto-error+json
# application/alto-networkmap+json
# application/alto-networkmapfilter+json
# application/aml
application/andrew-inset ez
# application/applefile

```

application/applixware aw
application/atf
application/atfx
application/atom+xml atom
application/atomcat+xml atomcat
application/atomdeleted+xml
application/atomicmail
application/atomsvc+xml atomsvc
application/atxml
application/auth-policy+xml
application/bacnet-xdd+zip
application/batch-smtp
application/beep+xml
application/calendar+json
application/calendar+xml
application/call-completion

application/cals-1840
application/cbor
application/ccmp+xml
application/ccxml+xml ccxml
application/cdfx+xml
application/cdmi-capability cdmia
application/cdmi-container cdmic
application/cdmi-domain cdmid
application/cdmi-object cdmio
application/cdmi-queue cdmiq
application/cdni
application/cea
application/cea-2018+xml
application/cellml+xml
application/cfw
application/cms
application/cnrx+xml
application/coap-group+json
application/commonground
application/conference-info+xml
application/cpl+xml
application/csrattrs
application/csta+xml
application/cstadata+xml
application/csvm+json
application/cu-seeme cu
application/cybercash
application/dash+xml
application/dashdelta
application/davmount+xml davmount
application/dca-rft

application/dcd
application/dec-dx
application/dialog-info+xml
application/dicom
application/dii
application/dit
application/dns
application/docbook+xml dbk
application/dskpp+xml
application/dssc+der dssc
application/dssc+xml xdssc

application/dvcs
application/ecmascript ecma
application/edi-consent
application/edi-x12
application/edifact
application/efi
application/emergencycalldata.comment+xml
application/emergencycalldata.deviceinfo+xml
application/emergencycalldata.providerinfo+xml
application/emergencycalldata.serviceinfo+xml
application/emergencycalldata.subscriberinfo+xml
application/emma+xml emma
application/emotionml+xml
application/encaprtp
application/epp+xml
application/epub+zip epub
application/eshop
application/example
application/exi exi
application/fastinfoset
application/fastsoap
application/fdt+xml
application/fits
application/font-tdpfr pfr
application/framework-attributes+xml
application/geo+json
application/gml+xml gml
application/gpx+xml gpx
application/gxf gxf
application/gzip
application/h224
application/held+xml
application/http
application/hyperstudio stk
#

application/ibe-key-request+xml
application/ibe-pkg-reply+xml
application/ibe-pp-data
application/iges
application/im-iscomposing+xml
application/index
application/index.cmd
application/index.obj
application/index.response
application/index.vnd
application/inkml+xml ink inkml
application/iotp
application/ipfix ipfix
application/ipp
application/isup
application/its+xml
application/java-archive jar
application/java-serialized-object ser
application/java-vm class
application/javascript js
application/javascript mjs
application/jose
application/jose+json
application/jrd+json
application/json json
application/json-patch+json
application/json-seq
application/jsonml+json jsonml
application/jwk+json
application/jwk-set+json
application/jwt
application/kpml-request+xml
application/kpml-response+xml
application/ld+json
application/lgr+xml
application/link-format
application/load-control+xml
application/lost+xml lostxml

application/lostsync+xml
application/lxf
application/mac-binhex40 hqx
application/mac-compactpro cpt
application/macwriteii
application/mads+xml mads
application/marc mrc
application/marcxml+xml mrcx
application/mathematica ma nb mb

application/mathml+xml mathml
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application/mathml-presentation+xml
application/mbms-associated-procedure-description+xml
application/mbms-deregister+xml
application/mbms-envelope+xml
application/mbms-msk+xml
application/mbms-msk-response+xml
application/mbms-protection-description+xml
application/mbms-reception-report+xml
application/mbms-register+xml
application/mbms-register-response+xml
application/mbms-schedule+xml
application/mbms-user-service-description+xml
application/mbox mbox
application/media-policy-dataset+xml
application/media_control+xml
application/mediaservercontrol+xml mscml
application/merge-patch+json
application/metalink+xml metalink
application/metalink4+xml meta4
application/mets+xml mets

application/mf4
application/mikey
application/mods+xml mods
application/moss-keys
application/moss-signature
application/mosskey-data
application/mosskey-request
application/mp21 m21 mp21
application/mp4 mp4s
application/mpeg4-generic
application/mpeg4-iod
application/mpeg4-iod-xmt
application/mrb-consumer+xml
application/mrb-publish+xml
application/msc-ivr+xml
application/msc-mixer+xml
application/msword doc dot
application/mxf mxf
application/nasdata
application/news-checkgroups
application/news-groupinfo
application/news-transmission
application/nlsm1+xml
application/nss
application/ocsp-request

application/ocsp-response
application/octet-stream bin dms lrf mar so dist distz pkg bpk dump elc deploy
application/oda oda
application/odx
application/oebps-package+xml opf
application/ogg ogx
application/omdoc+xml omdoc
application/onenote onetoc
onetoc2 onetmp onepkg
application/oxps oxps
application/p2p-overlay+xml
application/parityfec
application/patch-ops-error+xml xer
application/pdf pdf
application/pdx
application/pgp-encrypted pgp
application/pgp-keys
application/pgp-signature asc sig
application/pics-rules prf
application/pidf+xml
application/pidf-diff+xml
application/pkcs10 p10
application/pkcs12
application/pkcs7-mime p7m p7c
application/pkcs7-signature p7s
application/pkcs8 p8
application/pkix-attr-cert ac
application/pkix-cert cer
application/pkix-crl crl
application/pkix-pkipath pkipath
application/pkixcmp pki
application/pls+xml pls
application/poc-settings+xml
application/postscript ai eps ps
application/ppsp-tracker+json
application/problem+json
application/problem+xml
application/provenance+xml
application/prs.alvestrand.titrax-sheet
application/prs.cww cww
application/prs.hpub+zip
application/prs.nprend
application/prs.plucker

application/prs.rdf+xml-crypt
application/prs.xsf+xml
application/pskc+xml pskcxml
application/qsig

application/raptorfec
application/rdap+json
application/rdf+xml rdf
application/reginfo+xml rif
application/relax-ng-compact-syntax rnc
application/remote-printing
application/reputon+json
application/resource-lists+xml rl
application/resource-lists-diff+xml rld
application/rfc+xml
application/riscos
application/rlmi+xml
application/rls-services+xml rs
application/rpki-ghostbusters gbr
application/rpki-manifest mft
application/rpki-roa roa
application/rpki-updown
application/rsd+xml rsd
application/rss+xml rss
application/rtf rtf
application/rtploopback
application/rtx
application/samlassertion+xml
application/samlmetadata+xml
application/sbml+xml sbml
application/scaip+xml
application/scim+json
application/scvp-cv-request scq
application/scvp-cv-response scs
application/scvp-vp-request spq
application/scvp-vp-response spp
application/sdp sdp

application/sep+xml
application/sep-exi
application/session-info
application/set-payment
application/set-payment-initiation setpay
application/set-registration
application/set-registration-initiation setreg
application/sgml
application/sgml-open-catalog
application/shf+xml shf
application/sieve
application/simple-filter+xml
application/simple-message-summary
application/simplesymbolcontainer
application/slate

application/smil
application/smil+xml smi smil
application/smpite336m
application/soap+fastinfoset
application/soap+xml
application/sparql-query rq
application/sparql-results+xml srx
application/spirits-event+xml
application/sql
application/srgs gram
application/srgs+xml grxml
application/sru+xml sru
application/ssdl+xml ssdl
application/ssml+xml ssml
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application/tamp-apex-update-confirm
application/tamp-community-update
application/tamp-community-update-confirm

application/tamp-error
application/tamp-sequence-adjust
application/tamp-sequence-adjust-confirm
application/tamp-status-query
application/tamp-status-response
application/tamp-update
application/tamp-update-confirm
application/tei+xml tei teicorpus
application/thraud+xml tfi
application/timestamp-query
application/timestamp-reply
application/timestamped-data tsd
application/ttml+xml
application/tve-trigger
application/ulpfec
application/urc-grpsheet+xml
application/urc-ressheet+xml
application/urc-targetdesc+xml
application/urc-uisocketdesc+xml
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application/vemmi
application/vividence.scriptfile
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application/vnd.3gpp.pic-bw-var pvb

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application/vnd.3gpp.sms+xml
application/vnd.3gpp.srvcc-ext+xml
application/vnd.3gpp.srvcc-info+xml
application/vnd.3gpp.state-and-event-info+xml
application/vnd.3gpp.ussd+xml
application/vnd.3gpp2.bcmcsinfo+xml
application/vnd.3gpp2.sms
application/vnd.3gpp2.tcap tcap
application/vnd.3lightssoftware.imagescal
application/vnd.3m.post-it-notes pwn
application/vnd.accpac.simply.aso aso
application/vnd.accpac.simply.imp imp
application/vnd.acucobol acu
application/vnd.acucorp atc acutc
application/vnd.adobe.air-application-installer-package+zip air
application/vnd.adobe.flash.movie
application/vnd.adobe.formscentral.fcdt fcdt
application/vnd.adobe.fxp fxp fxpl
application/vnd.adobe.partial-upload
application/vnd.adobe.xdp+xml xdp
application/vnd.adobe.xfdf xfdf
application/vnd.aether.imp
application/vnd.ah-barcode
application/vnd.ahead.space ahead
application/vnd.airzip.filesecure.azf azf
application/vnd.airzip.filesecure.azs azs
application/vnd.amazon.ebook azw

application/vnd.amazon.mobi8-ebook
application/vnd.americandynamics.acc acc
application/vnd.amiga.ami ami
application/vnd.amundsen.maze+xml
application/vnd.android.package-archive apk
application/vnd.anki
application/vnd.anser-web-certificate-issue-initiation cii
application/vnd.anser-web-funds-transfer-initiation fti
application/vnd.antix.game-component atx
application/vnd.apache.thrift.binary
application/vnd.apache.thrift.compact
application/vnd.apache.thrift.json
application/vnd.api+json
application/vnd.apple.installer+xml mpkg
application/vnd.apple.mpegurl m3u8
application/vnd.arastra.swi

application/vnd.aristanetworks.swi swi
application/vnd.artsquare
application/vnd.astraea-software.iota iota
application/vnd.audiograph aep
application/vnd.autopackage
application/vnd.avistar+xml
application/vnd.balsamiq.bmml+xml
application/vnd.balsamiq.bmpr
application/vnd.bekitzur-stech+json
application/vnd.biopax.rdf+xml
application/vnd.blueice.multipass mpm

application/vnd.bluetooth.ep.oob
application/vnd.bluetooth.le.oob
application/vnd.bmi bmi
application/vnd.businessobjects rep
application/vnd.cab-jscript
application/vnd.canon-cpdl
application/vnd.canon-lips
application/vnd.cendio.thinlinc.clientconf
application/vnd.century-systems.tcp_stream
application/vnd.chemdraw+xml cdxml
application/vnd.chess-pgn
application/vnd.chipnuts.karaoke-mmd mmd
application/vnd.cinderella cdy
application/vnd.cirpack.isdn-ext
application/vnd.citationstyles.style+xml
application/vnd.claymore cla
application/vnd.cloanto.rp9 rp9
application/vnd.clonk.c4group c4g c4d c4f c4p c4u
application/vnd.cluetrust.cartomobile-config c11amc
application/vnd.cluetrust.cartomobile-config-pkg c11amz
application/vnd.coffeescript
application/vnd.collection+json
application/vnd.collection.doc+json
application/vnd.collection.next+json
application/vnd.comicbook+zip

application/vnd.commerce-battelle
application/vnd.commonspace csp
application/vnd.contact.cmsg cdbcmsg
application/vnd.coreos.ignition+json
application/vnd.cosmocaller cmc
application/vnd.crick.clicker clkx
application/vnd.crick.clicker.keyboard clkk
application/vnd.crick.clicker.palette clkp
application/vnd.crick.clicker.template clkt
application/vnd.crick.clicker.wordbank clkw

application/vnd.criticaltools.wbs+xml wbs
application/vnd.ctc-posml pml
application/vnd.ctct.ws+xml
application/vnd.cups-pdf
application/vnd.cups-postscript
application/vnd.cups-ppd ppd
application/vnd.cups-raster
application/vnd.cups-raw
application/vnd.curl
application/vnd.curl.car car
application/vnd.curl.pcurl pcurl
application/vnd.cyan.dean.root+xml
application/vnd.cybank
application/vnd.dart dart
application/vnd.data-vision.rdz rdz
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application/vnd.dece.data uvf uvvf uvd uvvd
application/vnd.dece.ttml+xml uvt uvvt
application/vnd.dece.unsigned uvx
uvvx
application/vnd.dece.zip uvz uvvz
application/vnd.denovo.fcselayout-link fe_launch
application/vnd.desmume.movie
application/vnd.dir-bi.plate-dl-nosuffix
application/vnd.dm.delegation+xml
application/vnd.dna dna
application/vnd.document+json
application/vnd.dolby.mlp mlp
application/vnd.dolby.mobile.1
application/vnd.dolby.mobile.2
application/vnd.doremir.scorecloud-binary-document
application/vnd.dpgraph dpg
application/vnd.dreamfactory dfac
application/vnd.drive+json
application/vnd.ds-keypoint kpxx
application/vnd.dtg.local
application/vnd.dtg.local.flash
application/vnd.dtg.local.html
application/vnd.dvb.ait ait
application/vnd.dvb.dvbj
application/vnd.dvb.esgcontainer
application/vnd.dvb.ipdcdftnotifaccess
application/vnd.dvb.ipdcesgaccess
application/vnd.dvb.ipdcesgaccess2
application/vnd.dvb.ipdcesgpdd
application/vnd.dvb.ipdcroaming
application/vnd.dvb.iptv.alfec-base
application/vnd.dvb.iptv.alfec-enhancement

```
#
application/vnd.dvb.notif-aggregate-root+xml
# application/vnd.dvb.notif-container+xml
# application/vnd.dvb.notif-generic+xml
# application/vnd.dvb.notif-ia-msglist+xml
# application/vnd.dvb.notif-ia-registration-request+xml
# application/vnd.dvb.notif-ia-registration-response+xml
# application/vnd.dvb.notif-init+xml
# application/vnd.dvb.pfr
application/vnd.dvb.service svc
# application/vnd.dxr
application/vnd.dynageo geo
# application/vnd.dzr
# application/vnd.easykaraoke.cdgdownload
# application/vnd.ecdis-update
application/vnd.ecowin.chart mag
# application/vnd.ecowin.filerequest
# application/vnd.ecowin.fileupdate
# application/vnd.ecowin.series
# application/vnd.ecowin.seriesrequest
# application/vnd.ecowin.seriesupdate
# application/vnd.emclient.accessrequest+xml
application/vnd.enliven nml
# application/vnd.enphase.envoy
# application/vnd.eprints.data+xml
application/vnd.epson.esf esf
application/vnd.epson.msf msf
application/vnd.epson.quickanime qam
application/vnd.epson.salt slt
application/vnd.epson.ssf ssf
#
application/vnd.ericsson.quickcall
application/vnd.eszigno3+xml es3 et3
# application/vnd.etsi.aoc+xml
# application/vnd.etsi.asic-e+zip
# application/vnd.etsi.asic-s+zip
# application/vnd.etsi.cug+xml
# application/vnd.etsi.iptvcommand+xml
# application/vnd.etsi.iptvdiscovery+xml
# application/vnd.etsi.iptvprofile+xml
# application/vnd.etsi.iptvsad-bc+xml
# application/vnd.etsi.iptvsad-cod+xml
# application/vnd.etsi.iptvsad-npvr+xml
# application/vnd.etsi.iptvservice+xml
# application/vnd.etsi.iptvsync+xml
# application/vnd.etsi.iptvueprofile+xml
# application/vnd.etsi.mcid+xml
# application/vnd.etsi.mheg5
```

application/vnd.etsi.overload-control-policy-dataset+xml
application/vnd.etsi.pstn+xml
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application/vnd.etsi.tsl+xml
application/vnd.etsi.tsl.der
application/vnd.eudora.data
application/vnd.ezpix-album ez2
application/vnd.ezpix-package ez3

application/vnd.f-secure.mobile
application/vnd.fastcopy-disk-image
application/vnd.fdf fdf
application/vnd.fdsn.mseed mseed
application/vnd.fdsn.seed seed dataless
application/vnd.ffmpeg
application/vnd.filmit.zfc
application/vnd.fints
application/vnd.firemonkeys.cloudcell
application/vnd.flographit gph
application/vnd.fluxtime.clip ftc
application/vnd.font-fontforge-sfd
application/vnd.frameMaker fm frame maker book
application/vnd.frogans.fnc fnc
application/vnd.frogans.ltf ltf
application/vnd.fsc.weblaunch fsc
application/vnd.fujitsu.oasys oas
application/vnd.fujitsu.oasys2 oa2
application/vnd.fujitsu.oasys3 oa3
application/vnd.fujitsu.oasysgp fg5
application/vnd.fujitsu.oasysprs bh2
application/vnd.fujixerox.art-ex
application/vnd.fujixerox.art4
application/vnd.fujixerox.ddd ddd
application/vnd.fujixerox.docuworks xdw
application/vnd.fujixerox.docuworks.binder xbd
application/vnd.fujixerox.docuworks.container

application/vnd.fujixerox.hbpl
application/vnd.fut-misnet
application/vnd.fuzzysheet fzs
application/vnd.genomatix.tuxedo txd
application/vnd.geo+json
application/vnd.geocube+xml
application/vnd.geogebra.file ggb
application/vnd.geogebra.tool ggt
application/vnd.geometry-explorer gex gre

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application/vnd.geoplan g2w
application/vnd.geospace g3w
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application/vnd.globalplatform.card-content-mgt-response
application/vnd.gmx gmx
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application/vnd.groove-account gac
application/vnd.groove-help ghf
application/vnd.groove-identity-message gim
application/vnd.groove-injector grv
application/vnd.groove-tool-message gtm
application/vnd.groove-tool-template tpl
application/vnd.groove-vcard vcg

application/vnd.hal+json
application/vnd.hal+xml hal
application/vnd.handheld-entertainment+xml zmm
application/vnd.hbci hbci
application/vnd.hcl-bireports
application/vnd.hdt
application/vnd.heroku+json
application/vnd.hhe.lesson-player les
application/vnd.hp-hpgl hpgl
application/vnd.hp-hpid hpid
application/vnd.hp-hps hps
application/vnd.hp-jlyt jlt
application/vnd.hp-pcl pcl
application/vnd.hp-pclxl pclxl
application/vnd.httpphone
application/vnd.hydrostatix.sof-data sfd-hdstx
application/vnd.hyperdrive+json
application/vnd.hzn-3d-crossword
application/vnd.ibm.afplinedata
application/vnd.ibm.electronic-media
application/vnd.ibm.minipay mpy
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application/vnd.ibm.rights-management irm
application/vnd.ibm.secure-container sc
application/vnd.iccprofile icc icm
#

application/vnd.ieee.1905
application/vnd.igloader igl
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application/vnd.immervision-ivu ivu
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application/vnd.ims.imsccv1p2
application/vnd.ims.imsccv1p3
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application/vnd.ims.lti.v2.toolproxy+json
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application/vnd.infotech.project
application/vnd.infotech.project+xml
application/vnd.innopath.wamp.notification
application/vnd.insors.igm igm
application/vnd.intercon.formnet xpw xpx
application/vnd.intergeo i2g
application/vnd.intertrust.digibox
application/vnd.intertrust.nncp
application/vnd.intu.qbo qbo
application/vnd.intu.qfx qfx
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application/vnd.iptc.g2.conceptitem+xml

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application/vnd.iptc.g2.planningitem+xml
application/vnd.ipunplugged.rcprofile rcprofile
application/vnd.irepository.package+xml irp
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application/vnd.jisp jisp

application/vnd.joost.joda-archive joda
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application/vnd.kahootz ktz ktr
application/vnd.kde.karbon karbon
application/vnd.kde.kchart chrt
application/vnd.kde.kformula kfo
application/vnd.kde.kivio flw
application/vnd.kde.kontour kon
application/vnd.kde.kpresenter kpr
kpt
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application/vnd.kde.kword kwd kwt
application/vnd.kenameaapp htke
application/vnd.kidspiration kia
application/vnd.kinar kne knp
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application/vnd.lotus-freelance pre
application/vnd.lotus-notes nsf
application/vnd.lotus-organizer org
application/vnd.lotus-screencam scm
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application/vnd.marlin.drm.conftoken+xml

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application/vnd.maxmind.maxmind-db
application/vnd.mcd mcd
application/vnd.medcalldata mc1
application/vnd.mediastation.cdkey cdkey
application/vnd.meridian-slideshow
application/vnd.mfer mwf
application/vnd.mfmp mfm
application/vnd.micro+json
application/vnd.micrografx.flo flo
application/vnd.micrografx.igx igx
application/vnd.microsoft.portable-executable
application/vnd.miele+json

application/vnd.mif mif
application/vnd.minisoft-hp3000-save
application/vnd.mitsubishi.misty-guard.trustweb
application/vnd.mobius.daf daf
application/vnd.mobius.dis dis
application/vnd.mobius.mbk mbk
application/vnd.mobius.mqy mqy
application/vnd.mobius.msl msl
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application/vnd.mophun.application mpn
application/vnd.mophun.certificate mpc
application/vnd.motorola.flexsuite

application/vnd.motorola.flexsuite.adsi
application/vnd.motorola.flexsuite.fis
application/vnd.motorola.flexsuite.gotap
application/vnd.motorola.flexsuite.kmr
application/vnd.motorola.flexsuite.ttc
application/vnd.motorola.flexsuite.wem
application/vnd.motorola.iprm
application/vnd.mozilla.xul+xml xul
application/vnd.ms-3mfdocument
application/vnd.ms-artgalry cil
application/vnd.ms-asf
application/vnd.ms-cab-compressed cab
application/vnd.ms-color.iccprofile
application/vnd.ms-excel xls xlm xla xlc xlt xlw
application/vnd.ms-excel.addin.macroenabled.12 xlam
application/vnd.ms-excel.sheet.binary.macroenabled.12 xlsb
application/vnd.ms-excel.sheet.macroenabled.12 xlsm
application/vnd.ms-excel.template.macroenabled.12 xltm
application/vnd.ms-fontobject eot
application/vnd.ms-htmlhelp chm
application/vnd.ms-ims ims
application/vnd.ms-lrm lrm
application/vnd.ms-office.activex+xml
application/vnd.ms-officetheme thmx
application/vnd.ms-opentype

application/vnd.ms-package.obfuscated-opentype
application/vnd.ms-pki.seccat cat
application/vnd.ms-pki.stl stl
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application/vnd.ms-powerpoint.slide.macroenabled.12 sldm

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application/vnd.ms-project mpp mpt
application/vnd.ms-tnef
application/vnd.ms-windows.devicepairing
application/vnd.ms-windows.nwprinting.oob
application/vnd.ms-windows.printerpairing
application/vnd.ms-windows.wsd.oob
application/vnd.ms-wmdrm.lic-chlg-req
application/vnd.ms-wmdrm.lic-resp
application/vnd.ms-wmdrm.meter-chlg-req

application/vnd.ms-wmdrm.meter-resp
application/vnd.ms-word.document.macroenabled.12 docm
application/vnd.ms-word.template.macroenabled.12 dotm
application/vnd.ms-works wps wks wcm wdb
application/vnd.ms-wpl wpl
application/vnd.ms-xpsdocument xps
application/vnd.msa-disk-image
application/vnd.mseq mseq
application/vnd.msign
application/vnd.multiad.creator
application/vnd.multiad.creator.cif
application/vnd.music-niff
application/vnd.musician mus
application/vnd.muvee.style msty
application/vnd.mynfc taglet
application/vnd.ncd.control
application/vnd.ncd.reference
application/vnd.nervana
application/vnd.netfpx
application/vnd.neurolanguage.nlu nlu
application/vnd.nintendo.nitro.rom
application/vnd.nintendo.snes.rom
application/vnd.nitf ntf nitf
application/vnd.noblenet-directory nnd
application/vnd.noblenet-sealer nns
application/vnd.noblenet-web nnw
application/vnd.nokia.catalogs
application/vnd.nokia.conml+wxml
application/vnd.nokia.conml+xml

application/vnd.nokia.ip.tv.config+xml
application/vnd.nokia.isds-radio-presets
application/vnd.nokia.landmark+wxml

```
# application/vnd.nokia.landmark+xml
# application/vnd.nokia.landmarkcollection+xml
# application/vnd.nokia.n-gage.ac+xml
application/vnd.nokia.n-gage.data ngdat
application/vnd.nokia.n-gage.symbian.install n-gage
# application/vnd.nokia.ncd
# application/vnd.nokia.pcd+wxml
# application/vnd.nokia.pcd+xml
application/vnd.nokia.radio-preset rpst
application/vnd.nokia.radio-presets rpss
application/vnd.novadigm.edm edm
application/vnd.novadigm.edx edx
application/vnd.novadigm.ext ext
# application/vnd.ntt-local.content-share
# application/vnd.ntt-local.file-transfer
# application/vnd.ntt-local.ogw_remote-access
# application/vnd.ntt-local.sip-ta_remote
# application/vnd.ntt-local.sip-ta_tcp_stream
application/vnd.oasis.opendocument.chart odc
application/vnd.oasis.opendocument.chart-template otc
application/vnd.oasis.opendocument.database odb
application/vnd.oasis.opendocument.formula odf
application/vnd.oasis.opendocument.formula-template odft
application/vnd.oasis.opendocument.graphics odg
application/vnd.oasis.opendocument.graphics-template otg
application/vnd.oasis.opendocument.image odi
application/vnd.oasis.opendocument.image-template oti
application/vnd.oasis.opendocument.presentation odp
application/vnd.oasis.opendocument.presentation-template otp
application/vnd.oasis.opendocument.spreadsheet ods
application/vnd.oasis.opendocument.spreadsheet-template ots
application/vnd.oasis.opendocument.text odt
application/vnd.oasis.opendocument.text-master odm
application/vnd.oasis.opendocument.text-template ott
application/vnd.oasis.opendocument.text-web oth
#
application/vnd.obn
# application/vnd.oftn.110n+json
# application/vnd.oipf.contentaccessdownload+xml
# application/vnd.oipf.contentaccessstreaming+xml
# application/vnd.oipf.cspg-hexbinary
# application/vnd.oipf.dae.svg+xml
# application/vnd.oipf.dae.xhtml+xml
#
application/vnd.oipf.mippvcontrolmessage+xml
# application/vnd.oipf.pae.gem
# application/vnd.oipf.spdiscovery+xml
# application/vnd.oipf.spdlist+xml
```

application/vnd.oipf.ueprofile+xml
application/vnd.oipf.userprofile+xml
application/vnd.olpc-sugar xo
application/vnd.oma-scws-config
application/vnd.oma-scws-http-request
application/vnd.oma-scws-http-response
application/vnd.oma.bcast.associated-procedure-parameter+xml
application/vnd.oma.bcast.drm-trigger+xml
application/vnd.oma.bcast.imd+xml
application/vnd.oma.bcast.ltkm
application/vnd.oma.bcast.notification+xml
application/vnd.oma.bcast.provisioningtrigger
application/vnd.oma.bcast.sgboot
application/vnd.oma.bcast.sgdd+xml
application/vnd.oma.bcast.sgdu
application/vnd.oma.bcast.simple-symbol-container
application/vnd.oma.bcast.smartcard-trigger+xml
application/vnd.oma.bcast.sprov+xml
application/vnd.oma.bcast.stkm
application/vnd.oma.cab-address-book+xml
application/vnd.oma.cab-feature-handler+xml

application/vnd.oma.cab-pcc+xml
application/vnd.oma.cab-subscribe+xml
application/vnd.oma.cab-user-prefs+xml
application/vnd.oma.dcd
application/vnd.oma.dcdc
application/vnd.oma.dd2+xml dd2
application/vnd.oma.drm.risd+xml
application/vnd.oma.group-usage-list+xml
application/vnd.oma.lwm2m+json
application/vnd.oma.lwm2m+tlv
application/vnd.oma.pal+xml
application/vnd.oma.poc.detailed-progress-report+xml
application/vnd.oma.poc.final-report+xml
application/vnd.oma.poc.groups+xml
application/vnd.oma.poc.invocation-descriptor+xml
application/vnd.oma.poc.optimized-progress-report+xml
application/vnd.oma.push
application/vnd.oma.scidm.messages+xml
application/vnd.oma.xcap-directory+xml
application/vnd.omads-email+xml
application/vnd.omads-file+xml
application/vnd.omads-folder+xml
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application/vnd.onepager
application/vnd.openblox.game+xml
application/vnd.openblox.game-binary

```
# application/vnd.openeye.oeb
application/vnd.openofficeorg.extension oxt
#
  application/vnd.openxmlformats-officedocument.custom-properties+xml
# application/vnd.openxmlformats-officedocument.customxmlproperties+xml
# application/vnd.openxmlformats-officedocument.drawing+xml
# application/vnd.openxmlformats-officedocument.drawingml.chart+xml
# application/vnd.openxmlformats-officedocument.drawingml.chartshapes+xml
# application/vnd.openxmlformats-officedocument.drawingml.diagramcolors+xml
# application/vnd.openxmlformats-officedocument.drawingml.diagramdata+xml
# application/vnd.openxmlformats-officedocument.drawingml.diagramlayout+xml
# application/vnd.openxmlformats-officedocument.drawingml.diagramstyle+xml
# application/vnd.openxmlformats-officedocument.extended-properties+xml
# application/vnd.openxmlformats-officedocument.presentationml.commentauthors+xml
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# application/vnd.openxmlformats-officedocument.presentationml.presentation.main+xml
# application/vnd.openxmlformats-officedocument.presentationml.presprops+xml
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# application/vnd.openxmlformats-officedocument.presentationml.slide+xml
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# application/vnd.openxmlformats-officedocument.spreadsheetml.comments+xml
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# application/vnd.openxmlformats-officedocument.spreadsheetml.pivotcacherecords+xml
# application/vnd.openxmlformats-officedocument.spreadsheetml.pivottable+xml
#
  application/vnd.openxmlformats-officedocument.spreadsheetml.querytable+xml
# application/vnd.openxmlformats-officedocument.spreadsheetml.revisionheaders+xml
# application/vnd.openxmlformats-officedocument.spreadsheetml.revisionlog+xml
```


application/vnd.openxmlformats-officedocument.spreadsheetml.sharedstrings+xml
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application/vnd.openxmlformats-officedocument.spreadsheetml.table+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.tablesinglecells+xml
application/vnd.openxmlformats-officedocument.spreadsheetml.template xltx
application/vnd.openxmlformats-officedocument.spreadsheetml.template.main+xml
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application/vnd.openxmlformats-officedocument.spreadsheetml.volatiledependencies+xml
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application/vnd.openxmlformats-officedocument.theme+xml
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application/vnd.openxmlformats-officedocument.wordprocessingml.comments+xml
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application/vnd.openxmlformats-officedocument.wordprocessingml.document.glossary+xml
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application/vnd.openxmlformats-officedocument.wordprocessingml.endnotes+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.fonttable+xml
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application/vnd.openxmlformats-officedocument.wordprocessingml.footnotes+xml

application/vnd.openxmlformats-officedocument.wordprocessingml.numbering+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.settings+xml
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application/vnd.openxmlformats-officedocument.wordprocessingml.template.main+xml
application/vnd.openxmlformats-officedocument.wordprocessingml.websettings+xml
application/vnd.openxmlformats-package.core-properties+xml
application/vnd.openxmlformats-package.digital-signature-xmlsignature+xml
application/vnd.openxmlformats-package.relationships+xml
application/vnd.oracle.resource+json
application/vnd.orange.indata
application/vnd.osa.netdeploy
application/vnd.osgeo.mapguide.package mgp
application/vnd.osgi.bundle
application/vnd.osgi.dp dp
application/vnd.osgi.subsystem esa
application/vnd.otp.ct-kip+xml
application/vnd.oxli.countgraph

application/vnd.pagerduty+json
application/vnd.palm pdb pqa oprc
application/vnd.panoply
application/vnd.paos.xml

application/vnd.pawafile paw
application/vnd.pcos
application/vnd.pg.format str
application/vnd.pg.osasli ei6
application/vnd.piacess.application-licence
application/vnd.picsel efif
application/vnd.pmi.widget wg
application/vnd.poc.group-advertisement+xml
application/vnd.pocketlearn plf
application/vnd.powerbuilder6 pbd
application/vnd.powerbuilder6-s
application/vnd.powerbuilder7
application/vnd.powerbuilder7-s
application/vnd.powerbuilder75
application/vnd.powerbuilder75-s
application/vnd.preminet
application/vnd.previewsystems.box box
application/vnd.proteus.magazine mgz
application/vnd.publishare-delta-tree qps
application/vnd.pvi.ptid1 ptid
application/vnd.pwg-multiplexed
application/vnd.pwg-xhtml-print+xml
application/vnd.qualcomm.brew-app-res
application/vnd.quarantainenet
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qxt qwd qwt qxl qxb
application/vnd.quobject-quoxdocument
application/vnd.radisys.moml+xml
application/vnd.radisys.msml+xml
application/vnd.radisys.msml-audit+xml
application/vnd.radisys.msml-audit-conf+xml
application/vnd.radisys.msml-audit-conn+xml
application/vnd.radisys.msml-audit-dialog+xml
application/vnd.radisys.msml-audit-stream+xml
application/vnd.radisys.msml-conf+xml
application/vnd.radisys.msml-dialog+xml
application/vnd.radisys.msml-dialog-base+xml
application/vnd.radisys.msml-dialog-fax-detect+xml
application/vnd.radisys.msml-dialog-fax-sendrecv+xml
application/vnd.radisys.msml-dialog-group+xml
application/vnd.radisys.msml-dialog-speech+xml
application/vnd.radisys.msml-dialog-transform+xml
application/vnd.rainstor.data
application/vnd.rapid
application/vnd.rar
application/vnd.realvnc.bed bed
application/vnd.recordare.musicxml mxl
application/vnd.recordare.musicxml+xml musicxml

```
# application/vnd.renlearn.rlprint
application/vnd.rig.cryptonote cryptonote
application/vnd.rim.cod cod
application/vnd.rn-realmedia rm
application/vnd.rn-realmedia-vbr rmvb
application/vnd.route66.link66+xml link66
#
application/vnd.rs-274x
# application/vnd.ruckus.download
# application/vnd.s3sms
application/vnd.sailingtracker.track st
# application/vnd.sbm.cid
# application/vnd.sbm.mid2
# application/vnd.scribus
# application/vnd.sealed.3df
# application/vnd.sealed.csf
# application/vnd.sealed.doc
# application/vnd.sealed.eml
# application/vnd.sealed.mht
# application/vnd.sealed.net
# application/vnd.sealed.ppt
# application/vnd.sealed.tiff
# application/vnd.sealed.xls
# application/vnd.sealedmedia.softseal.html
# application/vnd.sealedmedia.softseal.pdf
application/vnd.seemail see
application/vnd.sema sema
application/vnd.semd semd
application/vnd.semf semf
application/vnd.shana.informed.formdata ifm
application/vnd.shana.informed.formtemplate itp
application/vnd.shana.informed.interchange iif
application/vnd.shana.informed.package ipk
application/vnd.simtech-mindmapper twd
twds
# application/vnd.siren+json
application/vnd.smf mmf
# application/vnd.smart.notebook
application/vnd.smart.teacher teacher
# application/vnd.software602.filler.form+xml
# application/vnd.software602.filler.form+xml-zip
application/vnd.solent.sdkm+xml sdkm sdkd
application/vnd.spotfire.dxp dxp
application/vnd.spotfire.sfs sfs
# application/vnd.sss-cod
# application/vnd.sss-dtf
# application/vnd.sss-ntf
application/vnd.stardivision.calc sdc
```

application/vnd.stardivision.draw sda
application/vnd.stardivision.impress sdd
application/vnd.stardivision.math smf
application/vnd.stardivision.writer sdw vor
application/vnd.stardivision.writer-global sgl
application/vnd.stepmania.package smzip
application/vnd.stepmania.stepchart sm
application/vnd.street-stream
application/vnd.sun.wadl+xml
application/vnd.sun.xml.calc sxc
application/vnd.sun.xml.calc.template stc
application/vnd.sun.xml.draw sxd
application/vnd.sun.xml.draw.template std
application/vnd.sun.xml.impress sxi
application/vnd.sun.xml.impress.template sti
application/vnd.sun.xml.math sxm
application/vnd.sun.xml.writer sxw
application/vnd.sun.xml.writer.global sxg
application/vnd.sun.xml.writer.template stw
application/vnd.sus-calendar sus
susp
application/vnd.svd svd
application/vnd.swiftview-ics
application/vnd.symbian.install sis six
application/vnd.syncml+xml xsm
application/vnd.syncml.dm+wbxml bdm
application/vnd.syncml.dm+xml xdm
application/vnd.syncml.dm.notification
application/vnd.syncml.dmddf+wbxml
application/vnd.syncml.dmddf+xml
application/vnd.syncml.dmtnds+wbxml
application/vnd.syncml.dmtnds+xml
application/vnd.syncml.ds.notification
application/vnd.tao.intent-module-archive tao
application/vnd.tcpdump.pcap pcap cap dmp
application/vnd.tmd.mediaflex.api+xml
application/vnd.tml
application/vnd.tmobile-livetv tmo
application/vnd.trid.tpt tpt
application/vnd.triscape.mxs mxs
application/vnd.trueapp tra

application/vnd.truedoc
application/vnd.ubisoft.webplayer
application/vnd.ufdl ufd ufdl
application/vnd.uiq.theme utz
application/vnd.umajin umj
application/vnd.unity unityweb

application/vnd.uoml+xml uoml
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application/vnd.uplanet.bearer-choice-wbxml
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application/vnd.uplanet.cacheop-wbxml
application/vnd.uplanet.channel
application/vnd.uplanet.channel-wbxml
application/vnd.uplanet.list
application/vnd.uplanet.list-wbxml
application/vnd.uplanet.listcmd
application/vnd.uplanet.listcmd-wbxml
application/vnd.uplanet.signal
application/vnd.uri-map
application/vnd.valve.source.material
application/vnd.vcx vcx
application/vnd.vd-study
application/vnd.vectorworks
application/vnd.vel+json
application/vnd.verimatrix.vcas
application/vnd.vidsoft.vidconference
application/vnd.visio vsd
vst vss vsw
application/vnd.visionary vis
application/vnd.vividence.scriptfile
application/vnd.vsf vsf
application/vnd.wap.sic
application/vnd.wap.slc
application/vnd.wap.wbxml wbxml
application/vnd.wap.wmlc wmlc
application/vnd.wap.wmlscriptc wmlsc
application/vnd.webturbo wtb
application/vnd.wfa.p2p
application/vnd.wfa.wsc
application/vnd.windows.devicepairing
application/vnd.wmc
application/vnd.wmf.bootstrap
application/vnd.wolfram.mathematica
application/vnd.wolfram.mathematica.package
application/vnd.wolfram.player nbp
application/vnd.wordperfect wpd
application/vnd.wqd wqd
application/vnd.wrq-hp3000-labelled
application/vnd.wt.stf stf
application/vnd.wv.csp+wbxml
application/vnd.wv.csp+xml
application/vnd.wv.ssp+xml

```
# application/vnd.xacml+json
application/vnd.xara xar
application/vnd.xfdl xfdl
# application/vnd.xfdl.webform
# application/vnd.xmi+xml
# application/vnd.xmpie.cpkg
#
  application/vnd.xmpie.dpkg
# application/vnd.xmpie.plan
# application/vnd.xmpie.ppkg
# application/vnd.xmpie.xlim
application/vnd.yamaha.hv-dic hvd
application/vnd.yamaha.hv-script hvs
application/vnd.yamaha.hv-voice hvp
application/vnd.yamaha.openscoreformat osf
application/vnd.yamaha.openscoreformat.osfpvg+xml osfpvg
# application/vnd.yamaha.remote-setup
application/vnd.yamaha.smaf-audio saf
application/vnd.yamaha.smaf-phrase spf
# application/vnd.yamaha.through-ngn
# application/vnd.yamaha.tunnel-udpencap
# application/vnd.yaoweme
application/vnd.yellowriver-custom-menu cmp
application/vnd.zul zir zirz
application/vnd.zzazz.deck+xml zaz
application/voicexml+xml vxml
# application/vq-rtcpvr
# application/watcherinfo+xml
# application/whoispp-query
# application/whoispp-response
application/widget wgt
application/winhlp hlp
# application/wita
# application/wordperfect5.1
application/wsdl+xml wsdl
application/wspolicy+xml wspolicy
application/x-7z-compressed 7z
application/x-abiword abw
application/x-ace-compressed ace
#
  application/x-amf
application/x-apple-diskimage dmg
application/x-authorware-bin aab x32 u32 vox
application/x-authorware-map aam
application/x-authorware-seg aas
application/x-bcpio bcpio
application/x-bittorrent torrent
application/x-blorb blb blorb
```

application/x-bzip bz
application/x-bzip2 bz2 boz
application/x-cbr cbr cba cbt cbz cb7
application/x-cdlink vcd
application/x-cfs-compressed cfs
application/x-chat chat
application/x-chess-pgn pgn
application/x-compress
application/x-conference nsc
application/x-cpio cpio
application/x-csh csh
application/x-debian-package deb udeb
application/x-dgc-compressed dgc
application/x-director dir dcr dxr cst cct cxt w3d fgd swa
application/x-doom wad
application/x-dtbncx+xml ncx
application/x-dtbook+xml dtb
application/x-dtbresource+xml res
application/x-dvi dvi
application/x-envoy evy
application/x-eva eva
application/x-font-bdf bdf

application/x-font-dos
application/x-font-framemaker
application/x-font-ghostscript gsf
application/x-font-libgrx
application/x-font-linux-psf psf
application/x-font-pcf pcf
application/x-font-snf snf
application/x-font-speedo
application/x-font-sunos-news
application/x-font-type1 pfa pfb pfm afm
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application/x-freearc arc
application/x-futuresplash spl
application/x-gca-compressed gca
application/x-glulx ulx
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application/x-gramps-xml gramps
application/x-gtar gtar
application/x-gzip
application/x-hdf hdf
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application/x-iso9660-image iso
application/x-java-jnlp-file jnlp
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application/x-lzh-compressed lzh lha

application/x-mie mie
application/x-mobipocket-ebook prc mobi
application/x-ms-application application
application/x-ms-shortcut lnk
application/x-ms-wmd wmd
application/x-ms-wmz wmz
application/x-ms-xbap xbap
application/x-msaccess mdb
application/x-msbinder obd
application/x-mscardfile crd
application/x-msclip clp
application/x-msdownload exe
dll com bat msi
application/x-msmediaview mvb m13 m14
application/x-msmetafile wmf wmz emf emz
application/x-msmoney mny
application/x-mspublisher pub
application/x-msschedule scd
application/x-msterminal trm
application/x-mswrite wri
application/x-netcdf nc cdf
application/x-nzb nzb
application/x-pkcs12 p12 pfx
application/x-pkcs7-certificates p7b spc
application/x-pkcs7-certreqresp p7r
application/x-rar-compressed rar
application/x-research-info-systems ris
application/x-sh sh
application/x-shar shar
application/x-shockwave-flash swf
application/x-silverlight-app xap
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application/x-stuffitx sitx
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application/x-sv4crc sv4crc
application/x-t3vm-image t3
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application/x-tar tar
application/x-tcl tcl
application/x-tex tex
application/x-tex-tfm tfm
application/x-texinfo texinfo
texi
application/x-tgif obj
application/x-ustar ustar
application/x-wais-source src

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application/x-x509-ca-cert der crt
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application/x-xliff+xml xlf
application/x-xpinstall xpi
application/x-xz xz
application/x-zmachine z1 z2 z3 z4 z5 z6 z7 z8
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application/xacml+xml
application/xaml+xml xaml
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application/xcap-caps+xml
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application/xcap-ns+xml
application/xcon-conference-info+xml
application/xcon-conference-info-diff+xml
application/xenc+xml xenc
application/xhtml+xml xhtml xht
application/xhtml-voice+xml
application/xml xml xsl
application/xml-dtd dtd

application/xml-external-parsed-entity
application/xml-patch+xml
application/xmpp+xml
application/xop+xml xop
application/xproc+xml xpl
application/xslt+xml xslt
application/xspf+xml xspf
application/xv+xml mxml xhvm xvml xvm
application/yang yang
application/yin+xml yin
application/zip zip
application/zlib
audio/1d-interleaved-parityfec
audio/32kadpcm
audio/3gpp
audio/3gpp2
audio/ac3
audio/adpcm adp
audio/amr
audio/amr-wb
audio/amr-wb+
audio/aptx
audio/asc
audio/atrac-advanced-lossless

audio/atrac-x
audio/atrac3
audio/basic au snd
audio/bv16
audio/bv32
audio/clearmode
audio/cn
audio/dat12
audio/dls
audio/dsr-es201108
audio/dsr-es202050
audio/dsr-es202211
audio/dsr-es202212
audio/dv
audio/dvi4
audio/eac3
audio/encaprtsp
audio/evrc
audio/evrc-qcp
audio/evrc0
audio/evrc1
audio/evrcb
audio/evrcb0
audio/evrcb1
audio/evrcnw
audio/evrcnw0
audio/evrcnw1
audio/evrcwb
audio/evrcwb0

audio/evrcwb1
audio/evs
audio/example
audio/fwdred
audio/g711-0
audio/g719
audio/g722
audio/g7221
audio/g723
audio/g726-16
audio/g726-24
audio/g726-32
audio/g726-40
audio/g728
audio/g729
audio/g7291
audio/g729d
audio/g729e

audio/gsm
audio/gsm-efr
audio/gsm-hr-08
audio/ilbc
audio/ip-mr_v2.5
audio/isac
audio/116
audio/120
audio/124
audio/18
audio/lpc
audio/midi mid midi kar rmi
audio/mobile-xmf
audio/mp4 m4a mp4a
audio/mp4a-latm
audio/mpa
audio/mpa-robust
audio/mpeg mpga mp2 mp2a mp3 m2a m3a
audio/mpeg4-generic
audio/musepack
audio/ogg oga ogg spx
audio/opus
audio/parityfec
audio/pcma
audio/pcma-wb
audio/pcmu
audio/pcmu-wb
audio/prs.sid
audio/qcelp
audio/raptorfec
audio/red
audio/rtp-enc-aescm128
audio/rtp-midi
audio/rtploopback
audio/rtx
audio/s3m s3m
audio/silk sil
audio/smv
audio/smv-qcp
audio/smv0
audio/sp-midi
audio/speex
audio/t140c
audio/t38

audio/telephone-event
audio/tone
audio/uemclip

audio/ulpfec
audio/vdvi
audio/vmr-wb
audio/vnd.3gpp.iufp
audio/vnd.4sb
audio/vnd.audiokoz
audio/vnd.celp
audio/vnd.cisco.nse
audio/vnd.cmles.radio-events
audio/vnd.cns.anp1
audio/vnd.cns.infl
audio/vnd.dece.audio uva uvva
audio/vnd.digital-winds eol
audio/vnd.dlna.adts
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audio/vnd.dolby.heaac.2
audio/vnd.dolby.mlp
audio/vnd.dolby.mps
audio/vnd.dolby.pl2
audio/vnd.dolby.pl2x
audio/vnd.dolby.pl2z
audio/vnd.dolby.pulse.1
audio/vnd.dra dra
audio/vnd.dts dts
audio/vnd.dts.hd dtshd
audio/vnd.dvb.file
audio/vnd.everad.plj
audio/vnd.hns.audio
audio/vnd.lucent.voice lvp
audio/vnd.ms-playready.media.pya pya
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audio/vnd.nuera.ecelp7470 ecelp7470
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audio/vnd.vmx.cvsd
audio/vorbis
audio/vorbis-config
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audio/x-aac aac
audio/x-aiff aif aiff aifc
audio/x-caf caf

audio/x-flac flac
audio/x-matroska mka
audio/x-mpegurl m3u
audio/x-ms-wax wax
audio/x-ms-wma wma
audio/x-pn-realaudio ram ra
audio/x-pn-realaudio-plugin rmp
audio/x-tta
audio/x-wav wav
audio/xm xm
chemical/x-cdx cdx
chemical/x-cif cif
chemical/x-cmdf cmdf
chemical/x-cml cml
chemical/x-csml csml
chemical/x-pdb
chemical/x-xyz xyz
font/collection ttc
font/otf otf
font/sfnt
font/ttf ttf
font/woff woff
font/woff2 woff2
image/bmp bmp
image/cgm cgm
image/dicom-rle
image/emf
image/example
image/fits
image/g3fax g3
image/gif gif
image/ief ief
image/jls
image/jp2
image/jpeg jpeg jpg jpe
image/jpm
image/jpx
image/ktx ktx
image/naplps
image/png png
image/prs.btif btif
image/prs.pti

image/pwg-raster
image/sgi sgi
image/svg+xml svg svgz
image/t38
image/tiff tiff tif

```
# image/tiff-fx
image/vnd.adobe.photoshop psd
# image/vnd.airzip.accelerator.azv
# image/vnd.cns.inf2
image/vnd.dece.graphic uvi uvvi uvg uvvg
image/vnd.djvu djvu djv
image/vnd.dvb.subtitle sub
image/vnd.dwg dwg
image/vnd.dxf dxf
image/vnd.fastbidsheet fbs
image/vnd.fpx fpx
image/vnd.fst fst
image/vnd.fujixerox.edmics-mmr mmr
image/vnd.fujixerox.edmics-rlc rlc
# image/vnd.globalgraphics.pgb
# image/vnd.microsoft.icon
# image/vnd.mix
# image/vnd.mozilla.apng
image/vnd.ms-modi mdi
image/vnd.ms-photo wdp
image/vnd.net-fpx npx
# image/vnd.radiance
# image/vnd.sealed.png
# image/vnd.sealedmedia.softseal.gif
# image/vnd.sealedmedia.softseal.jpg
# image/vnd.svf
# image/vnd.tencent.tap
# image/vnd.valve.source.texture
image/vnd.wap.wbmp wbmp
image/vnd.xiff xif
# image/vnd.zbrush.pcx
image/webp webp
# image/wmf
image/x-3ds 3ds
image/x-cmu-raster ras
image/x-cmx cmx
image/x-freehand fh
fhc fh4 fh5 fh7
image/x-icon ico
image/x-mrsid-image sid
image/x-pcx pcx
image/x-pict pic pct
image/x-portable-anymap pnm
image/x-portable-bitmap pbm
image/x-portable-graymap pgm
image/x-portable-pixmap ppm
image/x-rgb rgb
image/x-tga tga
```

image/x-xbitmap xbm
image/x-xpixmap xpm
image/x-xwindowdump xwd
message/cpim
message/delivery-status
message/disposition-notification
message/example
message/external-body
message/feedback-report
message/global
message/global-delivery-status
message/global-disposition-notification
message/global-headers
message/http
message/imdn+xml
message/news
message/partial
message/rfc822 eml mime
message/s-http
message/sip
message/sipfrag
message/tracking-status
message/vnd.si.simp
message/vnd.wfa.wsc
model/example
model/gltf+json
model/iges igs iges
model/mesh msh mesh silo
model/vnd.collada+xml dae
model/vnd.dwf dwf

model/vnd.flatland.3dml
model/vnd.gdl gdl
model/vnd.gs-gdl
model/vnd.gs.gdl
model/vnd.gtw gtw
model/vnd.moml+xml
model/vnd.mts mts
model/vnd.opengex
model/vnd.parasolid.transmit.binary
model/vnd.parasolid.transmit.text
model/vnd.rosette.annotated-data-model
model/vnd.valve.source.compiled-map
model/vnd.vtu vtu
model/vrml wrl vrml
model/x3d+binary x3db x3dbz
model/x3d+fastinfoset
model/x3d+vrml x3dv x3dvz

model/x3d+xml x3d x3dz
model/x3d-vrml
multipart/alternative
multipart/appledouble
multipart/byteranges
multipart/digest
multipart/encrypted
multipart/example
multipart/form-data
multipart/header-set
multipart/mixed
multipart/parallel
multipart/related
multipart/report
multipart/signed
multipart/voice-message
multipart/x-mixed-replace
text/1d-interleaved-parityfec
text/cache-manifest appcache
text/calendar ics ifb
text/css css
text/csv csv
text/csv-schema

text/directory
text/dns
text/ecmascript
text/encaprtf
text/enriched
text/example
text/fwdred
text/grammar-ref-list
text/html html htm
text/javascript
text/jcr-cnd
text/markdown
text/mizar
text/n3 n3
text/parameters
text/parityfec
text/plain txt text conf def list log in
text/provenance-notation
text/prs.fallenstein.rst
text/prs.lines.tag dsc
text/prs.prop.logic
text/raptorfec
text/red
text/rfc822-headers

text/richtext rtx
text/rtf
text/rtp-enc-aescm128
text/rtploopback
text/rtx
text/sgml sgml sgm
text/t140
text/tab-separated-values tsv
text/troff t tr roff man me ms
text/turtle ttl
text/ulpfec
text/uri-list uri uris urls
text/vcard vcard
text/vnd.a
text/vnd.abc
text/vnd.curl curl
text/vnd.curl.dcurl dcurl
text/vnd.curl.mcurl mcurl
text/vnd.curl.scurl scurl
text/vnd.debian.copyright
text/vnd.dmclientscript
text/vnd.dvb.subtitle sub
text/vnd.esmertec.theme-descriptor
text/vnd.fly fly
text/vnd.fmi.flexstor flx
text/vnd.graphviz gv
text/vnd.in3d.3dml 3dml
text/vnd.in3d.spot spot

text/vnd.iptc.newsml
text/vnd.iptc.nitf
text/vnd.latex-z
text/vnd.motorola.reflex
text/vnd.ms-mediapackage
text/vnd.net2phone.commcenter.command
text/vnd.radisys.msml-basic-layout
text/vnd.si.uricatalogue
text/vnd.sun.j2me.app-descriptor jad
text/vnd.trolltech.linguist
text/vnd.wap.si
text/vnd.wap.sl
text/vnd.wap.wml wml
text/vnd.wap.wmlscript wmls
text/x-asm s asm
text/x-c c cc cxx cpp h hh dic
text/x-fortran f for f77 f90
text/x-java-source java
text/x-nfo nfo

text/x-opml opml
text/x-pascal p pas
text/x-setext etx
text/x-sfv sfv
text/x-uuencode uu
text/x-vcalendar vcs
text/x-vcard vcf
text/xml
text/xml-external-parsed-entity
video/1d-interleaved-parityfec
video/3gpp 3gp
video/3gpp-tt
video/3gpp2 3g2
video/bmpeg
video/bt656
video/celb
video/dv
video/encaprtsp
video/example
video/h261 h261
video/h263 h263

video/h263-1998
video/h263-2000
video/h264 h264
video/h264-rcdo
video/h264-svc
video/h265
video/iso.segment
video/jpeg jpgv
video/jpeg2000
video/jpm jpm jpgm
video/mj2 mj2 mjp2
video/mp1s
video/mp2p
video/mp2t
video/mp4 mp4 mp4v mpg4
video/mp4v-es
video/mpeg mpeg mpg mpe m1v m2v
video/mpeg4-generic
video/mpv
video/nv
video/ogg ogv
video/parityfec
video/pointer
video/quicktime qt mov
video/raptorfec
video/raw

video/rtp-enc-aescm128
video/rtploopback
video/rtx
video/smppte292m
video/ulpfec
video/vc1
video/vnd.cctv
video/vnd.dece.hd uvh uvvh
video/vnd.dece.mobile uvm uvvm
video/vnd.dece.mp4
video/vnd.dece.pd uvp uvvp
video/vnd.dece.sd uvs uvvs
video/vnd.dece.video uvv uvvv
video/vnd.directv.mpeg
video/vnd.directv.mpeg-tts
video/vnd.dlna.mpeg-tts
video/vnd.dvb.file dvb
video/vnd.fvt fvt
video/vnd.hns.video
video/vnd.iptvforum.1dparityfec-1010

video/vnd.iptvforum.1dparityfec-2005
video/vnd.iptvforum.2dparityfec-1010
video/vnd.iptvforum.2dparityfec-2005
video/vnd.iptvforum.ttsavc
video/vnd.iptvforum.ttsmpeg2
video/vnd.motorola.video
video/vnd.motorola.videop
video/vnd.mpegurl mxu m4u
video/vnd.ms-playready.media.pyv pyv
video/vnd.nokia.interleaved-multimedia
video/vnd.nokia.videovoip
video/vnd.objectvideo
video/vnd.radgamettools.bink
video/vnd.radgamettools.smacker
video/vnd.sealed.mpeg1
video/vnd.sealed.mpeg4
video/vnd.sealed.swf
video/vnd.sealedmedia.softseal.mov
video/vnd.uvvu.mp4 uvu uvvu
video/vnd.vivo viv
video/vp8
video/webm webm
video/x-f4v f4v
video/x-fli fli
video/x-flv flv
video/x-m4v m4v
video/x-matroska mkv mk3d mks

video/x-mng mng
video/x-ms-asf asf asx
video/x-ms-vob vob
video/x-ms-wm wm
video/x-ms-wmv wmv
video/x-ms-wmx wmx
video/x-ms-wvx wvx
video/x-msvideo avi
video/x-sgi-movie movie
video/x-smv smv
x-conference/x-cooltalk ice

Found

in path(s):

* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/META-INF/http/mime.types

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Found in path(s):

* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/META-INF/native-image/io.micronaut.http/micronaut-http/native-image.properties

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Found in path(s):

* /opt/cola/permits/1701043699_1685472631.4170268/0/micronaut-http-3-8-8-sources-jar/io/micronaut/http/uri/QueryStringDecoder.java

1.475 micronaut-json-core 3.8.8

1.475.1 Available under license :

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```

Found in path(s):

```
* /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-
jar/io/micronaut/json/codec/JsonStreamMediaTypeCodec.java
* /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-
jar/io/micronaut/json/codec/JsonMediaTypeCodec.java
* /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-
jar/io/micronaut/json/bind/JsonBeanPropertyBinder.java
*
/opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-
jar/io/micronaut/json/convert/JsonNodeConvertibleValues.java
* /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-
jar/io/micronaut/json/codec/MapperMediaTypeCodec.java
* /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-
jar/io/micronaut/json/JsonObjectSerializer.java
* /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-
jar/io/micronaut/json/bind/package-info.java
```

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- */

Found in path(s):

- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/bind/JsonBeanPropertyBinderExceptionHandler.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/JsonFeatures.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/tree/JsonArray.java
- *
- /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/tree/JsonBoolean.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/JsonMapper.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/tree/JsonScalar.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/convert/JsonConverterRegistrar.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/tree/JsonContainer.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/tree/JsonString.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/tree/JsonNode.java
- *
- /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/JsonStreamConfig.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/tree/JsonNumber.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/JsonConfiguration.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/tree/JsonNull.java
- * /opt/cola/permits/1701043805_1685472414.5554533/0/micronaut-json-core-3-8-8-sources-jar/io/micronaut/json/tree/JsonObject.java

1.476 dropwizard-configuration 2.1.2

1.476.1 Available under license :

Apache-2.0

1.477 micronaut-http-client-core 3.8.8

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 */
```

Found in path(s):

```
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/bind/ClientRequestUriContext.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/StreamingHttpClient.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/HttpClientConfiguration.java
*
/opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/StreamingHttpClientRegistry.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/DefaultLoadBalancerResolver.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/interceptor/configuration/package-info.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/DefaultHttpClientConfiguration.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/loadbalance/ServiceInstanceListLoadBalancerFactory.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/loadbalance/package-info.java
*
/opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/multipart/Part.java
```

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/StringPart.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/filter/DefaultHttpClientFilterResolver.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/LoadBalancerResolver.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ProxyHttpClient.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/filters/ClientServerContextFilter.java

*

/opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/MultipartDataFactory.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/exceptions/HttpClientErrorDecoder.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/annotation/package-info.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/interceptor/configuration/NamedClientVersioningConfiguration.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/LoadBalancer.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/ServiceHttpClientConfiguration.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/exceptions/EmptyResponseException.java

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/opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/filter/ClientFilterResolutionContext.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/filters/package-info.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/package-info.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/loadbalance/DiscoveryClientRoundRobinLoadBalancer.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/HttpClientRegistry.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/sse/SseClient.java

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/opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/multipart/MultipartBody.java

* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-jar/io/micronaut/http/client/bind/TypedClientArgumentRequestBinder.java

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* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-


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jar/io/micronaut/http/client/annotation/Client.java
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jar/io/micronaut/http/client/exceptions/HttpClientResponseException.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/interceptor/configuration/ClientVersioningConfiguration.java
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jar/io/micronaut/http/client/ReactiveClientResultTransformer.java
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jar/io/micronaut/http/client/bind/AnnotatedClientRequestBinder.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/exceptions/NoHostException.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
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jar/io/micronaut/http/client/interceptor/configuration/DefaultClientVersioningConfiguration.java
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* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
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* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
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/opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/exceptions/package-info.java
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jar/io/micronaut/http/client/interceptor/package-info.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
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jar/io/micronaut/http/client/multipart/FilePart.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/exceptions/ContentLengthExceededException.java
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/opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/exceptions/ReadTimeoutException.java
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jar/io/micronaut/http/client/loadbalance/ServiceInstanceListRoundRobinLoadBalancer.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
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jar/io/micronaut/http/client/ServiceHttpClientFactory.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/loadbalance/FixedLoadBalancer.java
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/opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/BlockingHttpClient.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/bind/HttpClientBinderRegistry.java
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jar/io/micronaut/http/client/ServiceHttpClientCondition.java
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jar/io/micronaut/http/client/bind/binders/HeaderClientRequestBinder.java

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/opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/StreamingHttpClientFactoryResolver.java

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* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/sse/package-info.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/bind/ClientRequestBinder.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/sse/SseClientFactoryResolver.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/ProxyHttpClientFactory.java
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/opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
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* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
jar/io/micronaut/http/client/HttpClientFactory.java
* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
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* /opt/cola/permits/1701043668_1685472858.5070913/0/micronaut-http-client-core-3-8-8-sources-
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* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-jar/io/micronaut/web/router/resource/StaticResourceResolverFactory.java
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* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-

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jar/io/micronaut/web/router/filter/RouteMatchFilter.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/version/resolution/ParameterVersionResolverConfiguration.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/resource/StaticResourceResolver.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/version/VersionAwareRouterListener.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/exceptions/UnsatisfiedHeaderRouteException.java
*
/opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/resource/StaticResourceConfiguration.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/NullArgument.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/DefaultRouteBuilder.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/version/resolution/package-info.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/StatusRouteMatch.java

```

```

* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/package-info.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/version/RoutesVersioningConfiguration.java
*
/opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/UriRoute.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/StatusRoute.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/exceptions/UnsatisfiedPathVariableRouteException.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/filter/FilteredRouter.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/exceptions/UnsatisfiedRequestAttributeRouteException.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/version/ConfigurationDefaultVersionProvider.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/exceptions/UnsatisfiedCookieValueRouteException.java
*
/opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/version/resolution/ParameterVersionResolver.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/RouteBuilder.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/version/package-info.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/version/resolution/RequestVersionResolver.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/exceptions/package-info.java
* /opt/cola/permits/1701043876_1685472661.0120518/0/micronaut-router-3-8-8-sources-
jar/io/micronaut/web/router/ErrorMessageMatch.java

```

1.483 micronaut-inject 3.8.8

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```

* /opt/cola/permits/1701043884_1685472419.2782958/0/micronaut-inject-3-8-8-jar/META-INF/native-
image/io.micronaut/micronaut-inject/native-image.properties

```


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* /opt/cola/permits/1701043884_1685472419.2782958/0/micronaut-inject-3-8-8-jar/META-INF/maven/io.micronaut/micronaut-inject/pom.xml

1.484 micronaut-aop 3.8.8

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* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptorBindingDefinitions.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/AbstractInterceptorChain.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/ConstructorInterceptor.java

*

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/kotlin/KotlinInterceptedMethod.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/internal/InterceptorRegistryBean.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/internal/InterceptorBeanMapper.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/AroundConstruct.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptorKind.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/DefaultInterceptorRegistry.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptorRegistry.java

*

/opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptorBean.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/ConstructorInterceptorChain.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/ConstructorInvocationContext.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/InterceptorBinding.java

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* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/exceptions/UnimplementedAdviceException.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/Intercepted.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/chain/package-info.java

*

/opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/MethodInterceptor.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/util/KotlinInterceptedMethodHelper.kt

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/internal/intercepted/KotlinInterceptedMethod.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-jar/io/micronaut/aop/Introduced.java

* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-

```

jar/io/micronaut/aop/Around.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/Adapter.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/util/CompletableFutureContinuation.kt
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/InterceptedMethod.java
*
/opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/Interceptor.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/Introduction.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/writer/AopProxyWriter.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/exceptions/package-info.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/util/DelegatingContextContinuation.kt
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/internal/intercepted/SynchronousInterceptedMethod.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/HotSwappableInterceptedProxy.java
*
/opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/InterceptedProxy.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/chain/MethodInterceptorChain.java
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jar/io/micronaut/aop/internal/intercepted/InterceptedMethodUtil.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/writer/package-info.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/chain/AdapterIntroduction.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/chain/InterceptorChain.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/internal/intercepted/PublisherInterceptedMethod.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/package-info.java
*
/opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/internal/intercepted/CompletionStageInterceptedMethod.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/InterceptPhase.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/MethodInvocationContext.java
* /opt/cola/permits/1701043636_1685472619.6557014/0/micronaut-aop-3-8-8-sources-
jar/io/micronaut/aop/InvocationContext.java

```

1.485 jersey-entity-filtering 2.37

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```
Gnomovision version 69, Copyright (C) year name of author
```

```
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'. This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.
```

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```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program `Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
signature of Ty Coon, 1 April 1989
```

```
Ty Coon, President of Vice
```

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1.492 micronaut-runtime 3.8.8

1.492.1 Available under license :

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```

Found in path(s):

```
* /opt/cola/permits/1701043620_1685472884.4043689/0/micronaut-runtime-3-8-8-jar/META-INF/native-image/io.micronaut/micronaut-runtime/native-image.properties
```

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```
<url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
```

Found in path(s):

```
* /opt/cola/permits/1701043620_1685472884.4043689/0/micronaut-runtime-3-8-8-jar/META-INF/maven/io.micronaut/micronaut-runtime/pom.xml
```

1.493 aws-java-sdk 1.11.942

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```
/*
```

```
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```

```
*
```

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* Licensed under the Apache License, Version 2.0 (the "License"). You may not use this file except in compliance with
```

```
* the License. A copy of the License is located at
```

```
*
```

```
* http://aws.amazon.com/apache2.0
```

```
*
```

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*/

/**

* <p>

* Creates a new secret. A secret in Secrets Manager consists of both the protected secret data and the important information needed to manage the secret.

* </p>

* <p>

* Secrets Manager stores the encrypted secret data in one of a collection of "versions" associated with the secret.

* Each version contains

a copy of the encrypted secret data. Each version is associated with one or more

* "staging labels" that identify where the version is in the rotation cycle. The

* `SecretVersionsToStages` field of the secret contains the mapping of staging labels to the active versions of the secret. Versions without a staging label are considered deprecated and not included in the list.

* </p>

* <p>

* You provide the secret data to be encrypted by putting text in either the `SecretString` parameter or

* binary data in the `SecretBinary` parameter, but not both. If you include

`SecretString` or

* `SecretBinary` then Secrets Manager also creates an initial secret version and automatically attaches

* the staging label `AWSCURRENT` to the new version.

* </p>

* <note>

*

*

* <p>

* If you call an operation to encrypt or decrypt the `SecretString` or `SecretBinary` for a

* secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key, Secrets

* Manager uses the account's default AWS managed customer master key (CMK) with the alias

* `aws/secretsmanager`. If this key doesn't already exist in your account then Secrets Manager creates

* it for you automatically. All users and roles in the same AWS account automatically have access to use the

* default CMK. Note that if an Secrets Manager API call results in AWS creating the account's AWS-managed CMK, it

* can result in a one-time significant delay in returning the result.

* </p>

*

*

* <p>

* If the secret resides in a different AWS account from the credentials calling an API that requires encryption or

* decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access

the

- * default CMK for the account

using credentials from a different AWS account. Store the ARN of the CMK in the

- * secret when you create the secret or when you update it by including it in the `KMSKeyId`. If you call

- * an API that must encrypt or decrypt `SecretString` or `SecretBinary` using credentials from

- * a different account then the AWS KMS key policy must grant cross-account access to that other account's user or

- * role for both the `kms:GenerateDataKey` and `kms:Decrypt` operations.

- * `</p>`

- * ``

- * ``

- * `</note>`

- * `<p>`

- * `</p>`

- * `<p>`

- * **Minimum permissions**

- * `</p>`

- * `<p>`

- * To run this command, you must have the following permissions:

- * `</p>`

- * ``

- * ``

- * `<p>`

- * `secretsmanager:CreateSecret`

- * `</p>`

- * ``

- * ``

- * `<p>`

- * `kms:GenerateDataKey` - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not

- * need this permission

to use the account default AWS managed CMK for Secrets Manager.

- * `</p>`

- * ``

- * ``

- * `<p>`

- * `kms:Decrypt` - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not need this

- * permission to use the account default AWS managed CMK for Secrets Manager.

- * `</p>`

- * ``

- * ``

- * `<p>`

- * `secretsmanager:TagResource` - needed only if you include the `Tags` parameter.

- * `</p>`

- * ``

```

* </ul>
* <p>
* <b>Related operations</b>
* </p>
* <ul>
* <li>
* <p>
* To delete a secret, use <a>DeleteSecret</a>.
* </p>
* </li>
* <li>
* <p>
* To modify an existing secret, use <a>UpdateSecret</a>.
* </p>
* </li>
* <li>
* <p>
* To create a new version of a secret, use <a>PutSecretValue</a>.
* </p>
* </li>
* <li>
* <p>
* To retrieve the encrypted secure string and secure binary values, use <a>GetSecretValue</a>.
* </p>
* </li>
* <li>
* <p>
* To retrieve all other details for a secret, use <a>DescribeSecret</a>. This does not include the encrypted secure
* string and secure binary values.
* </p>
* </li>
* <li>
* <p>
* To retrieve the list of secret versions associated with the current secret, use <a>DescribeSecret</a> and examine
* the <code>SecretVersionsToStages</code> response value.
* </p>
* </li>
* </ul>
*
* @param createSecretRequest
* @return A Java Future containing the result of the CreateSecret operation returned by the service.
* @sample AWSSecretsManagerAsync.CreateSecret
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/CreateSecret"
target="_top">AWS
*   API Documentation</a>
*/
* <p>

```

* Retrieves the contents of the encrypted fields `SecretString` or `SecretBinary` from the

* specified

version of a secret, whichever contains content.

* `</p>`

* `<p>`

* **Minimum permissions**

* `</p>`

* `<p>`

* To run this command, you must have the following permissions:

* `</p>`

* ``

* ``

* `<p>`

* `secretsmanager:GetSecretValue`

* `</p>`

* ``

* ``

* `<p>`

* `kms:Decrypt` - required only if you use a customer-managed AWS KMS key to encrypt the secret. You do not need this

* permission to use the account's default AWS managed CMK for Secrets Manager.

* `</p>`

* ``

* ``

* `<p>`

* **Related operations**

* `</p>`

* ``

* ``

* `<p>`

* To create a new version of the secret with different encrypted information, use `<a>PutSecretValue`.

* `</p>`

* ``

* ``

* `<p>`

* To retrieve the non-encrypted details for the secret, use `<a>DescribeSecret`.

* `</p>`

* ``

* ``

*

* `@param getSecretValueRequest`

* `@return` A Java Future containing the result of the `GetSecretValue` operation returned by the service.

* `@sample` `AWSSecretsManagerAsync.GetSecretValue`

* `@see` `AWS`

* `API Documentation`

*/

```

/**
 * <p>
 * Stores a new encrypted secret value in the specified secret. To do this, the operation creates a new version and
 * attaches it to the secret. The version can contain a new <code>SecretString</code> value or a new
 * <code>SecretBinary</code> value. You can also specify the staging labels that are initially attached to the new
 * version.
 * </p>
 * <note>
 * <p>
 * The Secrets Manager console uses only the <code>SecretString</code> field. To add binary data to a secret
with
 * the <code>SecretBinary</code> field you must use the AWS CLI or one of the AWS SDKs.
 * </p>
 * </note>
 * <ul>
 * <li>
 * <p>
 * If this operation creates the first version for the secret then Secrets Manager automatically attaches the
 * staging label <code>AWSCURRENT</code> to the new version.
 * </p>
 * </li>
 * <li>
 * <p>
 * If another version of this secret already exists, then this operation does not automatically move any staging
 * labels other than those that you explicitly specify in the <code>VersionStages</code> parameter.
 * </p>
 * </li>
 * <li>
 * <p>
 * If this operation moves the staging label <code>AWSCURRENT</code> from another version to this version
 (because
 * you included it in the <code>StagingLabels</code> parameter) then Secrets Manager also automatically moves
 the
 * staging label <code>AWSPREVIOUS</code> to the version that <code>AWSCURRENT</code> was
 removed from.
 * </p>
 * </li>
 * <li>
 * <p>
 * This operation is idempotent. If a version with a <code>VersionId</code> with the same value as the
 * <code>ClientRequestToken</code> parameter already exists and you specify the same secret data, the
operation
 * succeeds but does nothing. However, if the secret data is different, then the operation fails because you cannot
 * modify an existing version; you can only create new ones.
 * </p>
 * </li>
 * </ul>

```


* <note>

- *
- *

* <p>

* If you call an operation to encrypt or decrypt the <code>SecretString</code> or <code>SecretBinary</code> for a secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key, Secrets Manager uses the account's default AWS managed customer master key (CMK) with the alias <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager creates it for you automatically. All users and roles in the same AWS account automatically have access to use the default CMK. Note that if an Secrets Manager API call results in AWS creating the account's AWS-managed CMK, it can result in a one-time significant delay in returning the result.

- * </p>
- *
- *

* <p>

* If the secret resides in a different AWS account from the credentials calling an API that requires encryption or decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you call an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using credentials from a different account then the AWS KMS key policy must grant cross-account access to that other account's user or role for both the kms:GenerateDataKey and kms:Decrypt operations.

- * </p>
- *
- *

* </note>

* <p>

* Minimum permissions

- * </p>
- * <p>

* To run this command, you must have the following permissions:

- * </p>
- *
- *

* <p>

- * secretsmanager:PutSecretValue

- * </p>
- *
- *

```

* <p>
* kms:GenerateDataKey - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You
do not
* need this permission to use the account's default AWS managed CMK for Secrets Manager.
* </p>
* </li>
* </ul>
* <p>
* <b>Related operations</b>
* </p>
* <ul>
* <li>
* <p>
* To retrieve the encrypted value you store in the version of a secret, use <a>GetSecretValue</a>.
* </p>
* </li>
* <li>
* <p>
* To create a secret, use <a>CreateSecret</a>.
* </p>
* </li>
* <li>
* <p>
* To get the details for a secret, use <a>DescribeSecret</a>.
* </p>
* </li>
* <li>
* <p>
* To list the versions attached to a secret, use <a>ListSecretVersionIds</a>.
* </p>
* </li>
* </ul>
*
* @param putSecretValueRequest
* @return A Java Future containing the result of the PutSecretValue operation returned by the service.
* @sample AWSSecretsManagerAsync.PutSecretValue
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/PutSecretValue"
target="_top">AWS
*   API Documentation</a>
*/
/**
* <p>
* Modifies many of the details of the specified secret. If you include a <code>ClientRequestToken</code> and
* <i>either</i> <code>SecretString</code> or <code>SecretBinary</code> then it also creates a new version
attached
* to the secret.
* </p>
* <p>

```

- * To modify the rotation configuration of a secret, use `RotateSecret` instead.
- *
- * `<note>`
- * `<p>`
- * The Secrets Manager console uses only the `SecretString` parameter and therefore limits you to
 - * encrypting and storing only a text string. To encrypt and store binary data as part of the version of a secret,
 - * you must use either the AWS CLI or one of the AWS SDKs.
- *
- * `</p>`
- * `</note>`
- * ``
- * ``
- * `<p>`
- * If a version with a `VersionId` with the same value as the `ClientRequestToken` parameter already exists, the operation results in an error. You cannot modify an existing version, you can only create a new version.
- *
- * `</p>`
- * ``
- * ``
- * `<p>`
- * If you include `SecretString` or `SecretBinary` to create a new secret version,

Secrets

 - * Manager automatically attaches the staging label `AWSCURRENT` to the new version.
- *
- * `</p>`
- * ``
- * ``
- * `<note>`
- * ``
- * ``
- * `<p>`
- * If you call an operation to encrypt or decrypt the `SecretString` or `SecretBinary` for a

Secrets

 - * secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key,
- * Manager uses the account's default AWS managed customer master key (CMK) with the alias `aws/secretsmanager`. If this key doesn't already exist in your account then Secrets Manager creates
 - * it for you automatically. All users and roles in the same AWS account automatically have access to use the default CMK. Note that if an Secrets Manager API call results in AWS creating the account's AWS-managed CMK, it
 - * can result in a one-time significant delay in returning the result.
- *
- * `</p>`
- * ``
- * ``
- * `<p>`
- * If the secret resides in a different AWS account from the credentials calling an API that requires encryption or decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access

the

- * default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the secret when you create the secret or when you update it by including it in the `KMSKeyId`. If you call an API that must encrypt or decrypt `SecretString` or `SecretBinary` using credentials from a different account then the AWS KMS key policy must grant cross-account access to that other account's user or

- * role for both the `kms:GenerateDataKey` and `kms:Decrypt` operations.

- * `</p>`

- * ``

- * ``

- * `</note>`

- * `<p>`

- * **Minimum permissions**

- * `</p>`

- * `<p>`

- * To run this command, you must have the following permissions:

- * `</p>`

- * ``

- * ``

- * `<p>`

- * `secretsmanager:UpdateSecret`

- * `</p>`

- * ``

- * ``

- * `<p>`

- * `kms:GenerateDataKey` - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need this

- * permission to use the account's AWS managed CMK for Secrets Manager.

- * `</p>`

- * ``

- * ``

- * `<p>`

- * `kms:Decrypt` - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need this permission

- * to use the account's AWS managed CMK for Secrets Manager.

- * `</p>`

- * ``

- * ``

- * `<p>`

- * **Related operations**

- * `</p>`

- * ``

- * ``

- * `<p>`

- * To create a new secret, use `CreateSecret`.

```

* </p>
* </li>
* <li>
* <p>
* To add only a new version to an existing secret, use <a>PutSecretValue</a>.
* </p>
* </li>
* <li>
* <p>
* To get the details for a secret, use <a>DescribeSecret</a>.
* </p>
* </li>
* <li>
* <p>
* To list the versions contained in a secret, use <a>ListSecretVersionIds</a>.
* </p>
* </li>
* </ul>
*
* @param updateSecretRequest
* @return A Java Future containing the result of the UpdateSecret operation returned by the service.
* @sample AWSSecretsManagerAsync.UpdateSecret
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/UpdateSecret"
target="_top">AWS
*   API Documentation</a>
*/

```

Found in path(s):

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* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-
jar/com/amazonaws/services/secretsmanager/AWSSecretsManagerAsync.java
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* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/CreateSecretRequest.java
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/opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/RotateSecretResultJsonUnmarshaller.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/AbstractAWSSecretsManager.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/PreconditionNotMetException.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/GetSecretValueRequestProtocolMarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/SecretVersionsListEntry.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/LimitExceededExceptionUnmarshaller.java

*

/opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/PutResourcePolicyRequestMarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/DeleteSecretResult.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/InvalidParameterExceptionUnmarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/RotateSecretRequestMarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/ListSecretVersionIdsRequest.java

*

/opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/DecryptionFailureException.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/FilterJsonUnmarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/TagResourceRequestProtocolMarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/RotationRulesType.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/CreateSecretRequestMarshaller.java

*

/opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/RotationRulesTypeJsonUnmarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/ListSecretVersionIdsRequestProtocolMarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/SecretListEntryMarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/DeleteSecretRequestMarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/GetSecretValueRequest.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/AWSSecretsManagerAsyncClient.java

*

/opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/ResourceExistsExceptionUnmarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/ListSecretsRequest.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/GetRandomPasswordRequestProtocolMarshaller.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/DeleteResourcePolicyRequest.java

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/ListSecretVersionIdsResult.java
*
/opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/UpdateSecretVersionStageRequest.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/FilterMarshaller.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/InvalidNextTokenExceptionUnmarshaller.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/UpdateSecretRequestProtocolMarshaller.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/PublicPolicyException.java
*
/opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/package-info.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/GetResourcePolicyResultJsonUnmarshaller.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/UpdateSecretVersionStageRequestMarshaller.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/TagResourceResultJsonUnmarshaller.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/GetResourcePolicyRequestProtocolMarshaller.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/UpdateSecretRequest.java
*
/opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/RotateSecretRequest.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/DescribeSecretResultJsonUnmarshaller.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/GetRandomPasswordRequest.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/ResourceNotFoundException.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-jar/com/amazonaws/services/secretsmanager/model/transform/PutResourcePolicyResultJsonUnmarshaller.java
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*

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*/

/**

* <p>

* Creates a new secret. A secret in Secrets Manager consists of both the protected secret data and the important

* information needed to manage the secret.

* </p>

* <p>

* Secrets Manager stores the encrypted secret data in one of a collection of "versions" associated with the secret.

* Each version contains

a copy of the encrypted secret data. Each version is associated with one or more

* "staging labels" that identify where the version is in the rotation cycle. The

* <code>SecretVersionsToStages</code> field of the secret contains the mapping of staging labels to the active

* versions of the secret. Versions without a staging label are considered deprecated and not included in the list.

* </p>

* <p>

* You provide the secret data to be encrypted by putting text in either the <code>SecretString</code> parameter

or

* binary data in the <code>SecretBinary</code> parameter, but not both. If you include

<code>SecretString</code> or

* <code>SecretBinary</code> then Secrets Manager also creates an initial secret version and automatically

attaches

* the staging label <code>AWSCURRENT</code> to the new version.

* </p>

* <note>

*

*

* <p>

* If you call an operation to encrypt or decrypt the <code>SecretString</code>

or <code>SecretBinary</code> for a

* secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key,

Secrets

* Manager uses the account's default AWS managed customer master key (CMK) with the alias

* <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager

creates

* it for you automatically. All users and roles in the same AWS account automatically have access to use the

* default CMK. Note that if an Secrets Manager API call results in AWS creating the account's AWS-managed

CMK, it

* can result in a one-time significant delay in returning the result.

* </p>

*

*

* <p>

* If the secret resides in a different AWS account from the credentials calling an API that requires encryption or

- * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the
- * default CMK for the account

using credentials from a different AWS account. Store the ARN of the CMK in the

- * secret when you create the secret or when you update it by including it in the `KMSKeyId`. If you call
- * an API that must encrypt or decrypt `SecretString` or `SecretBinary` using credentials from
- * a different account then the AWS KMS key policy must grant cross-account access to that other account's user

or

- * role for both the `kms:GenerateDataKey` and `kms:Decrypt` operations.

- *
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- *
- *

*

*

*

* **Minimum permissions**

*

*

- * To run this command, you must have the following permissions:

- *
- *
- *
- *

- * `secretsmanager:CreateSecret`
- *
- *
- *

- * `kms:GenerateDataKey` - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You

do not

- * need this permission

to use the account default AWS managed CMK for Secrets Manager.

- *
- *
- *
- *

- * `kms:Decrypt` - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not

need this

- * permission to use the account default AWS managed CMK for Secrets Manager.
- *
- *
- *
- *

- * `secretsmanager:TagResource` - needed only if you include the `Tags` parameter.
- *

- *
- *
- * <p>
- * Related operations
- * </p>
- *
- *
- * <p>
- * To delete a secret, use <a>DeleteSecret.
- * </p>
- *
- *
- * <p>
- * To modify an existing secret, use <a>UpdateSecret.
- * </p>
- *
- *
- * <p>
- * To create a new version of a secret, use <a>PutSecretValue.
- * </p>
- *
- *
- * <p>
- * To retrieve the encrypted secure string and secure binary values, use <a>GetSecretValue.
- * </p>
- *
- *
- * <p>
- * To retrieve all other details for a secret, use <a>DescribeSecret. This does not include the encrypted secure string and secure binary values.
- * </p>
- *
- *
- * <p>
- * To retrieve the list of secret versions associated with the current secret, use <a>DescribeSecret and examine the <code>SecretVersionsToStages</code> response value.
- * </p>
- *
- *
- *
- * @param createSecretRequest
- * @return Result of the CreateSecret operation returned by the service.
- * @throws InvalidParameterException
- * You provided an invalid value for a parameter.
- * @throws InvalidRequestException
- * You provided a parameter value that is not valid for the current state of the resource.</p>
- * <p>
- * Possible causes:

```

* </p>
* <ul>
* <li>
* <p>

* You tried to perform the operation on a secret that's currently marked deleted.
* </p>
* </li>
* <li>
* <p>
* You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
* you didn't include such an ARN as a parameter in this call.
* </p>
* </li>
* @throws LimitExceededException
* The request failed because it would exceed one of the Secrets Manager internal limits.
* @throws EncryptionFailureException
* Secrets Manager can't encrypt the protected secret text using the provided KMS key. Check that the
* customer master key (CMK) is available, enabled, and not in an invalid state. For more information, see
* <a href="http://docs.aws.amazon.com/kms/latest/developerguide/key-state.html">How Key State Affects
Use
* of a Customer Master Key</a>.
* @throws
ResourceExistsException
* A resource with the ID you requested already exists.
* @throws ResourceNotFoundException
* We can't find the resource that you asked for.
* @throws MalformedPolicyDocumentException
* The policy document that you provided isn't valid.
* @throws InternalServiceErrorException
* An error occurred on the server side.
* @throws PreconditionNotMetException
* The request failed because you did not complete all the prerequisite steps.
* @sample AWSSecretsManager.CreateSecret
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/CreateSecret"
target="_top">AWS
* API Documentation</a>
*/
* <p>
* Retrieves the contents of the encrypted fields <code>SecretString</code> or <code>SecretBinary</code> from
the
* specified version of a secret, whichever contains content.
* </p>
* <p>
* <b>Minimum permissions</b>
* </p>
* <p>

```


* To run this command, you must have the following permissions:

- * `</p>`
- * ``
- * ``
- * `<p>`
- * `secretsmanager:GetSecretValue`
- * `</p>`
- * ``
- * ``
- * `<p>`

* `kms:Decrypt` - required only if you use a customer-managed AWS KMS key to encrypt the secret. You do not need this

- * permission to use the account's default AWS managed CMK for Secrets Manager.
- * `</p>`
- * ``
- * ``
- * `<p>`
- * **Related operations**
- * `</p>`
- * ``
- * ``
- * `<p>`

* To create a new version of the secret with different encrypted information, use `<a>PutSecretValue`.

- * `</p>`
- * ``
- * ``
- * `<p>`

* To retrieve the non-encrypted details for the secret, use `<a>DescribeSecret`.

- * `</p>`
- * ``
- * ``
- * `<p>`

* `@param getSecretValueRequest`

* `@return` Result of the `GetSecretValue` operation returned by the service.

* `@throws ResourceNotFoundException`

- * We can't find the resource that you asked for.

* `@throws InvalidParameterException`

- * You provided an invalid value for a parameter.

* `@throws InvalidRequestException`

- * You provided a parameter value that is not valid for the current state of the resource.

* `<p>`

* Possible causes:

- * `</p>`
- * ``
- * ``
- * `<p>`

* You tried to perform the operation on a secret that's currently marked deleted.

- * `</p>`

```

* </li>
* <li>
* <p>
* You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
* you didn't include such an ARN as a parameter in this call.
* </p>
* </li>
* @throws DecryptionFailureException
* Secrets Manager can't decrypt the protected secret text using the provided KMS key.
* @throws InternalServiceErrorException
* An error occurred on the server side.
* @sample AWSSecretsManager.GetSecretValue
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/GetSecretValue"
target="_top">AWS
* API Documentation</a>
*/
/**
* <p>
* Stores a new encrypted secret value in the specified secret. To do this, the operation creates a new version and
* attaches it to the secret. The version can contain a new <code>SecretString</code> value or a new
* <code>SecretBinary</code> value. You can also specify the staging labels that are initially attached to the new
* version.
* </p>
* <note>
* <p>
* The Secrets Manager console uses only the <code>SecretString</code> field. To add binary data to a secret
with
* the <code>SecretBinary</code> field you must use the AWS CLI or one of the AWS SDKs.
* </p>
* </note>
* <ul>
* <li>
* <p>
* If this operation creates the first version for the secret then Secrets Manager automatically attaches the
* staging label <code>AWSCURRENT</code> to the new version.
* </p>
* </li>
* <li>
* <p>
* If another version of this secret already exists, then this operation does not automatically move any staging
* labels other than those that you explicitly specify in the <code>VersionStages</code> parameter.
* </p>
* </li>
* <li>
* <p>
* If this operation moves the staging label <code>AWSCURRENT</code> from another version to this version
(because

```


- *
- * </note>
- * <p>
- * Minimum permissions
- * </p>
- * <p>
- * To run this command, you must have the following permissions:
- * </p>
- *
- *
- * <p>
- * secretsmanager:PutSecretValue
- * </p>
- *
- *
- * <p>
- * kms:GenerateDataKey - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not
- * need this permission to use the account's default AWS managed CMK for Secrets Manager.
- * </p>
- *
- *
- * <p>
- * Related operations
- * </p>
- *
- *
- * <p>
- * To retrieve the encrypted value you store in the version of a secret, use <a>GetSecretValue.
- * </p>
- *
- *
- * <p>
- * To create a secret, use <a>CreateSecret.
- * </p>
- *
- *
- * <p>
- * To get the details for a secret, use <a>DescribeSecret.
- * </p>
- *
- *
- * <p>
- * To list the versions attached to a secret, use <a>ListSecretVersionIds.
- * </p>
- *
- *

```

*
* @param putSecretValueRequest
* @return Result of the PutSecretValue operation returned by the service.
* @throws InvalidParameterException
*     You provided an invalid value for a parameter.
* @throws InvalidRequestException
*     You provided a parameter value that is not valid for the current state of the resource.</p>
*     <p>
*     Possible causes:
*     </p>
*     <ul>
*     <li>
*     <p>
*     You tried to perform the operation on a secret that's currently marked deleted.
*     </p>
*     </li>
*     <li>
*     <p>
*     You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
*     you didn't include such an ARN as a parameter in this call.
*
*     </p>
*     </li>
* @throws LimitExceededException
*     The request failed because it would exceed one of the Secrets Manager internal limits.
* @throws EncryptionFailureException
*     Secrets Manager can't encrypt the protected secret text using the provided KMS key. Check that the
*     customer master key (CMK) is available, enabled, and not in an invalid state. For more information, see
*     <a href="http://docs.aws.amazon.com/kms/latest/developerguide/key-state.html">How Key State Affects
Use
*     of a Customer Master Key</a>.
* @throws ResourceExistsException
*     A resource with the ID you requested already exists.
* @throws ResourceNotFoundException
*     We can't find the resource that you asked for.
* @throws InternalServiceErrorException
*     An error occurred on the server side.
* @sample AWSSecretsManager.PutSecretValue
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/PutSecretValue"
target="_top">AWS
*     API Documentation</a>
*/
* <p>
* Modifies many of the details of the specified secret. If you include a <code>ClientRequestToken</code> and
* <i>either</i> <code>SecretString</code> or <code>SecretBinary</code> then it also creates a new version
attached
* to the secret.

```

* </p>

* <p>

* To modify the rotation configuration of a secret, use <a>RotateSecret instead.

* </p>

* <note>

* <p>

* The Secrets Manager console uses only the <code>SecretString</code> parameter and therefore limits you to

* encrypting and storing only a text string. To encrypt and store binary data as part of the version of a secret,

* you must use either the AWS CLI or one of the AWS SDKs.

* </p>

* </note>

*

*

* <p>

* If a version with a <code>VersionId</code> with the same value as the <code>ClientRequestToken</code> parameter

* already exists, the operation results in an error. You cannot modify an existing version, you can only create a

* new version.

* </p>

*

*

* <p>

* If you include <code>SecretString</code> or <code>SecretBinary</code> to create a new secret version,

Secrets

* Manager automatically attaches the staging label <code>AWSCURRENT</code> to the new version.

* </p>

*

*

* <note>

*

*

* <p>

* If you call an operation to encrypt or decrypt the <code>SecretString</code> or <code>SecretBinary</code> for a

* secret in the same account as the calling user and that secret doesn't specify a AWS KMS encryption key,

Secrets

* Manager uses the account's default AWS managed customer master key (CMK) with the alias

* <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager creates

* it for you automatically.

All users and roles in the same AWS account automatically have access to use the

* default CMK. Note that if an Secrets Manager API call results in AWS creating the account's AWS-managed

CMK, it

* can result in a one-time significant delay in returning the result.

* </p>

*

*

* <p>

* If the secret resides in a different AWS account from the credentials calling an API that requires encryption or decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the

- * default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the
- * secret when you create the secret or when you update it by including it in the `<code>KMSKeyId</code>`. If you call
- * an API that must encrypt or decrypt `<code>SecretString</code>` or `<code>SecretBinary</code>` using credentials from
- * a different account then the AWS KMS key policy must grant cross-account access to that other account's user or
- * role for both the `kms:GenerateDataKey` and `kms:Decrypt` operations.

</p>

</note>

<p>

Minimum permissions

</p>

<p>

* To run this command, you must have the following permissions:

</p>

- *
- *
- * <p>
- * `secretsmanager:UpdateSecret`
- * </p>
- *
- *
- * <p>
- * `kms:GenerateDataKey` - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need this
- * permission to use the account's AWS managed CMK for Secrets Manager.
- * </p>
- *
- *
- * <p>
- * `kms:Decrypt` - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need this
- * permission
- * to use the account's AWS managed CMK for Secrets Manager.
- * </p>
- *
- *
- * <p>
- * Related operations
- * </p>
- *
- *
- * <p>

* To
create a new secret, use [CreateSecret](#).

* `</p>`
 * ``
 * ``
 * `<p>`
 * To add only a new version to an existing secret, use [PutSecretValue](#).

* `</p>`
 * ``
 * ``
 * `<p>`
 * To get the details for a secret, use [DescribeSecret](#).

* `</p>`
 * ``
 * ``
 * `<p>`
 * To list the versions contained in a secret, use [ListSecretVersionIds](#).

* `</p>`
 * ``
 * ``
 *
 * `@param` updateSecretRequest
 * `@return` Result of the UpdateSecret operation returned by the service.
 * `@throws` InvalidParameterException
 * You provided an invalid value for a parameter.
 * `@throws` InvalidRequestException
 * You provided a parameter value that is not valid for the current state of the resource.`</p>`
 * `<p>`
 * Possible causes:
 * `</p>`
 * ``
 * ``
 * `<p>`
 * You tried to perform the
 operation on a secret that's currently marked deleted.
 * `</p>`
 * ``
 * ``
 * `<p>`
 * You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
 * you didn't include such an ARN as a parameter in this call.
 * `</p>`
 * ``
 * `@throws` LimitExceededException
 * The request failed because it would exceed one of the Secrets Manager internal limits.
 * `@throws` EncryptionFailureException
 * Secrets Manager can't encrypt the protected secret text using the provided KMS key. Check that the
 * customer master key (CMK) is available, enabled, and not in an invalid state. For more information, see


```

* <a href="http://docs.aws.amazon.com/kms/latest/developerguide/key-state.html">How Key State Affects
Use
* of a Customer Master Key</a>.
* @throws ResourceExistsException
*
A resource with the ID you requested already exists.
* @throws ResourceNotFoundException
* We can't find the resource that you asked for.
* @throws MalformedPolicyDocumentException
* The policy document that you provided isn't valid.
* @throws InternalServiceErrorException
* An error occurred on the server side.
* @throws PreconditionNotMetException
* The request failed because you did not complete all the prerequisite steps.
* @sample AWSSecretsManager.UpdateSecret
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/UpdateSecret"
target="_top">AWS
* API Documentation</a>
*/

```

Found in path(s):

```

* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-
jar/com/amazonaws/services/secretsmanager/AWSSecretsManagerClient.java
* /opt/cola/permits/1701365397_1685520294.5569222/0/aws-java-sdk-secretsmanager-1-11-942-sources-1-
jar/com/amazonaws/services/secretsmanager/AWSSecretsManager.java

```

1.494 aws-java-sdk-core 1.12.303

1.494.1 Available under license :

Apache-2.0

1.495 micronaut-messaging 3.4.0

1.495.1 Available under license :

Apache-2.0

1.496 mockserver-netty 5.14.0

1.496.1 Available under license :

No license file was found, but licenses were detected in source scan.

```

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AAAzT,EAAA7yK,GAGA/C,EADYq3K,EAAA,EAAK70K,UAAAozK,EAAuByB,EAAA,EAAKj1K,OAC7CK,E
AAAzC,EAAA,cAEAuC,EAAAvC,EAAA,aAAA41K,IAIA,IAAAE,EAAAxzK,EAAAtC,EAAA,gBAEA81K,IAC
AA,EAAAuT,EAAAvT,EAAA/yK,GAGA/C,EADYq3K,EAAA,EAAK70K,UAAAszK,EAAyBuB,EAAA,EAAKj
1K,OAC/CK,EAAAzC,EAAA,gBAEAuC,EAAAvC,EAAA,eAAA81K,IAIA91K,EAAAwoL,EAAAxoL,EAAA,g
BAAA+C,GACA/C,EAAAwoL,EAAAxoL,EAAA,eAAA+C,QAEaID,EAAA0C,EAAA1C,EAAA,QAAA8oC,GA
CA3oC,EAAAuC,EAAAvC,EAAAJG,EAAA8F,GAGA,OAAAG,IACG5G,EAAAgwL,EAA+BrW,EAAA,EAAO,
SAAAnzK,EAAAgTL,GACzC,IAAA7Y,EAAA6Y,EAAAr2J,KAAAw9I,OACA/zK,EAAAJ,EACAm0K,EAAArx
K,QAAA,SAAA7C,GACA,OAAAG,EAAAYC,EAAAZC,EAAA,UAAAH,EAAA,cAEA,IAAAshL,EAAAI+K,EA
AA3H,EAAAgH,EAAAtC,EAAA,8BAAAJG,GACA,OAAAUl,EAAAtC,EAAA,UAAAJG,EAAA,cAGA,OADAiG
,EAAAmhL,EAAA5+K,EAAAvC,EAAA,iBAAAYC,EAAAZC,EAAA,gBAEG5G,EAAAgwL,EAA+BrW,EAAA,
EAAkB,SAAAnzK,EAAAITL,GACpD,IAAAC,EAAAD,EAAAZtE,QACA2D,EAAAKX,EAAAIIX,WACA9rK,E
AAAgjL,EAAAhjL,MACA9J,EAAAJ,EAgBA,OADAKK,GACA9J,EAAAUc,EAAAvC,EAAA,QAAA8J,GACA9J,
EAAAUc,EAAAvC,EAAA,kBAEAA,EAAAYC,EAAAZC,EAAA,SACAA,EAAAYC,EAAAZC,EAAA,cAIAA,EA
DA9E,OAAAI,KAAAs6K,GAAA18K,OACA6I,EAAAvC,EAAA,aAAA41K,GAEAnzK,EAAAZC,EAAA,gBAIG5
G,EAAAgwL,EAA+BrW,EAAA,EAAoB,SAAAnzK,EAAAmTL,GACtD,IAAAC,EAAAD,EAAA3tE,QACA02D,
EAAAKX,EAAAIIX,aACAr/I,EAAAU2J,EAAAv2J,QACAz2B,EAAAJ,EAca,OAXAI,EADAY2B,EACAI0B,EA
AvC,EAAA,UAAAY2B,GAEAh0B,EAAAZC,EAAA,WAIAA,EADA9E,OAAAI,KAAAw6K,GAAAp8K,OACA6I
,EAAAvC,EAAA,eAAA81K,GAEArzK,EAAAZC,EAAA,kBAIGopL,GAWEH,OAnCA,SAAA6D,EAAA1zL,GA
CA,OA/BAA,EAAA2zL,OAAA,SAAApML,GACA,IAAAwO,EAAAhX,KAGA,OAAA2uL,EAAA,WACA,IAAA
rtL,EAAA5E,UAAAtB,OAAA,QAAA0F,IAAApE,UAAA,GAAAA,UAAA,GAAAoH,EACAgE,EAAApL,UAAAt
B,OAAA,QAAA0F,IAAApE,UAAA,GAAAA,UAAA,IACAqL,KAAA,QAGA8mL,EAAA,SAAAC,EAAArzL,GA
CA,IAAAszL,EAAA/qL,EAAA8qL,EAAArzL,GACAuN,EAAAR,EAAA/M,GAAAszL,EAAAJnL,EAAA9D,EA
A1C,EAAA7F,IACA,OAAAUuN,IAAA+IL,EAAA9qL,EAAA6qL,EAAArzL,EAAAUuN,GAAA8IL,GAGAA,EAAA
93K,EAAA1V,EAAAwG,GAGAsqH,EAAAtqH,KAAAmwB,MAAAnwB,EAAAmwB,KAAAm6F,KAEA,OAAA
A,EAEA5pH,EAAA4pH,GAAAY8D,EAAAC,EAAA18D,GAAA08D,EAGALyL,OAAAI,KAAAwL,GAAAYB,OA
AA4kL,EAAAC,MAKA7zL,EAGA0zL,CA/DA,SAAA7nL,GACA,kBACA,IAAAxF,EAAA5E,UAAAtB,OAAA,
QAAA0F,IAAApE,UAAA,GAAAA,UAAA,GAAAoH,EACAgE,EAAApL,UAAAtB,OAAA,QAAA0F,IAAApE,U
AAA,GAAAA,UAAA,IACAqL,KAAA,QAEaqqH,EAAAtqH,KAAAmwB,MAAAnwB,EAAAmwB,KAAAm6F,
KAEA,IAAAA,IAAoBw4D,EAaiB9iL,GACrC,OAAAxG,EAGA,GAAAwG,EAAAC,OAA0B0sK,EAAA,GAAO
3sK,EAAAmwB,MAAAnwB,EAAAmwB,KAAAm6F,KACjC,OAAAtqH,EAAAmwB,KAAAm6F,KAAAnoH,O
AAA,SAAAvI,EAAA0wH,GACA,OAAA83D,EAAAxoL,EAAA0wH,IACS9wH,GAGT,IAAA25K,EAAAJ3K,EA
AA1C,EAAA8wH,GACA1wH,EAAAoF,EAAAm0K,EAAAnzK,GACA,OAAApG,IAAAu5K,EAAA35K,EAAA2
C,EAAA3C,EAAA8wH,EAAA1wH,IA2CAstL,CAtEA,WACA,IAAA1tL,EAAA5E,UAAAtB,OAAA,QAAA0F,I
AAApE,UAAA,GAAAA,UAAA,GAAAoH,EACAgE,EAAApL,UAAA,GACAuyL,EAAA3D,EAAAxjL,EAAAC,
MACA,OAAAKnL,IAAA3tL,EAAAwG,GAAAxG,MCroBenE,EAAA,EAAA0tL,EAac9R,EAAA,8DC0BdmW,E
AzBY,SAAA/mL,GAC3B,IAAAne,EAAAmE,EAAAnE,MACA,gBAAAOuH,EAAA2oD,GACIjhK,IAASs4G,EA
AA,gCAEb,IAAA+8D,EAAApU,GAAA,SAAAZ5K,GACA,OAAA0C,EAAA1C,EAAA,SAGA,gBAAAA,GACA,
QAAA6B,EAAAZG,UAAAtB,OAAaq6K,EAAAn1K,MAAA6C,EAAA,EAAA,EAAA,KAAAE,EAAA,EAA0F
A,EAAAF,EAAAE,IACvGoyK,EAAAPyK,EAAA,GAAA3G,UAAA2G,GAIA,OADMyW,IAAS27J,EAAAr6K,O
AAA,uBACf,IAAAq6K,EAAAr6K,OACA4I,EAAAmrL,EAAA7tL,GAAA8wH,EAAA,WAAAJqjD,EAAA,IACA
A,EAAAxrK,OAAA,SAAA0mC,EAAApvC,GACA,IAAA/E,EAAAwH,EAAAmrL,EAAA7tL,GAAA8wH,EAAA,
WAAA7wH,GACA,YAAAT,IAAAte,EAAAm0C,EAAmDooI,EAAA,EAAK90K,MAAA0sC,EAAApvC,EAAA/
E,IACjD,OCrBQW,EAAA,EAAA+xL,EAAwBnW,EAAA","file":"static/js/2.d40871cb.chunk.js","sourcesContent"

```
:"use
strict';\n\nif (process.env.NODE_ENV === 'production') {\n  module.exports =
require('./cjs/react.production.min.js');\n} else {\n  module.exports = require('./cjs/react.development.js');\n}"/**\n * Copyright (c) 2013-present, Facebook, Inc.\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n */\n\nif (process.env.NODE_ENV !== 'production')
```

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{\n var ReactIs = require('react-is'); // By explicitly using `prop-types` you are opting into new development
behavior.\n // http://fb.me/prop-types-in-prod\n\n var throwOnDirectAccess = true;\n module.exports =
require('./factoryWithTypeCheckers')(ReactIs.isElement, throwOnDirectAccess);\n} else {\n // By explicitly using
`prop-types` you are opting into new production behavior.\n // http://fb.me/prop-types-in-prod\n module.exports =
require('./factoryWithThrowingShims')();\n}"; "use
strict";\n\n\nexports.__esModule = true;\n\n\nexports.default = function (instance, Constructor) {\n if (!(instance
instanceof Constructor)) {\n throw new TypeError("Cannot call a class as a function");\n }\n};"; "use
strict";\n\n\nexports.__esModule = true;\n\n\nvar _defineProperty = require("../core-js/object/define-
property");\n\n\nvar _defineProperty2 = _interopRequireDefault(_defineProperty);\n\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };}\n\n\nexports.default
= function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var
descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable =
true;\n if ("value" in descriptor) descriptor.writable = true;\n (0, _defineProperty2.default)(target,
descriptor.key, descriptor);\n }\n }\n\n return function (Constructor,
protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if
(staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };}\n};"; "module.exports = {\n
"default": require("../core-js/library/fn/object/get-prototype-of"),\n __esModule: true\n};"; "use
strict";\n\n\nexports.__esModule = true;\n\n\nvar _typeof2 = require("../helpers/typeof");\n\n\nvar _typeof3 =
_interopRequireDefault(_typeof2);\n\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ?
obj : {\n default: obj\n };}\n\n\nexports.default = function (self, call) {\n if (!self) {\n throw new
ReferenceError("this hasn't been initialised - super() hasn't been called");\n }\n\n return call && ((typeof call ===
"undefined" ? "undefined" : (0, _typeof3.default)(call)) === "object" || typeof call === "function") ? call :
self;\n};"; "use strict";\n\n\nexports.__esModule = true;\n\n\nvar _setPrototypeOf = require("../core-js/object/set-
prototype-of");\n\n\nvar
_setPrototypeOf2 = _interopRequireDefault(_setPrototypeOf);\n\n\nvar _create = require("../core-
js/object/create");\n\n\nvar _create2 = _interopRequireDefault(_create);\n\n\nvar _typeof2 =
require("../helpers/typeof");\n\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };}\n\n\nexports.default
= function (subClass, superClass) {\n if (typeof superClass !== "function" && superClass !== null) {\n throw
new TypeError("Super expression must either be null or a function, not '" + (typeof superClass === "undefined" ?
"undefined" : (0, _typeof3.default)(superClass)));}\n }\n\n subClass.prototype = (0, _create2.default)(superClass
&& superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n
configurable: true\n }\n });\n if (superClass) _setPrototypeOf2.default ? (0, _setPrototypeOf2.default)(subClass,
superClass) : subClass.__proto__ = superClass;\n};"; "module.exports = function (target) {\n for (var i = 1; i <
arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if
(Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return
target;\n};"; "use strict";\n\n\nexports.__esModule = true;\n\n\nvar _assign = require("../core-
js/object/assign");\n\n\nvar _assign2 = _interopRequireDefault(_assign);\n\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n default: obj\n };}\n\n\nexports.default = _assign2.default || function
(target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source)
{\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n
return target;\n};"; "use strict";\n\n\nexports.__esModule
= true;\n\n\nexports.default = function (obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i)
>= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return
target;\n};"; "export var prefix = '@@redux-form';\n\nexport var ARRAY_INSERT = prefix +
'ARRAY_INSERT';\n\nexport var ARRAY_MOVE = prefix + 'ARRAY_MOVE';\n\nexport var ARRAY_POP = prefix
+ 'ARRAY_POP';\n\nexport var ARRAY_PUSH = prefix + 'ARRAY_PUSH';\n\nexport var ARRAY_REMOVE =
prefix + 'ARRAY_REMOVE';\n\nexport var ARRAY_REMOVE_ALL = prefix +

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'ARRAY_REMOVE_ALL';\nexport var ARRAY_SHIFT = prefix + 'ARRAY_SHIFT';\nexport var
ARRAY_SPLICE = prefix + 'ARRAY_SPLICE';\nexport var ARRAY_UNSHIFT = prefix +
'ARRAY_UNSHIFT';\nexport var ARRAY_SWAP = prefix + 'ARRAY_SWAP';\nexport var AUTOFILL = prefix
+ 'AUTOFILL';\nexport var BLUR = prefix + 'BLUR';\nexport var CHANGE = prefix + 'CHANGE';\nexport var
CLEAR_FIELDS = prefix + 'CLEAR_FIELDS';\nexport var
CLEAR_SUBMIT = prefix + 'CLEAR_SUBMIT';\nexport var CLEAR_SUBMIT_ERRORS = prefix +
'CLEAR_SUBMIT_ERRORS';\nexport var CLEAR_ASYNC_ERROR = prefix +
'CLEAR_ASYNC_ERROR';\nexport var DESTROY = prefix + 'DESTROY';\nexport var FOCUS = prefix +
'FOCUS';\nexport var INITIALIZE = prefix + 'INITIALIZE';\nexport var REGISTER_FIELD = prefix +
'REGISTER_FIELD';\nexport var RESET = prefix + 'RESET';\nexport var RESET_SECTION = prefix +
'RESET_SECTION';\nexport var SET_SUBMIT_FAILED = prefix + 'SET_SUBMIT_FAILED';\nexport var
SET_SUBMIT_SUCCEEDED = prefix + 'SET_SUBMIT_SUCCEEDED';\nexport var
START_ASYNC_VALIDATION = prefix + 'START_ASYNC_VALIDATION';\nexport var START_SUBMIT =
prefix + 'START_SUBMIT';\nexport var STOP_ASYNC_VALIDATION = prefix +
'STOP_ASYNC_VALIDATION';\nexport var STOP_SUBMIT = prefix + 'STOP_SUBMIT';\nexport var SUBMIT
= prefix + 'SUBMIT';\nexport var TOUCH = prefix + 'TOUCH';\nexport var UNREGISTER_FIELD = prefix +
'UNREGISTER_FIELD';\nexport var UNTOUCH = prefix + 'UNTOUCH';\nexport
var UPDATE_SYNC_ERRORS = prefix + 'UPDATE_SYNC_ERRORS';\nexport var
UPDATE_SYNC_WARNINGS = prefix + 'UPDATE_SYNC_WARNINGS';", "use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\nexports.default = {\n
easeOutFunction: 'cubic-bezier(0.23, 1, 0.32, 1)',\n  easeInOutFunction: 'cubic-bezier(0.445, 0.05, 0.55, 0.95)',\n
easeOut: function easeOut(duration, property, delay, easeFunction) {\n  easeFunction = easeFunction ||
this.easeOutFunction;\n\n  if (property && Object.prototype.toString.call(property) === '[object Array]') {\n
var transitions = "";\n\n    for (var i = 0; i < property.length; i++) {\n      if (transitions) transitions += ',';\n
transitions += this.create(duration, property[i], delay, easeFunction);\n    }\n\n    return transitions;\n  } else {\n
return this.create(duration, property, delay, easeFunction);\n  }\n  },\n  create: function create(duration, property,
delay, easeFunction) {\n    duration
= duration || '450ms';\n    property = property || 'all';\n    delay = delay || '0ms';\n    easeFunction = easeFunction ||
'linear';\n    return property + ' ' + duration + ' ' + easeFunction + ' ' + delay;\n  }\n};", "function
_toConsumableArray(arr) {\n  if (Array.isArray(arr)) {\n    for (var i = 0, arr2 = Array(arr.length); i < arr.length;
i++) {\n      arr2[i] = arr[i];\n    }\n\n    return arr2;\n  } else {\n    return Array.from(arr);\n  }\n}\n\nvar splice =
function splice(array, index, removeNum, value) {\n  array = array || [];\n\n  if (index < array.length) {\n    if (value
=== undefined && !removeNum) {\n      // inserting undefined\n      var _copy2 =
[].concat(_toConsumableArray(array));\n      _copy2.splice(index, 0, true); // temporary placeholder\n\n      _copy2[index] =
undefined; // set to undefined\n\n      return _copy2;\n    }\n\n    if (value !== null) {\n      var _copy3
= [].concat(_toConsumableArray(array));\n      _copy3.splice(index, removeNum, value); //
removing and adding\n\n      return _copy3;\n    }\n\n    var _copy = [].concat(_toConsumableArray(array));\n    _copy.splice(index, removeNum); // removing\n\n    return _copy;\n  }\n\n  if (removeNum) {\n    // trying to
remove non-existent item: return original array\n    return array;\n  } // trying to add outside of range: just set
value\n\n  var copy = [].concat(_toConsumableArray(array));\n  copy[index] = value;\n  return copy;\n};\n\n\nexport
default splice;","import _toPath from 'lodash-es/toPath';\n\nvar getIn = function getIn(state, field) {\n  if (!state) {\n
return state;\n  }\n\n  var path = _toPath(field);\n\n  var length = path.length;\n\n  if (!length) {\n    return
undefined;\n  }\n\n  var result = state;\n\n  for (var i = 0; i < length && result; ++i) {\n    result = result[path[i]];\n
}\n\n  return result;\n};\n\n\nexport default getIn;","import _toPath from 'lodash-es/toPath';\n\nvar _extends =
Object.assign || function (target) {\n  for (var i = 1; i < arguments.length;
i++) {\n    var source = arguments[i];\n\n    for (var key in source) {\n      if
(Object.prototype.hasOwnProperty.call(source, key)) {\n        target[key] = source[key];\n      }\n    }\n  }\n\n  return
target;\n};\n\n\nfunction _defineProperty(obj, key, value) {\n  if (key in obj) {\n    Object.defineProperty(obj, key, {\n

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    value: value,\n    enumerable: true,\n    configurable: true,\n    writable: true\n  });\n } else {\n  obj[key] =
value;\n }\n\n  return obj;\n}\n\nvar setInWithPath = function setInWithPath(state, value, path, pathIndex) {\n  if
(pathIndex >= path.length) {\n    return value;\n  }\n\n  var first = path[pathIndex];\n  var firstState = state &&
(Array.isArray(state) ? state[Number(first)] : state[first]);\n  var next = setInWithPath(firstState, value, path,
pathIndex + 1);\n\n  if (!state) {\n    if (isNaN(first)) {\n      return _defineProperty({}, first, next);\n    }\n\n    var
initialized = [];\n    initialized[parseInt(first, 10)]
= next;\n    return initialized;\n  }\n\n  if (Array.isArray(state)) {\n    var copy = [].concat(state);\n    copy[parseInt(first, 10)] = next;\n    return copy;\n  }\n\n  return _extends({}, state, _defineProperty({}, first,
next));\n};\n\nvar setIn = function setIn(state, field, value) {\n  return setInWithPath(state, value, _toPath(field),
0);\n};\n\nexport default setIn;","import isEqualWith from 'lodash-es/isEqualWith';\nimport React from
'react';\n\nvar customizer = function customizer(obj, other) {\n  if (obj === other) return true;\n  if (!obj &&
!other) {\n    var objIsEmpty = obj === null || obj === undefined || obj === '';\n    var otherIsEmpty = other === null
|| other === undefined || other === '';\n    return objIsEmpty === otherIsEmpty;\n  }\n\n  if (obj && other &&
obj._error !== other._error) return false;\n  if (obj && other && obj._warning !== other._warning) return false;\n\n  if
(React.isValidElement(obj) || React.isValidElement(other)) return false;\n};\n\nvar
deepEqual = function deepEqual(a, b) {\n  return _isEqualWith(a, b, customizer);\n};\n\nexport default
deepEqual;","import _toPath from 'lodash-es/toPath';\n\nvar _extends = Object.assign || function (target) {\n  for
(var i = 1; i < arguments.length; i++) {\n    var source = arguments[i];\n\n    for (var key in source) {\n      if
(Object.prototype.hasOwnProperty.call(source, key)) {\n        target[key] = source[key];\n      }\n    }\n  }\n\n  return
target;\n};\n\nfunction _defineProperty(obj, key, value) {\n  if (key in obj) {\n    Object.defineProperty(obj, key, {\n
    value: value,\n    enumerable: true,\n    configurable: true,\n    writable: true\n  });\n } else {\n  obj[key] =
value;\n }\n\n  return obj;\n}\n\nfunction _toConsumableArray(arr) {\n  if (Array.isArray(arr)) {\n    for (var i = 0,
arr2 = Array(arr.length); i < arr.length; i++) {\n      arr2[i] = arr[i];\n    }\n\n    return arr2;\n  } else {\n    return
Array.from(arr);\n  }\n}\n\nfunction deleteInWithPath(state,
first) {\n  if (state === undefined || state === null || first === undefined || first === null) {\n    return state;\n
}\n\n  for (var _len = arguments.length, rest = Array(_len > 2 ? _len - 2 : 0), _key = 2; _key < _len; _key++) {\n
rest[_key - 2] = arguments[_key];\n }\n\n  if (rest.length) {\n    if (Array.isArray(state)) {\n      if (isNaN(first)) {\n
throw new Error('Must access array elements with a number, not \'' + String(first) + '\");\n    }\n\n    var
firstIndex = Number(first);\n\n    if (firstIndex < state.length) {\n      var result =
deleteInWithPath.apply(undefined, [state && state[firstIndex]].concat(_toConsumableArray(rest)));\n\n      if
(result !== state[firstIndex]) {\n        var copy = [].concat(_toConsumableArray(state));\n        copy[firstIndex] =
result;\n        return copy;\n      }\n    }\n\n    return state;\n  }\n\n  if (first in state) {\n    var _result =
deleteInWithPath.apply(undefined, [state
&& state[first]].concat(_toConsumableArray(rest)));\n\n    return state[first] === _result ? state : _extends({},
state, _defineProperty({}, first, _result));\n  }\n\n  return state;\n }\n\n  if (Array.isArray(state)) {\n    if
(isNaN(first)) {\n      throw new Error('Cannot delete non-numerical index from an array. Given: \'' +
String(first));\n    }\n\n    var _firstIndex = Number(first);\n\n    if (_firstIndex < state.length) {\n      var _copy =
[].concat(_toConsumableArray(state));\n      _copy.splice(_firstIndex, 1);\n      return _copy;\n    }\n\n    return
state;\n  }\n\n  if (first in state) {\n    var _copy2 = _extends({}, state);\n    delete _copy2[first];\n    return
_copy2;\n  }\n\n  return state;\n}\n\nvar deleteIn = function deleteIn(state, field) {\n  return
deleteInWithPath.apply(undefined, [state].concat(_toConsumableArray(_toPath(field))));\n};\n\nexport default
deleteIn;","function keys(value) {\n  if (!value) {\n    return [];\n  }\n\n  if (Array.isArray(value)) {\n
return value.map(function (i) {\n    return i.name;\n });\n }\n\n  return Object.keys(value);\n}\n\nexport
default keys;","import splice from './splice';\nimport getIn from './getIn';\nimport setIn from './setIn';\nimport
deepEqual from './deepEqual';\nimport deleteIn from './deleteIn';\nimport keys from './keys';\n\nvar structure = {\n
allowsArrayErrors: true,\n empty: {},\n emptyList: [],\n getIn: getIn,\n setIn: setIn,\n deepEqual: deepEqual,\n
deleteIn: deleteIn,\n forEach: function forEach(items, callback) {\n  return items.forEach(callback);\n },\n fromJS:
function fromJS(value) {\n  return value;\n },\n keys: keys,\n size: function size(array) {\n  return array

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? array.length : 0;\n },\n some: function some(items, callback) {\n   return items.some(callback);\n },\n splice:
splice,\n toJS: function toJS(value) {\n   return value;\n };\n};\nexport default structure;";\nexport default function
_defineProperty(obj, key, value) {\n   if (key
in obj) {\n     Object.defineProperty(obj, key, {\n       value: value,\n       enumerable: true,\n       configurable: true,\n       writable: true\n     });\n   } else {\n     obj[key] = value;\n   }\n   return obj;\n }",\nimport defineProperty from
'./defineProperty.js';\n\nfunction ownKeys(object, enumerableOnly) {\n   var keys = Object.keys(object);\n   if
(Object.getOwnPropertySymbols) {\n     var symbols = Object.getOwnPropertySymbols(object);\n     enumerableOnly && (symbols = symbols.filter(function (sym) {\n       return
Object.getOwnPropertyDescriptor(object, sym).enumerable;\n     })), keys.push.apply(keys, symbols);\n   }\n   return keys;\n }\n\nexport default function _objectSpread2(target) {\n   for (var i = 1; i < arguments.length; i++) {\n     var source = null != arguments[i] ? arguments[i] : {};\n     i % 2 ? ownKeys(Object(source), !0).forEach(function
(key) {\n       defineProperty(target, key, source[key]);\n     }) : Object.getOwnPropertyDescriptors ?
Object.defineProperties(target,
Object.getOwnPropertyDescriptors(source)) : ownKeys(Object(source)).forEach(function (key) {\n
Object.defineProperty(target, key, Object.getOwnPropertyDescriptor(source, key));\n     });\n   }\n   return
target;\n }",\nimport _objectSpread from '@babel/runtime/helpers/esm/objectSpread2';\n\n/**\n * Adapted from React:
https://github.com/facebook/react/blob/master/packages/shared/formatProdErrorMessage.js\n * Do not require
this module directly! Use normal throw error calls. These messages will be replaced with error codes\n * during
build.\n * @param {number} code\n * /\n\nfunction formatProdErrorMessage(code) {\n   return `Minified Redux
error #` + code + ` `; visit https://redux.js.org/Errors?code=` + code + ` ` for the full message or ` ` + `use the non-
minified dev environment for full errors. `;\n } // Inlined version of the `symbol-observable` polyfill\n\nvar
$$observable = function () {\n   return typeof Symbol === 'function' && Symbol.observable ||
'@@observable';\n }();\n\n/**\n
* These are private action types reserved by Redux.\n * For any unknown actions, you must return the current
state.\n * If the current state is undefined, you must return the initial state.\n * Do not reference these action types
directly in your code.\n */\n\nvar randomString = function randomString() {\n   return
Math.random().toString(36).substring(7).split("").join('.');\n }\n\nvar ActionTypes = {\n   INIT: `@@redux/INIT` +
randomString(),\n   REPLACE: `@@redux/REPLACE` + randomString(),\n   PROBE_UNKNOWN_ACTION:
function PROBE_UNKNOWN_ACTION() {\n     return `@@redux/PROBE_UNKNOWN_ACTION` +
randomString();\n   }\n };;\n\n/**\n * @param {any} obj The object to inspect.\n * @returns {boolean} True if the
argument appears to be a plain object.\n */\n\nfunction isPlainObject(obj) {\n   if (typeof obj !== 'object' || obj ===
null) return false;\n   var proto = obj;\n   while (Object.getPrototypeOf(proto) !== null) {\n     proto =
Object.getPrototypeOf(proto);\n   }\n   return Object.getPrototypeOf(obj)
=== proto;\n } // Inlined / shortened version of `kindOf` from https://github.com/jonschlinkert/kind-of\n\nfunction
miniKindOf(val) {\n   if (val === void 0) return 'undefined';\n   if (val === null) return 'null';\n   var type = typeof
val;\n\n   switch (type) {\n     case 'boolean':\n     case 'string':\n     case 'number':\n     case 'symbol':\n     case
'function':\n       {\n         return type;\n       }\n     }\n\n   if (Array.isArray(val)) return 'array';\n   if (isDate(val)) return
'date';\n   if (isError(val)) return 'error';\n   var constructorName = ctorName(val);\n\n   switch (constructorName) {\n     case 'Symbol':\n     case 'Promise':\n     case 'WeakMap':\n     case 'WeakSet':\n     case 'Map':\n     case 'Set':\n       return
constructorName;\n     }\n   // other\n\n   return type.slice(8, -1).toLowerCase().replace(/\\s/g, "");\n }\n\nfunction
ctorName(val) {\n   return typeof val.constructor === 'function' ? val.constructor.name : null;\n }\n\nfunction
isError(val) {\n   return
val instanceof Error || typeof val.message === 'string' && val.constructor && typeof
val.constructor.stackTraceLimit === 'number';\n }\n\nfunction isDate(val) {\n   if (val instanceof Date) return true;\n
return typeof val.toString === 'function' && typeof val.getDate === 'function' && typeof val.setDate ===
'function';\n }\n\nfunction kindOf(val) {\n   var typeOfVal = typeof val;\n   if (process.env.NODE_ENV !==
'production') {\n     typeOfVal = miniKindOf(val);\n   }\n   return typeOfVal;\n }\n\n/**\n * Creates a Redux store that
holds the state tree.\n * The only way to change the data in the store is to call `dispatch()` on it.\n * There should

```


only be a single store in your app. To specify how different parts of the state tree respond to actions, you may combine several reducers into a single reducer function by using `combineReducers`.
`@param {Function} reducer` A function that returns the next state tree, given the current state tree and the action to handle.

`@param {any} [preloadedState]` The initial state. You may optionally specify it to hydrate the state from the server in universal apps, or to restore a previously serialized user session. If you use `combineReducers` to produce the root reducer function, this must be an object with the same shape as `combineReducers` keys.
`@param {Function} [enhancer]` The store enhancer. You may optionally specify it to enhance the store with third-party capabilities such as middleware, time travel, persistence, etc. The only store enhancer that ships with Redux is `applyMiddleware`.
`@returns {Store}` A Redux store that lets you read the state, dispatch actions and subscribe to changes.
`function createStore(reducer, preloadedState, enhancer) {`
 `var _ref2;`
 `if (typeof preloadedState === 'function' && typeof enhancer === 'function' || typeof enhancer === 'function' && typeof arguments[3] === 'function') {`
 `throw new Error(process.env.NODE_ENV === 'production' ? formatProdErrorMessage(0) : 'It looks like you are passing several store enhancers to ' + 'createStore(). This is not supported. Instead, compose them ' + 'together to a single function. See ' + 'https://redux.js.org/tutorials/fundamentals/part-4-store#creating-a-store-with-enhancers for an example.');`
 `}`
 `if (typeof preloadedState === 'function' && typeof enhancer === 'undefined') {`
 `enhancer = preloadedState;`
 `preloadedState = undefined;`
 `}`
 `if (typeof enhancer !== 'undefined') {`
 `if (typeof enhancer !== 'function') {`
 `throw new Error(process.env.NODE_ENV === 'production' ? formatProdErrorMessage(1) : 'Expected the enhancer to be a function. Instead, received: ' + 'typeof(enhancer) + '');`
 `}`
 `return enhancer(createStore)(reducer, preloadedState);`
 `}`
 `if (typeof reducer !== 'function') {`
 `throw new Error(process.env.NODE_ENV === 'production' ? formatProdErrorMessage(2) : 'Expected the root reducer to be a function. Instead, received: ' + 'typeof(reducer) + '');`
 `}`
 `var currentReducer = reducer;`
 `var currentState = preloadedState;`
 `var currentListeners = [];`
 `var nextListeners = currentListeners;`
 `var isDispatching = false;`
 `/**`
 `* This makes a shallow copy of currentListeners so we can use nextListeners as a temporary list while dispatching.`
 `* This prevents any bugs around consumers calling subscribe/unsubscribe in the middle of a dispatch.`
 `*/`
 `function ensureCanMutateNextListeners() {`
 `if (nextListeners === currentListeners) {`
 `nextListeners = currentListeners.slice();`
 `}`
 `}`
 `/**`
 `* Reads the state tree managed by the store.`
 `* @returns {any} The current state tree of your application.`
 `*/`
 `function getState() {`
 `if (isDispatching) {`
 `throw new Error(process.env.NODE_ENV === 'production' ? formatProdErrorMessage(3) : 'You may not call store.getState() while the reducer is executing. ' + 'The reducer has already received the state as an argument. ' + 'Pass it down from the top reducer instead of reading it from the store.');`
 `}`
 `return currentState;`
 `}`
 `/**`
 `* Adds a change listener. It will be called any time an action is dispatched, and some part of the state tree may potentially have changed. You may then call `getState()` to read the current state tree inside the callback.`
 `* You may call `dispatch()` from a change listener, with the following caveats:`
 `* 1. The subscriptions are snapshotted just before every `dispatch()` call.`
 `* If you subscribe or unsubscribe while the listeners are being invoked, this will not have any effect on the `dispatch()` that is currently in progress.`
 `* However, the next `dispatch()` call, whether nested or not, will use a more recent snapshot of the subscription list.`
 `* 2. The listener should not expect to see all state changes, as the state`

`* might have been updated multiple times during a nested `dispatch()` before the listener is called. It is, however, guaranteed that all subscribers registered before the `dispatch()` started will be called with the latest state by the time it exits.`
 `*/`
 `@param {Function} listener` A callback to be invoked on every dispatch.
`@returns {Function}` A function to remove this change listener.
`function subscribe(listener) {`
 `if (typeof listener !== 'function') {`
 `throw new Error(process.env.NODE_ENV === 'production' ? formatProdErrorMessage(4) : 'Expected the listener to be a function. Instead, received: ' + 'typeof(listener) + '');`
 `}`
 `if (isDispatching) {`
 `throw new Error(process.env.NODE_ENV === 'production' ? formatProdErrorMessage(5) : 'You may not call store.subscribe() while the reducer is executing. ' + 'If you would`

like to be notified after the store has been updated, subscribe from a ' + 'component and invoke store.getState() in the callback to access the latest state. ' + 'See <https://redux.js.org/api/store#subscriberlistener> for more details.');

```

    }
    var isSubscribed = true;
    ensureCanMutateNextListeners();
    nextListeners.push(listener);
    return function unsubscribe() {
      if (!isSubscribed) {
        return;
      }
      if (isDispatching) {
        throw new Error(process.env.NODE_ENV === "production" ? formatProdErrorMessage(6) : 'You may not unsubscribe from a store listener while the reducer is executing. ' + 'See https://redux.js.org/api/store#subscriberlistener for more details.');
```

isSubscribed = false; ensureCanMutateNextListeners(); var index = nextListeners.indexOf(listener); nextListeners.splice(index, 1); currentListeners = null; };

Dispatches an action. It is the only way to trigger a state change.

The `reducer` function, used to create the store, will be called with the current state tree and the given `action`. Its return value will be considered the **next** state of the tree, and the change listeners will be notified.

The base implementation only supports plain object actions. If you want to dispatch a Promise, an Observable, a thunk, or something else, you need to wrap your store creating function into the corresponding middleware. For example, see the documentation for the `redux-thunk` package. Even the middleware will eventually dispatch plain object actions using this method.

@param {Object} action A plain object representing “what changed”. It is a good idea to keep actions serializable so you can record and replay user sessions, or use the time travelling `redux-devtools`. An action must have a `type` property which may not be `undefined`. It is a good idea to use string constants for action types.

@returns {Object} For convenience, the same action object you dispatched.

Note that, if you use a custom middleware, it may wrap `dispatch()` to return something else (for example, a Promise you can await).

```

function dispatch(action) {
  if (!isPlainObject(action)) {
    throw new Error(process.env.NODE_ENV === "production" ? formatProdErrorMessage(7) : "Actions must be plain objects. Instead, the actual type was: " +
      typeof(action) + ". You may need to add middleware to your store setup to handle dispatching other values, such as 'redux-thunk' to handle dispatching functions. See https://redux.js.org/tutorials/fundamentals/part-4-store#middleware and https://redux.js.org/tutorials/fundamentals/part-6-async-logic#using-the-redux-thunk-middleware for examples.");
  }
  if (typeof action.type === 'undefined') {
    throw new Error(process.env.NODE_ENV === "production" ? formatProdErrorMessage(8) : 'Actions may not have an undefined "type" property. You may have misspelled an action type string constant.');
```

if (isDispatching) { throw new Error(process.env.NODE_ENV === "production" ? formatProdErrorMessage(9) : 'Reducers may not dispatch actions.');

```

  }
  try {
    isDispatching = true;
    currentState = currentReducer(currentState, action);
  } finally {
    isDispatching = false;
  }
  var listeners = currentListeners = nextListeners;
  for (var i = 0; i < listeners.length; i++) {
    var listener = listeners[i];
    listener();
  }
  return action;
}
```

Replaces the reducer currently used by the store to calculate the state.

You might need this if your app implements code splitting and you want to load some of the reducers dynamically. You might also need this if you implement a hot reloading mechanism for Redux.

@param {Function} nextReducer The reducer for the store to use instead.

@returns {void}

```

function replaceReducer(nextReducer) {
  if (typeof nextReducer !== 'function') {
    throw new Error(process.env.NODE_ENV === "production" ? formatProdErrorMessage(10) : "Expected the nextReducer to be a function. Instead, received: " +
      typeof(nextReducer));
  }
  currentReducer = nextReducer;
  // This action has a similar effect to ActionTypes.INIT.
  // Any reducers that existed in both the new and old rootReducer
  // will receive the previous state. This effectively populates
  // the new state tree with any relevant data from the old one.
  dispatch({
    type: ActionTypes.REPLACE
  });
}
```

Interoperability point for observable/reactive libraries.

@returns {observable} A minimal observable of state changes.

For more information, see the observable proposal: <https://github.com/tc39/proposal-observable>

```

function observable() {
  var _ref;
  var outerSubscribe = subscribe;
  return
```

```

_ref = {\n    /**\n     * The minimal observable subscription method.\n     * @param {Object} observer Any object that can be used as an observer.\n     * The observer object should have a `next` method.\n     * @returns {subscription} An object with an `unsubscribe` method that can\n     * be used to unsubscribe the observable from the store, and prevent further\n     * emission of values from the observable.\n     */\n    subscribe: function subscribe(observer) {\n        if (typeof observer !== 'object' || observer === null) {\n            throw new Error(process.env.NODE_ENV === 'production' ? formatProdErrorMessage(11) : "Expected the observer to be an object. Instead, received: " + kindOf(observer) + "");\n        }\n        function observeState() {\n            if (observer.next) {\n                observer.next(getState());\n            }\n            observeState();\n        }\n        var unsubscribe = outerSubscribe(observeState);\n        return {\n            unsubscribe: unsubscribe\n        }; \n    }, _ref[$$observable] = function () {\n        return this;\n    }, _ref;\n} // When a store is created, an `INIT` action is dispatched so that every\n// reducer returns their initial state. This effectively populates\n// the initial state tree.\n\nfunction dispatch({\n    type: ActionTypes.INIT\n});\nreturn _ref2 = {\n    dispatch: dispatch,\n    subscribe: subscribe,\n    getState: getState,\n    replaceReducer: replaceReducer\n },\n_ref2[$$observable] = observable, _ref2;\n}\n\n/**\n * Prints a warning in the console if it exists.\n * @param {String} message The warning message.\n * @returns {void}\n */\nfunction warning(message) {\n    /* eslint-disable no-console */\n    if (typeof console !== 'undefined' && typeof console.error === 'function') {\n        console.error(message);\n    } /* eslint-enable no-console */\n    try {\n        // This error was thrown as a convenience so that if you enable\n        // `\"break on all exceptions\"` in your console,\n        // it would pause the execution at this line.\n        throw new Error(message);\n    } catch (e) {} // eslint-disable-line no-empty\n}\n\nfunction getUnexpectedStateShapeWarningMessage(inputState, reducers, action, unexpectedKeyCache) {\n    var reducerKeys = Object.keys(reducers);\n    var argumentName = action && action.type === ActionTypes.INIT ? 'preloadedState argument passed to createStore' : 'previous state received by the reducer';\n    if (reducerKeys.length === 0) {\n        return 'Store does not have a valid reducer. Make sure the argument passed ' + 'to combineReducers is an object whose values are reducers.';\n    } \n    if (!isPlainObject(inputState)) {\n        return \"The \" + argumentName + \" has unexpected type of \" + kindOf(inputState) + \"\". Expected argument to be an object with the following \" + (\"keys: \" + reducerKeys.join(\", \") + \"\");\n    } \n    var unexpectedKeys = Object.keys(inputState).filter(function (key) {\n        return !reducers.hasOwnProperty(key) && !unexpectedKeyCache[key];\n    });\n    unexpectedKeys.forEach(function (key) {\n        unexpectedKeyCache[key] = true;\n    });\n    if (action && action.type === ActionTypes.REPLACE) return;\n    if (unexpectedKeys.length > 0) {\n        return \"Unexpected \" + (unexpectedKeys.length > 1 ? 'keys' : 'key') + \" \" + (\"\" + unexpectedKeys.join(\", \") + \"\" found in \" + argumentName + \". \" + \"Expected to find one of the known reducer keys instead: \" + (\"\" + reducerKeys.join(\", \") + \"\". Unexpected keys will be ignored.\");\n    } \n}\n\nfunction assertReducerShape(reducers) {\n    Object.keys(reducers).forEach(function (key) {\n        var reducer = reducers[key];\n        var initialState = reducer(undefined, {\n            type: ActionTypes.INIT\n        });\n        if (typeof initialState === 'undefined') {\n            throw new Error(process.env.NODE_ENV === 'production' ? formatProdErrorMessage(12) : \"The slice reducer for key \" + key + \" returned undefined during initialization. \" + \"If the state passed to the reducer is undefined, you must \" + \"explicitly return the initial state. The initial state may \" + \"not be undefined. If you don't want to set a value for this reducer, \" + \"you can use null instead of undefined.\");\n        } \n        if (typeof reducer(undefined, {\n            type: ActionTypes.PROBE_UNKNOWN_ACTION()\n        }) === 'undefined') {\n            throw new Error(process.env.NODE_ENV === 'production' ? formatProdErrorMessage(13) : \"The slice reducer for key \" + key + \" returned undefined when probed with a random type. \" + (\"Don't try to handle \" + ActionTypes.INIT + \" or other actions in \" + \"\"redux/*\" \" + \"namespace. They are considered private. Instead, you must return the \" + \"current state for any unknown actions, unless it is undefined, \" + \"in which case you must return the initial state, regardless of the \" + \"action type. The initial state may not be undefined, but can be null.\");\n        } \n    });\n}

```

```

    }
  });
}

/**
 * Turns an object whose values are different reducer functions, into a single
 * reducer function. It will call every child reducer, and gather their results
 * into a single state object, whose keys correspond to the keys of the passed
 * reducer functions.
 * @param {Object} reducers An object whose values correspond to different
 * reducer functions that need to be combined into one. One handy way to obtain
 * it is to use ES6 `import * as reducers` syntax. The reducers may never return
 * undefined for any action. Instead, they should return their initial state
 * if the state passed to them was undefined, and the current state for any
 * unrecognized action.
 * @returns {Function} A reducer function that invokes every reducer inside the
 * passed object, and builds a state object with the same shape.
 */
function combineReducers(reducers) {
  var reducerKeys = Object.keys(reducers);
  var finalReducers = {};
  for (var i = 0; i < reducerKeys.length; i++) {
    var key = reducerKeys[i];
    if (process.env.NODE_ENV !== 'production') {
      if (typeof reducers[key] === 'undefined') {
        warning(`No reducer provided for key "${key}"`);
      }
    }
    if (typeof reducers[key] === 'function') {
      finalReducers[key] = reducers[key];
    }
  }
  var finalReducerKeys = Object.keys(finalReducers); // This is used to make sure we don't warn about the
  // same // keys multiple times.
  var unexpectedKeyCache;
  if (process.env.NODE_ENV !== 'production') {
    unexpectedKeyCache = {};
  }
  var shapeAssertionError;
  try {
    assertReducerShape(finalReducers);
  } catch (e) {
    shapeAssertionError = e;
  }
  return function combination(state, action) {
    if (state === void 0) {
      state = {};
    }
    if (shapeAssertionError) {
      throw shapeAssertionError;
    }
    if (process.env.NODE_ENV !== 'production') {
      var warningMessage = getUnexpectedStateShapeWarningMessage(state, finalReducers, action, unexpectedKeyCache);
      if (warningMessage) {
        warning(warningMessage);
      }
    }
    var hasChanged = false;
    var nextState = {};
    for (var _i = 0; _i < finalReducerKeys.length; _i++) {
      var _key = finalReducerKeys[_i];
      var reducer = finalReducers[_key];
      var previousStateForKey = state[_key];
      var nextStateForKey = reducer(previousStateForKey, action);
      if (typeof nextStateForKey === 'undefined') {
        var actionType = action.type;
        throw new Error(process.env.NODE_ENV !== 'production' ?
          formatProdErrorMessage(14) : `When called with an action of type "${actionType}" + String(actionType)
          + " : (unknown type)", the slice reducer for key "${_key}" + _key + " returned undefined. To ignore
          an action, you must explicitly return the previous state. If you want this reducer to hold
          no value, you can return null instead of undefined.`);
      }
      nextState[_key] = nextStateForKey;
      hasChanged = hasChanged || nextStateForKey !== previousStateForKey;
    }
    hasChanged = hasChanged || finalReducerKeys.length !== Object.keys(state).length;
    return hasChanged ? nextState : state;
  };
}

function bindActionCreators(actionCreator, dispatch) {
  return function () {
    return dispatch(actionCreator.apply(this, arguments));
  };
}

/**
 * Turns an object whose values are action creators,
 * into an object with the same keys, but with every function wrapped into a `dispatch` call so they
 * may be invoked directly. This is just a convenience method, as you can call
 * `store.dispatch(MyActionCreators.doSomething())` yourself just fine.
 * For convenience, you can also pass an
 * action creator as the first argument,
 * and get a dispatch wrapped function in return.
 * @param
 * {Function|Object} actionCreators An object whose values
 * are action
 * creator functions. One handy way to obtain it is to use ES6 `import * as`
 * syntax. You may also
 * pass a single function.
 * @param {Function} dispatch The `dispatch` function available on your Redux
 * store.
 * @returns {Function|Object} The object mimicking the original object, but with
 * every action
 * creator wrapped into the `dispatch` call. If you passed a
 * function as `actionCreators`, the return value will also be
 * a single
 * function.
 */
function bindActionCreators(actionCreators, dispatch) {
  if (typeof actionCreators === 'function') {
    return bindActionCreators(actionCreators, dispatch);
  }
  if (typeof actionCreators !== 'object' || actionCreators === null) {
    throw new Error(process.env.NODE_ENV !== 'production' ?
      formatProdErrorMessage(16) : `bindActionCreators expected an object or a function, but instead received: "${
      kindOf(actionCreators)}". Did you write "import ActionCreators from" instead
      of "import * as ActionCreators from"?`);
  }
  var boundActionCreators = {};
  for (var key in actionCreators) {
    var actionCreator = actionCreators[key];
    if (typeof actionCreator === 'function') {

```

```

boundActionCreators[key] = bindActionCreator(actionCreator, dispatch);\n  }\n }\n\n return
boundActionCreators;\n}\n\n/**\n * Composes single-argument functions from right to left. The rightmost\n *
function can take multiple arguments as it provides the signature for\n * the resulting composite function.\n *\n * @param {...Function} funcs The functions to compose.\n * @returns {Function} A function obtained by composing
the argument functions\n * from right to left. For example, compose(f, g, h) is identical to doing\n * (...args) =>
f(g(h(...args))).\n *\n\nfunction compose() {\n  for (var _len = arguments.length, funcs = new Array(_len), _key =
0; _key < _len; _key++) {\n    funcs[_key] = arguments[_key];\n  }\n\n  if (funcs.length === 0) {\n    return
function (arg) {\n      return arg;\n    };\n  }\n\n  if (funcs.length === 1) {\n    return funcs[0];\n  }\n\n  return
funcs.reduce(function (a, b) {\n    return function () {\n      return a(b.apply(void 0, arguments));\n    };\n  });\n}\n\n/**\n * Creates a store enhancer that applies middleware to the dispatch method\n * of the Redux store. This
is handy for a variety of tasks, such as expressing\n * asynchronous actions in a concise manner, or logging every
action payload.\n *\n * See `redux-thunk` package as an example of the Redux middleware.\n *\n * Because
middleware is potentially asynchronous, this should be the first\n * store enhancer in the composition chain.\n *\n *
Note that each middleware will be given the `dispatch` and `getState` functions\n * as named arguments.\n *\n *
@param {...Function} middlewares The middleware chain to be applied.\n * @returns {Function} A store enhancer
applying the middleware.\n *\n\nfunction applyMiddleware() {\n  for (var _len = arguments.length,
middlewares = new Array(_len), _key = 0; _key < _len; _key++) {\n    middlewares[_key] = arguments[_key];\n  }\n\n  return function (createStore) {\n    return function () {\n      var store = createStore.apply(void 0,
arguments);\n\n      var _dispatch = function dispatch() {\n        throw new Error(process.env.NODE_ENV ===
'production' ? formatProdErrorMessage(15) : 'Dispatching while constructing your middleware is not allowed. ' +
'Other middleware would not be applied to this dispatch.);\n      };\n\n      var middlewareAPI = {\n        getState:
store.getState,\n        dispatch: function dispatch() {\n          return _dispatch.apply(void 0, arguments);\n        }\n      };\n\n      var chain = middlewares.map(function (middleware) {\n        return middleware(middlewareAPI);\n      });\n\n      _dispatch = compose.apply(void 0, chain)(store.dispatch);\n      return _objectSpread(_objectSpread({}, store), {},
{\n        dispatch: _dispatch\n      });\n    };\n  };\n}\n\n/**\n * This is a dummy function to check if the function name has been altered by minification.\n * If the function has
been minified and NODE_ENV !== 'production', warn the user.\n *\n\nfunction isCrushed() {\n\n  (process.env.NODE_ENV !== 'production' && typeof isCrushed.name === 'string' && isCrushed.name !==
'isCrushed') {\n    warning('You are currently using minified code outside of NODE_ENV === 'production'. ' +
'This means that you are running a slower development build of Redux. ' + 'You can use loose-envify
(https://github.com/zertosh/loose-envify) for browserify ' + 'or setting mode to production in webpack
(https://webpack.js.org/concepts/mode/) ' + 'to ensure you have the correct code for your production
build.);\n  }\n\n  export { ActionTypes as __DO_NOT_USE__ActionTypes, applyMiddleware, bindActionCreators,
combineReducers, compose, createStore };";\n  import _AppBar from './AppBar';\n  export { _AppBar as AppBar
};\n  import _AutoComplete from './AutoComplete';\n  export { _AutoComplete
as AutoComplete };\n  import _Avatar from './Avatar';\n  export { _Avatar as Avatar };\n  import _Badge from
 './Badge';\n  export { _Badge as Badge };\n  import _BottomNavigation from './BottomNavigation';\n  export {
_bottomNavigation as BottomNavigation };\n  import _BottomNavigationItem from
 './BottomNavigation/BottomNavigationItem';\n  export { _BottomNavigationItem as BottomNavigationItem
};\n  import _Card from './Card';\n  export { _Card as Card };\n  import _CardActions from
 './Card/CardActions';\n  export { _CardActions as CardActions };\n  import _CardHeader from
 './Card/CardHeader';\n  export { _CardHeader as CardHeader };\n  import _CardMedia from
 './Card/CardMedia';\n  export { _CardMedia as CardMedia };\n  import _CardTitle from './Card/CardTitle';\n  export {
_cardTitle as CardTitle };\n  import _CardText from './Card/CardText';\n  export { _CardText as CardText };\n  import
 _Checkbox from './Checkbox';\n  export { _Checkbox as Checkbox };\n  import _Chip from './Chip';\n  export { _Chip
as Chip };\n  import
 _CircularProgress from './CircularProgress';\n  export { _CircularProgress as CircularProgress };\n  import
 _DatePicker from './DatePicker';\n  export { _DatePicker as DatePicker };\n  import _Dialog from './Dialog';\n  export {

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 Dialog as Dialog }; \nimport _Divider from './Divider'; \nextport { _Divider as Divider }; \nimport _Drawer from
 './Drawer'; \nextport { _Drawer as Drawer }; \nimport _DropDownMenu from './DropDownMenu'; \nextport {
 _DropDownMenu as DropDownMenu }; \nimport _FlatButton from './FlatButton'; \nextport { _FlatButton as
 FlatButton }; \nimport _FloatingActionButton from './FloatingActionButton'; \nextport { _FloatingActionButton as
 FloatingActionButton }; \nimport _FontIcon from './FontIcon'; \nextport { _FontIcon as FontIcon }; \nimport _GridList
 from './GridList'; \nextport { _GridList as GridList }; \nimport _GridTile from './GridList/GridTile'; \nextport {
 _GridTile as GridTile }; \nimport _IconButton from './IconButton'; \nextport { _IconButton as IconButton }; \nimport
 _IconMenu from './IconMenu'; \nextport
 { _IconMenu as IconMenu }; \nimport _LinearProgress from './LinearProgress'; \nextport { _LinearProgress as
 LinearProgress }; \nimport _List from './List'; \nextport { _List as List }; \nimport _ListItem from
 './List/ListItem'; \nextport { _ListItem as ListItem }; \nimport _makeSelectable from './List/makeSelectable'; \nextport {
 _makeSelectable as makeSelectable }; \nimport _Menu from './Menu'; \nextport { _Menu as Menu }; \nimport
 _MenuItem from './MenuItem'; \nextport { _MenuItem as MenuItem }; \nimport _MuiThemeProvider from
 './styles/MuiThemeProvider'; \nextport { _MuiThemeProvider as MuiThemeProvider }; \nimport _Paper from
 './Paper'; \nextport { _Paper as Paper }; \nimport _Popover from './Popover'; \nextport { _Popover as Popover
 }; \nimport _RadioButton from './RadioButton'; \nextport { _RadioButton as RadioButton }; \nimport
 _RadioButtonGroup from './RadioButton/RadioButtonGroup'; \nextport { _RadioButtonGroup as RadioButtonGroup
 }; \nimport _RaisedButton from './RaisedButton'; \nextport { _RaisedButton
 as RaisedButton }; \nimport _RefreshIndicator from './RefreshIndicator'; \nextport { _RefreshIndicator as
 RefreshIndicator }; \nimport _SelectField from './SelectField'; \nextport { _SelectField as SelectField }; \nimport
 _Slider from './Slider'; \nextport { _Slider as Slider }; \nimport _Subheader from './Subheader'; \nextport { _Subheader
 as Subheader }; \nimport _SvgIcon from './SvgIcon'; \nextport { _SvgIcon as SvgIcon }; \nimport _Step from
 './Stepper/Step'; \nextport { _Step as Step }; \nimport _StepButton from './Stepper/StepButton'; \nextport { _StepButton
 as StepButton }; \nimport _StepContent from './Stepper/StepContent'; \nextport { _StepContent as StepContent
 }; \nimport _StepLabel from './Stepper/StepLabel'; \nextport { _StepLabel as StepLabel }; \nimport _Stepper from
 './Stepper/Stepper'; \nextport { _Stepper as Stepper }; \nimport _Snackbar from './Snackbar'; \nextport { _Snackbar as
 Snackbar }; \nimport _Tabs from './Tabs'; \nextport { _Tabs as Tabs }; \nimport _Tab from './Tabs/Tab'; \nextport {
 _Tab as
 Tab }; \nimport _Table from './Table'; \nextport { _Table as Table }; \nimport _TableBody from
 './Table/TableBody'; \nextport { _TableBody as TableBody }; \nimport _TableFooter from
 './Table/TableFooter'; \nextport { _TableFooter as TableFooter }; \nimport _TableHeader from
 './Table/TableHeader'; \nextport { _TableHeader as TableHeader }; \nimport _TableHeaderColumn from
 './Table/TableHeaderColumn'; \nextport { _TableHeaderColumn as TableHeaderColumn }; \nimport _TableRow from
 './Table/TableRow'; \nextport { _TableRow as TableRow }; \nimport _TableRowColumn from
 './Table/TableRowColumn'; \nextport { _TableRowColumn as TableRowColumn }; \nimport _TextField from
 './TextField'; \nextport { _TextField as TextField }; \nimport _TimePicker from './TimePicker'; \nextport { _TimePicker
 as TimePicker }; \nimport _Toggle from './Toggle'; \nextport { _Toggle as Toggle }; \nimport _Toolbar from
 './Toolbar'; \nextport { _Toolbar as Toolbar }; \nimport _ToolbarGroup from './Toolbar/ToolbarGroup'; \nextport {
 _ToolbarGroup as ToolbarGroup
 }; \nimport _ToolbarSeparator from './Toolbar/ToolbarSeparator'; \nextport { _ToolbarSeparator as ToolbarSeparator
 }; \nimport _ToolbarTitle from './Toolbar/ToolbarTitle'; \nextport { _ToolbarTitle as ToolbarTitle }; ", "use
strict"; \n \nfunction checkDCE() { \n /* global __REACT_DEVTOOLS_GLOBAL_HOOK__ */ \n if (typeof
__REACT_DEVTOOLS_GLOBAL_HOOK__ === 'undefined' || typeof
__REACT_DEVTOOLS_GLOBAL_HOOK__.checkDCE !== 'function') { \n return; \n } \n \n if
(process.env.NODE_ENV !== 'production') { \n // This branch is unreachable because this function is only called \n
// in production, but the condition is true only in development. \n // Therefore if the branch is still here, dead code
elimination wasn't \n // properly applied. \n // Don't change the message. React DevTools relies on it. Also make
sure \n // this message doesn't occur elsewhere in this function, or it will cause \n // a false positive. \n throw new

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Error('^_^');\n }\n\n try {\n // Verify that the code
above has been dead code eliminated (DCE'd).\n
__REACT_DEVTOOLS_GLOBAL_HOOK__.checkDCE(checkDCE);\n } catch (err) {\n // DevTools shouldn't
crash React, no matter what.\n // We should still report in case we break this code.\n console.error(err);\n
}\n}\n\nif (process.env.NODE_ENV === 'production') {\n // DCE check should happen before ReactDOM bundle
executes so that\n // DevTools can report bad minification during injection.\n checkDCE();\n module.exports =
require('./cjs/react-dom.production.min.js');\n} else {\n module.exports = require('./cjs/react-
dom.development.js');\n}"/**\n * Checks if `value` is classified as an `Array` object.\n *\n * @static\n *
@memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns
{boolean} Returns `true` if `value` is an array, else `false`.\n * @example\n *\n * _isArray([1, 2, 3]);\n * // =>
true\n *\n * _isArray(document.body.children);\n * // => false\n *\n * _isArray('abc');\n
* // => false\n *\n * _isArray(_.noop);\n * // => false\n *\n * \nvar isArray = Array.isArray;\n\nexport default
isArray;"/**use strict*/\n\nObject.defineProperty(exports, '__esModule', {\n value: true\n});\n\nexports.default =
undefined;\n\nvar _SvgIcon = require('./SvgIcon');\n\nvar _SvgIcon2 =
_interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ?
obj : {\n default: obj\n };}\n\n\nexports.default = _SvgIcon2.default;"/**import freeGlobal from
'./_freeGlobal.js';\n\n** Detect free variable `self`. *\n\nvar freeSelf = typeof self === 'object' && self && self.Object
=== Object && self;\n\n** Used as a reference to the global object. *\n\nvar root = freeGlobal || freeSelf ||
Function('return this')();\n\nexport default root;"/**use strict*/\n\nexports.__esModule = true;\n\nvar _shouldUpdate =
require('./shouldUpdate');\n\nvar _shouldUpdate2 = _interopRequireDefault(_shouldUpdate);\n\nvar _shallowEqual
= require('./shallowEqual');\n\nvar
_shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _setDisplayNames =
require('./setDisplayNames');\n\nvar _setDisplayNames2 = _interopRequireDefault(_setDisplayNames);\n\nvar
_wrapDisplayNames = require('./wrapDisplayNames');\n\nvar _wrapDisplayNames2 =
_interopRequireDefault(_wrapDisplayNames);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };}\n\n\nvar pure = function pure(BaseComponent) {\n var hoc = (0,
_shallowUpdate2.default)(function (props, nextProps) {\n return !(0, _shallowEqual2.default)(props, nextProps);\n
});\n\n if (process.env.NODE_ENV !== 'production') {\n return (0, _setDisplayNames2.default)((0,
_wrapDisplayNames2.default)(BaseComponent, 'pure'))(hoc(BaseComponent));\n }\n\n return
hoc(BaseComponent);\n };}\n\n\nexports.default = pure;"/**export default function _classCallCheck(instance,
Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError("Cannot call a class as a
function");\n }\n}"/**function _defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor =
props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if
(!("value" in descriptor)) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n
}\n}\n\n\nexport default function _createClass(Constructor, protoProps, staticProps) {\n if (protoProps)
_defineProperties(Constructor.prototype, protoProps);\n if (staticProps) _defineProperties(Constructor,
staticProps);\n return Constructor;\n }"/**export default function _getPrototypeOf(o) {\n _getPrototypeOf =
Object.setPrototypeOf ? Object.getPrototypeOf : function _getPrototypeOf(o) {\n return o.__proto__ ||
Object.getPrototypeOf(o);\n };}\n return _getPrototypeOf(o);\n }"/**\n * Checks if `value` is the\n *\n * [language
type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n *\n * of `Object`.
(e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String(')')\n *\n * @static\n * @memberOf
_\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns
`true` if `value` is an object, else `false`.\n * @example\n *\n * _isObject({});\n * // => true\n *\n * _isObject([1, 2,
3]);\n * // => true\n *\n * _isObject(_.noop);\n * // => true\n *\n * _isObject(null);\n * // => false\n *\n * \nfunction
isObject(value) {\n var type = typeof value;\n return value != null && (type === 'object' || type ===
'function');\n }\n\n\nexport default isObject;"/**function _typeof2(obj) {\n if (typeof Symbol === "function" && typeof
Symbol.iterator === "symbol") {\n _typeof2 = function _typeof2(obj) {\n return typeof obj; };}\n } else {\n _typeof2 =

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function _typeof2(obj) { return obj && typeof Symbol === "function" && obj.constructor === Symbol && obj
!== Symbol.prototype ? "symbol" : typeof obj; }; } return _typeof2(obj); }\n\nexport default
function _typeof(obj) {\n if (typeof Symbol === "function" && _typeof2(Symbol.iterator) === "symbol") {\n
_typeof = function _typeof(obj) {\n return _typeof2(obj);\n }; } else {\n _typeof = function _typeof(obj)
{\n return obj && typeof Symbol === "function" && obj.constructor === Symbol && obj !==
Symbol.prototype ? "symbol" : _typeof2(obj);\n }; } }\n\n return _typeof(obj);\n},"import _typeof from
'../helpers/esm/typeof';\nimport assertThisInitialized from './assertThisInitialized';\nexport default function
_possibleConstructorReturn(self, call) {\n if (call && (_typeof(call) === "object" || typeof call === "function"))
{\n return call;\n }\n\n return assertThisInitialized(self);\n},"export default function _assertThisInitialized(self)
{\n if (self === void 0) {\n throw new ReferenceError("this hasn't been initialised - super() hasn't been
called");\n }\n\n return self;\n},"export default function _setPrototypeOf(o,
p) {\n _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o, p) {\n o.__proto__ = p;\n return
o;\n }; }\n\n return _setPrototypeOf(o, p);\n},"import setPrototypeOf from './setPrototypeOf';\nexport default
function _inherits(subClass, superClass) {\n if (typeof superClass !== "function" && superClass !== null) {\n
throw new TypeError("Super expression must either be null or a function");\n }\n\n subClass.prototype =
Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n writable: true,\n
configurable: true\n }\n });\n if (superClass) setPrototypeOf(subClass, superClass);\n},"var core =
module.exports = {\n version: '2.6.12'\n};\nif (typeof __e == 'number') __e = core; // eslint-disable-line no-
undef,"/*\n * Copyright 2014-2015, Facebook, Inc.\n * All rights reserved.\n *\n * This source code is licensed
under the BSD-style license found in the\n * LICENSE file in the root directory of this
source tree. An additional grant\n * of patent rights can be found in the PATENTS file in the same directory.\n
*\n'use strict';\n/**\n * Similar to invariant but only logs a warning if the condition is not met.\n * This can be used
to log issues in development environments in critical\n * paths. Removing the logging code for production
environments will keep the\n * same logic and follow the same code paths.\n */\n\nvar warning = function warning()
{\n\nif (process.env.NODE_ENV !== 'production') {\n warning = function warning(condition, format, args) {\n
var len = arguments.length;\n args = new Array(len > 2 ? len - 2 : 0);\n\n for (var key = 2; key < len; key++) {\n
args[key - 2] = arguments[key];\n }\n\n if (format === undefined) {\n throw new Error(`warning(condition,
format, ...args)` requires a warning ' + 'message argument');\n }\n\n if (format.length < 10 ||
/^[s\\W]*$/ .test(format)) {\n throw new Error("The warning format should be able
to uniquely identify this ' + 'warning. Please, use a more descriptive format than: ' + format);\n }\n\n if
(!condition) {\n var argIndex = 0;\n var message = "Warning: " + format.replace(/%s/g, function () {\n
return args[argIndex++];\n });\n\n if (typeof console !== 'undefined') {\n console.error(message);\n
}\n\n try {\n // This error was thrown as a convenience so that you can use this stack\n // to find the
callsite that caused this warning to fire.\n throw new Error(message);\n } catch (x) {\n }\n
};\n\nmodule.exports = warning;"}\n/**\n * Checks if `value` is object-like. A value is object-like if it's not
`null`\n * and has a `typeof` result of "object".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category
Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else
`false`.\n * @example\n *\n * _isObjectLike({});\n * // => true\n
*\n * _isObjectLike([1, 2, 3]);\n * // => true\n *\n * _isObjectLike(_noop);\n * // => false\n *\n *
_isObjectLike(null);\n * // => false\n */\n\nfunction isObjectLike(value) {\n return value != null && typeof value ===
'object';\n}\n\nexport default isObjectLike;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n
value: true\n});\n\nexports.default = undefined;\n\nvar _Paper = require('./Paper');\n\nvar _Paper2 =
_interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj
: {\n default: obj\n }; }\n\nexports.default = _Paper2.default;","import root from './_root.js';\n/** Used to detect
overreaching core-js shims. *\n\nvar coreJsData = root['__core-js_shared__'];\nexport default coreJsData;","import
coreJsData from './_coreJsData.js';\n/** Used to detect methods masquerading as native. *\n\nvar maskSrcKey =
function () {\n var uid = /^[^.] +$/ .exec(coreJsData && coreJsData.keys && coreJsData.keys.IE_PROTO)

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|| ");\n return uid ? 'Symbol(src)_1.' + uid : '';\n}();\n\n/**\n * Checks if `func` has its source masked.\n *\n * @private\n * @param {Function} func The function to check.\n * @returns {boolean} Returns `true` if `func` is
masked, else `false`.\n *\n\nfunction isMasked(func) {\n return !!maskSrcKey && maskSrcKey in
func;\n}\n\nexport default isMasked;","import isFunction from './isFunction.js';\nimport isMasked from
 './_isMasked.js';\nimport isObject from './isObject.js';\nimport toSource from './_toSource.js';\n\n/**\n * Used to match
`RegExp`\n * [syntax characters](http://ecma-international.org/ecma-262/7.0/#sec-patterns).\n *\n\nvar
reRegExpChar = /[\\^$.+?(?=[\\{ }])/g;\n\n/**\n * Used to detect host constructors (Safari).\n *\n\nvar reIsHostCtor =
/^\[object .+?Constructor\]\$/;\n\n/**\n * Used for built-in method references.\n *\n\nvar funcProto =
Function.prototype,\n    objectProto = Object.prototype;\n\n/**\n * Used to resolve the decompiled source of functions.
*\n\nvar funcToString
= funcProto.toString;\n\n/**\n * Used to check objects for own properties.\n *\n\nvar hasOwnProperty =
objectProto.hasOwnProperty;\n\n/**\n * Used to detect if a method is native.\n *\n\nvar reIsNative = RegExp('^ +
funcToString.call(hasOwnProperty).replace(reRegExpChar,
 '\\\\$&').replace(/hasOwnProperty|(function).*?(?=\\\|\\|)/g, '$1.*?') + '$');\n\n/**\n * The base
implementation of `_isNative` without bad shim checks.\n *\n * @private\n * @param {*} value The value to
check.\n * @returns {boolean} Returns `true` if `value` is a native function,\n * else `false`.\n *\n\nfunction
baseIsNative(value) {\n if (!isObject(value) || isMasked(value)) {\n return false;\n }\n\n var pattern =
isFunction(value) ? reIsNative : reIsHostCtor;\n return pattern.test(toSource(value));\n}\n\nexport default
baseIsNative;","/**\n * Gets the value at `key` of `object`.\n *\n * @private\n * @param {Object} [object] The
object to query.\n * @param {string} key The key of the property to get.\n
 * @returns {*} Returns the property value.\n *\n\nfunction getValue(object, key) {\n return object == null ?
undefined : object[key];\n}\n\nexport default getValue;","import baseIsNative from './_baseIsNative.js';\nimport
getValue from './_getValue.js';\n\n/**\n * Gets the native function at `key` of `object`.\n *\n * @private\n * @param
{Object} object The object to query.\n * @param {string} key The key of the method to get.\n * @returns {*}
Returns the function if it's native, else `undefined`.\n *\n\nfunction getNative(object, key) {\n var value =
getValue(object, key);\n return baseIsNative(value) ? value : undefined;\n}\n\nexport default getNative;","/**\n
 * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n
 * LICENSE file in the root directory of this source tree.\n *\n\n'use strict';\n\n/**\n * Use invariant() to assert state
which your program assumes to be true.\n *\n * Provide printf-style format (only %s
is supported) and arguments\n * to provide information about what broke and what you were\n * expecting.\n *\n * The invariant message will be stripped in production, but the invariant\n * will remain to ensure logic does not differ
in production.\n *\n\nvar invariant = function invariant(condition, format, a, b, c, d, e, f) {\n if
(process.env.NODE_ENV !== 'production') {\n if (format === undefined) {\n throw new Error('invariant
requires an error message argument');\n }\n }\n\n if (!condition) {\n var error;\n\n if (format === undefined)
{\n error = new Error('Minified exception occurred; use the non-minified dev environment ' + 'for the full error
message and additional helpful warnings.);\n } else {\n var args = [a, b, c, d, e, f];\n var argIndex = 0;\n
error = new Error(format.replace(/%s/g, function () {\n return args[argIndex++];\n }));\n error.name =
'Invariant Violation';\n }\n\n error.framesToPop = 1; // we don't
care about invariant's own frame\n\n throw error;\n }\n};\n\nmodule.exports = invariant;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true;\n});\n\nvar _propTypes = require('prop-
types');\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n default: obj\n };}\n\nvar horizontal =
_propTypes2.default.oneOf(['left', 'middle', 'right']);\nvar vertical = _propTypes2.default.oneOf(['top', 'center',
'bottom']);\n\nexports.default = {\n corners: _propTypes2.default.oneOf(['bottom-left', 'bottom-right', 'top-left', 'top-
right']),\n horizontal: horizontal,\n vertical: vertical,\n origin: _propTypes2.default.shape({\n horizontal:
horizontal,\n vertical: vertical\n }),\n cornersAndCenter: _propTypes2.default.oneOf(['bottom-center', 'bottom-
left', 'bottom-right', 'top-center', 'top-left', 'top-right']),\n stringOrNumber:
_propTypes2.default.oneOfType([_propTypes2.default.string,

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    _propTypes2.default.number]),\n  zDepth: _propTypes2.default.oneOf([0, 1, 2, 3, 4, 5])\n};","import Symbol from
'./_Symbol.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to
check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * Used to
resolve the\n * [ `toStringTag` ](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of
values.\n */\n\nvar nativeObjectToString = objectProto.toString;\n/** Built-in value references. */\n\nvar
symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n/**\n * A specialized version of `baseGetTag`
which ignores `Symbol.toStringTag` values.\n */\n * @private\n * @param {*} value The value to query.\n *
@return {string} Returns the raw `toStringTag`.\n */\n\nfunction getRawTag(value) {\n  var isOwn =
hasOwnProperty.call(value, symToStringTag),\n    tag = value[symToStringTag];\n  \n  try {\n
value[symToStringTag]
= undefined;\n    var unmasked = true;\n  } catch (e) {} \n  \n  var result = nativeObjectToString.call(value);\n  \n  if
(unmasked) {\n    if (isOwn) {\n      value[symToStringTag] = tag;\n    } else {\n      delete
value[symToStringTag];\n    } \n  } \n  \n  return result;\n}\n\nexport default getRawTag;","/** Used for built-in
method references. */\n\nvar objectProto = Object.prototype;\n/**\n * Used to resolve the\n *
[ `toStringTag` ](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\n\nvar
nativeObjectToString = objectProto.toString;\n/**\n * Converts `value` to a string using
`Object.prototype.toString`.\n */\n * @private\n * @param {*} value The value to convert.\n * @returns {string}
Returns the converted string.\n */\n\nfunction objectToString(value) {\n  return
nativeObjectToString.call(value);\n}\n\nexport default objectToString;","import Symbol from
'./_Symbol.js';\nimport getRawTag from './_getRawTag.js';\nimport objectToString from
'./_objectToString.js';\n/** `Object#toString` result references. */\n\nvar nullTag = '[object Null]',\n  undefinedTag
= '[object Undefined]';\n/** Built-in value references. */\n\nvar symToStringTag = Symbol ? Symbol.toStringTag :
undefined;\n/**\n * The base implementation of `getTag` without fallbacks for buggy environments.\n */\n *
@private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\n\nfunction
baseGetTag(value) {\n  if (value == null) {\n    return value === undefined ? undefinedTag :
nullTag;\n  } \n  \n  return symToStringTag && symToStringTag in Object(value) ? getRawTag(value) :
objectToString(value);\n}\n\nexport default baseGetTag;","// Source: http://jsfiddle.net/vWx8V/\n//
http://stackoverflow.com/questions/5603195/full-list-of-javascript-keycodes\n\n/**\n * Convenience method returns
corresponding value for given keyName or keyCode.\n */\n * @param {Mixed} keyCode {Number} or keyName
{String}\n * @return {Mixed}\n * @api
public\n */\n\nfunction keyCode(searchInput) {\n  // Keyboard Events\n  if (searchInput && 'object' === typeof
searchInput) {\n    var hasKeyCode = searchInput.which || searchInput.keyCode || searchInput.charCode;\n    if
(hasKeyCode) searchInput = hasKeyCode;\n  } // Numbers\n  \n  \n  if ('number' === typeof searchInput) return
names[searchInput]; // Everything else (cast to string)\n  \n  var search = String(searchInput); // check codes\n  \n  var
foundNamedKey = codes[search.toLowerCase()];\n  if (foundNamedKey) return foundNamedKey; // check
aliases\n  \n  var foundNamedKey = aliases[search.toLowerCase()];\n  if (foundNamedKey) return foundNamedKey;\n  //
weird character?\n  \n  if (search.length === 1) return search.charCodeAt(0);\n  return undefined;\n}\n\n/**\n *
Compares a keyboard event with a given keyCode or keyName.\n */\n * @param {Event} event Keyboard event that
should be tested\n * @param {Mixed} keyCode {Number} or keyName {String}\n * @return {Boolean}\n * @api
public\n */\n\nfunction\nkeycode.isEventKey
= function isEventKey(event, nameOrCode) {\n  if (event && 'object' === typeof event) {\n    var keyCode =
event.which || event.keyCode || event.charCode;\n    if (keyCode === null || keyCode === undefined) {\n      return
false;\n    } \n  } \n  \n  if (typeof nameOrCode === 'string') {\n    // check codes\n    var foundNamedKey =
codes[nameOrCode.toLowerCase()];\n    if (foundNamedKey) {\n      return foundNamedKey === keyCode;\n    } \n  } \n  //
check aliases\n  \n  var foundNamedKey = aliases[nameOrCode.toLowerCase()];\n  if
(foundNamedKey) {\n    return foundNamedKey === keyCode;\n  } \n  \n  } else if (typeof nameOrCode ===
'number') {\n    return nameOrCode === keyCode;\n  } \n  \n  return false;\n}\n\n};\n\n\nexports = module.exports =
keyCode;\n\n/**\n * Get by name\n */\n * exports.code['enter'] // => 13\n */\n\nvar codes = exports.code =

```

```

exports.codes = {\n 'backspace': 8,\n 'tab': 9,\n 'enter': 13,\n 'shift': 16,\n 'ctrl': 17,\n 'alt': 18,\n
'pause/break': 19,\n 'caps lock': 20,\n 'esc': 27,\n 'space': 32,\n 'page up': 33,\n 'page down': 34,\n 'end': 35,\n
'home': 36,\n 'left': 37,\n 'up': 38,\n 'right': 39,\n 'down': 40,\n 'insert': 45,\n 'delete': 46,\n 'command': 91,\n 'left
command': 91,\n 'right command': 93,\n 'numpad *': 106,\n 'numpad +': 107,\n 'numpad -': 109,\n 'numpad .':
110,\n 'numpad /': 111,\n 'num lock': 144,\n 'scroll lock': 145,\n 'my computer': 182,\n 'my calculator': 183,\n ';':
186,\n '=': 187,\n ',': 188,\n '-': 189,\n '.': 190,\n '/': 191,\n '~': 192,\n '[': 219,\n '\\\\': 220,\n ']': 221,\n '\\\"':
222\n}; // Helper aliases\n\nvar aliases = exports.aliases = {\n 'windows': 91,\n " ": 16,\n " ": 18,\n " ": 17,\n " ": 91,\n
'ctl': 17,\n 'control': 17,\n 'option': 18,\n 'pause': 19,\n 'break': 19,\n 'caps': 20,\n 'return': 13,\n 'escape': 27,\n
'spc': 32,\n 'spacebar': 32,\n 'pgup': 33,\n 'pgdn': 34,\n 'ins': 45,\n 'del': 46,\n 'cmd': 91\n};\n\n/*!\n
* Programatically add the following\n */\n\nfor (i = 97; i < 123; i++) {\n
codes[String.fromCharCode(i)] = i - 32;\n} // numbers\n\nfor (var i = 48; i < 58; i++) {\n codes[i - 48] = i;\n} //
function keys\n\nfor (i = 1; i < 13; i++) {\n codes['f' + i] = i + 111;\n} // numpad keys\n\nfor (i = 0; i < 10; i++)
{\n codes['numpad ' + i] = i + 96;\n}\n\n/*!\n * Get by code\n */\n\n * exports.name[13] // => 'Enter'\n */\n\nvar
names = exports.names = exports.title = {}; // title for backward compat\n\nCreate reverse mapping\n\nfor (i in
codes) {\n names[codes[i]] = i;\n} // Add aliases\n\nfor (var alias in aliases) {\n codes[alias] =
aliases[alias];\n}";\n\nexport default function _setPrototypeOf(o, p) {\n _setPrototypeOf = Object.setPrototypeOf ||
function _setPrototypeOf(o, p) {\n o.__proto__ = p;\n return o;\n};\n\nreturn _setPrototypeOf(o,
p);\n}";\n\nimport setPrototypeOf from './setPrototypeOf.js';\n\nexport default function _inheritsLoose(subClass,
superClass) {\n subClass.prototype = Object.create(superClass.prototype);\n subClass.prototype.constructor =
subClass;\n setPrototypeOf(subClass, superClass);\n}";\n\nimport PropTypes from 'prop-types';\n\nexport var
subscriptionShape = PropTypes.shape({\n trySubscribe: PropTypes.func.isRequired,\n tryUnsubscribe:
PropTypes.func.isRequired,\n notifyNestedSubs: PropTypes.func.isRequired,\n isSubscribed:
PropTypes.func.isRequired\n});\n\nexport var storeShape = PropTypes.shape({\n subscribe:
PropTypes.func.isRequired,\n dispatch: PropTypes.func.isRequired,\n getState:
PropTypes.func.isRequired\n});\n\nimport _inheritsLoose from
'@babel/runtime/helpers/esm/inheritsLoose';\n\nimport React, { Component, Children } from 'react';\n\nimport
PropTypes from 'prop-types';\n\nimport { storeShape, subscriptionShape } from './utils/PropTypes';\n\nimport warning
from './utils/warning';\n\nvar prefixUnsafeLifecycleMethods = typeof React.forwardRef !== "undefined";\n\nvar
didWarnAboutReceivingStore =
false;\n\nfunction warnAboutReceivingStore() {\n if (didWarnAboutReceivingStore) {\n return;\n }\n\n
didWarnAboutReceivingStore = true;\n warning('<Provider> does not support changing `store` on the fly. ' + 'It is
most likely that you see this error because you updated to ' + 'Redux 2.x and React Redux 2.x which no longer hot
reload reducers ' + 'automatically. See https://github.com/reduxjs/react-redux/releases/' + 'tag/v2.0.0 for the
migration instructions.');

```

```

_Provider$childContext);
return Provider;
}
export default createProvider();
", "export default function
_assertThisInitialized(self) {
  if (self === void 0) {
    throw new ReferenceError("this hasn't been initialised -
super() hasn't been called");
  }
  return self;
}
", "export default function _extends() {
  _extends =
Object.assign || function (target) {
    for (var i = 1; i < arguments.length; i++) {
      var source = arguments[i];
      for (var key in source) {
        if (Object.prototype.hasOwnProperty.call(source, key)) {
          target[key] =
source[key];
        }
      }
    }
    return target;
  };
  return _extends.apply(this, arguments);
}
", "export
default function _objectWithoutPropertiesLoose(source, excluded) {
  if (source == null) return {};
  var target =
{};
  var sourceKeys = Object.keys(source);
  var key, i;
  for (i = 0; i < sourceKeys.length; i++) {
    key =
sourceKeys[i];
    if (excluded.indexOf(key) >= 0) continue;
    target[key] = source[key];
  }
  return target;
}
", // encapsulates the subscription logic for connecting a
component to the redux store, as well as nesting subscriptions of descendant components, so that we can ensure
the ancestor components re-render before descendants
var CLEARED = null;
var nullListeners = {
  notify:
function notify() {}
}
function createListenerCollection() {
  // the current/next pattern is copied from redux's
createStore code.
  // TODO: refactor+expose that code to be reusable here?
  var current = [];
  var next = [];
  return {
    clear: function clear() {
      next = CLEARED;
      current = CLEARED;
    },
    notify: function
notify() {
      var listeners = current = next;
      for (var i = 0; i < listeners.length; i++) {
        listeners[i]();
      }
    },
    get: function get() {
      return next;
    },
    subscribe: function subscribe(listener) {
      var
isSubscribed = true;
      if
(next === current) next = current.slice();
      next.push(listener);
      return function unsubscribe() {
        if
(!isSubscribed || current === CLEARED) return;
        isSubscribed = false;
        if (next === current) next =
current.slice();
        next.splice(next.indexOf(listener), 1);
      };
    }
  };
}
var Subscription =
/*#__PURE__*/function () {
  function Subscription(store, parentSub, onStateChange) {
    this.store = store;
    this.parentSub = parentSub;
    this.onStateChange = onStateChange;
    this.unsubscribe = null;
    this.listeners =
nullListeners;
  }
  var _proto = Subscription.prototype;
  _proto.addNestedSub = function
addNestedSub(listener) {
    this.trySubscribe();
    return this.listeners.subscribe(listener);
  };
  _proto.notifyNestedSubs = function notifyNestedSubs() {
    this.listeners.notify();
  };
  _proto.isSubscribed =
function isSubscribed() {
    return Boolean(this.unsubscribe);
  };
  _proto.trySubscribe =
function trySubscribe() {
    if (!this.unsubscribe) {
      this.unsubscribe = this.parentSub ?
this.parentSub.addNestedSub(this.onStateChange) : this.store.subscribe(this.onStateChange);
      this.listeners =
createListenerCollection();
    }
  };
  _proto.tryUnsubscribe = function tryUnsubscribe() {
    if
(this.unsubscribe) {
      this.unsubscribe();
      this.unsubscribe = null;
      this.listeners.clear();
      this.listeners = nullListeners;
    }
  };
  return Subscription;
}();
export { Subscription as default
};
", "import _inheritsLoose from '@babel/runtime/helpers/esm/inheritsLoose';
import _assertThisInitialized from '@babel/runtime/helpers/esm/assertThisInitialized';
import _extends from '@babel/runtime/helpers/esm/extends';
import _objectWithoutPropertiesLoose from '@babel/runtime/helpers/esm/objectWithoutPropertiesLoose';
import hoistStatics from 'hoist-non-react-statics';
import invariant from 'invariant';
import React,
{ Component, createElement } from 'react';
import { isValidElementType } from 'react-is';
import Subscription
from '../utils/Subscription';
import { storeShape, subscriptionShape } from '../utils/PropTypes';
var
prefixUnsafeLifecycleMethods = typeof React.forwardRef !== 'undefined';
var hotReloadingVersion = 0;
var
dummyState = {};
function noop() {}
function makeSelectorStateful(sourceSelector, store) {
  // wrap the
selector in an object that tracks its results between runs.
  var selector = {
    run: function
runComponentSelector(props) {
      try {
        var nextProps = sourceSelector(store.getState(), props);
        if
(nextProps !== selector.props || selector.error) {
          selector.shouldComponentUpdate = true;
          selector.props = nextProps;
          selector.error = null;
        }
      } catch (error) {
        selector.shouldComponentUpdate = true;
        selector.error = error;
      }
    }
  };
  return
selector;
}
}
export

```

default function connectAdvanced(\n/*\n selectorFactory is a func that is responsible for returning the selector function used to\n compute new props from state, props, and dispatch. For example:\n export default connectAdvanced((dispatch, options) => (state, props) => ({\n thing: state.things[props.thingId],\n saveThing: fields => dispatch(actionCreators.saveThing(props.thingId, fields)),\n }))(YourComponent)\n Access to dispatch is provided to the factory so selectorFactories can bind actionCreators\n outside of their selector as an optimization. Options passed to connectAdvanced are passed to\n the selectorFactory, along with displayName and WrappedComponent, as the second argument.\n Note that selectorFactory is responsible for all caching/memoization of inbound and outbound\n props. Do not use connectAdvanced directly without memoizing results between calls to your\n selector, otherwise the Connect component will re-render on every state or props change.\n*\nselectorFactory, // options object:\n_ref) {\n var _contextTypes, _childContextTypes;\n\n if (_ref === void 0) {\n _ref = {};\n }\n\n var _ref2 = _ref,\n _ref2\$getDisplayName = _ref2.getDisplayName,\n getDisplayName = _ref2\$getDisplayName === void 0 ? function (name) {\n return \"ConnectAdvanced(\\\" + name + \\\")\";\n } : _ref2\$getDisplayName,\n _ref2\$methodName = _ref2.methodName,\n methodName = _ref2\$methodName === void 0 ? 'connectAdvanced' : _ref2\$methodName,\n _ref2\$renderCountProp = _ref2.renderCountProp,\n renderCountProp = _ref2\$renderCountProp === void 0 ? undefined : _ref2\$renderCountProp,\n _ref2\$shouldHandleSta = _ref2.shouldHandleStateChanges,\n shouldHandleStateChanges = _ref2\$shouldHandleSta === void 0 ? true : _ref2\$shouldHandleSta,\n _ref2\$storeKey = _ref2.storeKey,\n storeKey = _ref2\$storeKey === void 0 ? 'store' : _ref2\$storeKey,\n _ref2\$withRef = _ref2.withRef,\n withRef = _ref2\$withRef\n\n === void 0 ? false : _ref2\$withRef,\n connectOptions = _objectWithoutPropertiesLoose(_ref2, [\"getDisplayName\", \"methodName\", \"renderCountProp\", \"shouldHandleStateChanges\", \"storeKey\", \"withRef\"]);\n\n var subscriptionKey = storeKey + 'Subscription';\n var version = hotReloadingVersion++; \n\n contextTypes = (_contextTypes = {}, _contextTypes[storeKey] = storeShape, _contextTypes[subscriptionKey] = subscriptionShape, _contextTypes);\n\n childContextTypes = (_childContextTypes = {}, _childContextTypes[subscriptionKey] = subscriptionShape, _childContextTypes);\n\n return function wrapWithConnect(WrappedComponent) {\n invariant(isValidElementType(WrappedComponent), \"You must pass a component to the function returned by \\\" + (methodName + \\\". Instead received \\\" + JSON.stringify(WrappedComponent));\n\n var wrappedComponentName = WrappedComponent.displayName || WrappedComponent.name || 'Component';\n var displayName = getDisplayName(wrappedComponentName);\n\n var selectorFactoryOptions = _extends({}, connectOptions, {\n getDisplayName: getDisplayName,\n methodName: methodName,\n renderCountProp: renderCountProp,\n shouldHandleStateChanges: shouldHandleStateChanges,\n storeKey: storeKey,\n withRef: withRef,\n displayName: displayName,\n wrappedComponentName: wrappedComponentName,\n WrappedComponent: WrappedComponent // TODO Actually fix our use of componentWillReceiveProps\n\n /* eslint-disable react/no-deprecated */\n\n });\n\n var Connect = /*#__PURE__*/function (_Component) {\n _inheritsLoose(Connect, _Component);\n\n function Connect(props, context) {\n var _this;\n\n _this = _Component.call(this, props, context) || this;\n\n _this.version = version;\n _this.state = {};\n _this.renderCount = 0;\n _this.store = props[storeKey] || context[storeKey];\n _this.propsMode = Boolean(props[storeKey]);\n _this.setWrappedInstance = _this.setWrappedInstance.bind(_assertThisInitialized(_assertThisInitialized(_this)));\n\n invariant(_this.store, \"Could not find \\\"\\\" + storeKey + \\\"\\\" in either the context or props of \\\" + (\\\"\\\" + displayName + \\\"\\\". Either wrap the root component in a <Provider>, \\\" + (\\\"or explicitly pass \\\"\\\" + storeKey + \\\"\\\" as a prop to \\\"\\\" + displayName + \\\"\\\".));\n\n _this.initSelector();\n _this.initSubscription();\n\n return _this;\n }\n\n var _proto = Connect.prototype;\n\n _proto.getChildContext = function getChildContext() {\n var _ref3; // If this component received store from props, its subscription should be transparent\n // to any descendants receiving store+subscription from context; it passes along\n // subscription passed to it. Otherwise, it shadows the parent subscription, which allows\n // Connect to control ordering of notifications to flow top-down.\n\n var subscription

```

= this.propsMode ? null : this.subscription;\n    return _ref3 = {}, _ref3[subscriptionKey] = subscription ||
this.context[subscriptionKey], _ref3;\n    });\n\n    _proto.componentDidMount = function componentDidMount()
{\n    if (!shouldHandleStateChanges) return; // componentWillMount fires during server side rendering, but
componentDidMount and\n    // componentWillUnmount do not. Because of this, trySubscribe happens during
...didMount.\n    // Otherwise, unsubscription would never take place during SSR, causing a memory leak.\n    //
To handle the case where a child component may have triggered a state change by\n    // dispatching an action in
its componentWillMount, we have to re-run the select and maybe\n    // re-render.\n\n    this.subscription.trySubscribe();\n    this.selector.run(this.props);\n    if (this.selector.shouldComponentUpdate)
this.forceUpdate();\n    }; // Note: this is renamed below to the UNSAFE_ version in
React >=16.3.0\n\n    _proto.componentWillReceiveProps = function componentWillReceiveProps(nextProps)
{\n    this.selector.run(nextProps);\n    };;\n\n    _proto.shouldComponentUpdate = function
shouldComponentUpdate() {\n    return this.selector.shouldComponentUpdate;\n    };;\n\n    _proto.componentWillUnmount = function componentWillUnmount() {\n    if (this.subscription)
this.subscription.tryUnsubscribe();\n    this.subscription = null;\n    this.notifyNestedSubs = noop;\n    this.store = null;\n    this.selector.run = noop;\n    this.selector.shouldComponentUpdate = false;\n    };;\n\n    _proto.getWrappedInstance = function getWrappedInstance() {\n    invariant(withRef, "To access the wrapped
instance, you need to specify `withRef` in the options argument of the `methodName` call.");\n    return this.wrappedInstance;\n    };;\n\n    _proto.setWrappedInstance = function
setWrappedInstance(ref) {\n
    this.wrappedInstance = ref;\n    };;\n\n    _proto.initSelector = function initSelector() {\n    var
sourceSelector = selectorFactory(this.store.dispatch, selectorFactoryOptions);\n    this.selector =
makeSelectorStateful(sourceSelector, this.store);\n    this.selector.run(this.props);\n    };;\n\n    _proto.initSubscription = function initSubscription() {\n    if (!shouldHandleStateChanges) return; // parentSub's
source should match where store came from: props vs. context. A component\n    // connected to the store via
props shouldn't use subscription from context, or vice versa.\n\n    var parentSub = (this.propsMode ? this.props :
this.context)[subscriptionKey];\n    this.subscription = new Subscription(this.store, parentSub,
this.onStateChange.bind(this)); // `notifyNestedSubs` is duplicated to handle the case where the component is
unmounted in\n    // the middle of the notification loop, where `this.subscription` will then be null.
An\n    // extra null check every change can be avoided by copying the method onto `this` and then\n    //
replacing it with a no-op on unmount. This can probably be avoided if Subscription's\n    // listeners logic is
changed to not call listeners that have been unsubscribed in the\n    // middle of the notification loop.\n\n    this.notifyNestedSubs = this.subscription.notifyNestedSubs.bind(this.subscription);\n    };;\n\n    _proto.onStateChange = function onStateChange() {\n    this.selector.run(this.props);\n    if
(!this.selector.shouldComponentUpdate) {\n    this.notifyNestedSubs();\n    } else {\n
this.componentDidUpdate = this.notifyNestedSubsOnComponentDidUpdate;\n    this.setState(dummyState);\n
    }\n    };;\n\n    _proto.notifyNestedSubsOnComponentDidUpdate = function
notifyNestedSubsOnComponentDidUpdate() {\n    // `componentDidUpdate` is conditionally implemented when
`onStateChange` determines it\n
    // needs to notify nested subs. Once called, it unimplements itself until further state\n    // changes occur. Doing
it this way vs having a permanent `componentDidUpdate` that does\n    // a boolean check every time avoids an
extra method call most of the time, resulting\n    // in some perf boost.\n    this.componentDidUpdate =
undefined;\n    this.notifyNestedSubs();\n    };;\n\n    _proto.isSubscribed = function isSubscribed() {\n
return Boolean(this.subscription) && this.subscription.isSubscribed();\n    };;\n\n    _proto.addExtraProps =
function addExtraProps(props) {\n    if (!withRef && !renderCountProp && !(this.propsMode &&
this.subscription)) return props; // make a shallow copy so that fields added don't leak to the original selector.\n
// this is especially important for 'ref' since that's a reference back to the component\n    // instance. a singleton
memoized selector would then be holding a reference to the\n    //

```

```

instance, preventing the instance from being garbage collected, and that would be bad\n\n    var withExtras =
_extends({}, props);\n\n    if (withRef) withExtras.ref = this.setWrappedInstance;\n    if (renderCountProp)
withExtras[renderCountProp] = this.renderCount++;\n    if (this.propsMode && this.subscription)
withExtras[subscriptionKey] = this.subscription;\n    return withExtras;\n  };\n\n  _proto.render = function
render() {\n    var selector = this.selector;\n    selector.shouldComponentUpdate = false;\n    if
(selector.error) {\n      throw selector.error;\n    } else {\n      return createElement(WrappedComponent,
this.addExtraProps(selector.props));\n    }\n  };\n\n  return Connect;\n}(Component);\n\nif
(prefixUnsafeLifecycleMethods) {\n  // Use UNSAFE_ event name where supported\n
Connect.prototype.UNSAFE_componentWillReceiveProps = Connect.prototype.componentWillReceiveProps;\n
delete Connect.prototype.componentWillReceiveProps;\n
  }\n  /* eslint-enable react/no-deprecated */\n\n  Connect.WrappedComponent = WrappedComponent;\n
Connect.displayName = displayName;\n  Connect.childContextTypes = childContextTypes;\n
Connect.contextTypes = contextTypes;\n  Connect.propTypes = contextTypes;\n\n  if (process.env.NODE_ENV
!== 'production') {\n    // Use UNSAFE_ event name where supported\n    var eventName =
prefixUnsafeLifecycleMethods ? 'UNSAFE_componentWillUpdate' : 'componentWillUpdate';\n\n
Connect.prototype[eventName] = function componentWillUpdate() {\n    var _this2 = this; // We are hot
reloading!\n\n    if (this.version !== version) {\n      this.version = version;\n      this.initSelector(); // If any
connected descendants don't hot reload (and resubscribe in the process), their\n      // listeners will be lost when
we unsubscribe. Unfortunately, by copying over all\n      // listeners, this does mean that the
old versions of connected descendants will still be\n      // notified of state changes; however, their onChange
function is a no-op so this\n      // isn't a huge deal.\n\n      var oldListeners = [];\n      if (this.subscription)
{\n        oldListeners = this.subscription.listeners.get();\n        this.subscription.tryUnsubscribe();\n      }\n\n
      this.initSubscription();\n      if (shouldHandleStateChanges) {\n        this.subscription.trySubscribe();\n
        oldListeners.forEach(function (listener) {\n          return _this2.subscription.listeners.subscribe(listener);\n
        });\n      }\n    }\n  };\n\n  return hoistStatics(Connect, WrappedComponent);\n};\n\n", "var hasOwn =
Object.prototype.hasOwnProperty;\n\nfunction is(x, y) {\n  if (x === y) {\n    return x !== 0 || y !== 0 || 1 / x === 1 /
y;\n  } else {\n    return x !== x && y !== y;\n  }\n}\n\n\nexport default function shallowEqual(objA,
objB) {\n  if (is(objA, objB)) return true;\n\n  if (typeof objA !== 'object' || objA === null || typeof objB !== 'object'
|| objB === null) {\n    return false;\n  }\n\n  var keysA = Object.keys(objA);\n  var keysB = Object.keys(objB);\n  if
(keysA.length !== keysB.length) return false;\n\n  for (var i = 0; i < keysA.length; i++) {\n    if (!hasOwn.call(objB,
keysA[i]) || !is(objA[keysA[i]], objB[keysA[i]])) {\n      return false;\n    }\n  }\n\n  return true;\n}", "import
verifyPlainObject from './utils/verifyPlainObject';\n\nexport function wrapMapToPropsConstant(getConstant) {\n
return function initConstantSelector(dispatch, options) {\n  var constant = getConstant(dispatch, options);\n\n
function constantSelector() {\n    return constant;\n  }\n\n  constantSelector.dependsOnOwnProps = false;\n
return constantSelector;\n};\n\n} // dependsOnOwnProps is used by createMapToPropsProxy to determine whether
to pass props as args\n// to the mapToProps function being wrapped.

```

It is also used by makePurePropsSelector to determine\n// whether mapToProps needs to be invoked when props
have changed.\n\n// A length of one signals that mapToProps does not depend on props from the parent
component.\n\n// A length of zero is assumed to mean mapToProps is getting args via arguments or ...args and\n//
therefore not reporting its length accurately..\n\n\nexport function getDependsOnOwnProps(mapToProps) {\n return
mapToProps.dependsOnOwnProps !== null && mapToProps.dependsOnOwnProps !== undefined ?
Boolean(mapToProps.dependsOnOwnProps) : mapToProps.length !== 1;\n} // Used by
whenMapStateToPropsIsFunction and whenMapDispatchToPropsIsFunction,\n// this function wraps mapToProps in
a proxy function which does several things:\n\n//\n\n// * Detects whether the mapToProps function being called
depends on props, which\n// is used by selectorFactory to decide if it should reinvoked on props changes.\n\n//\n\n//
* On first call, handles mapToProps if returns another function,
and treats that\n// new function as the true mapToProps for subsequent calls.\n\n//\n\n// * On first call, verifies the
first result is a plain object, in order to warn\n// the developer that their mapToProps function is not returning a

```

valid result.\n// \n\nexport function wrapMapToPropsFunc(mapToProps, methodName) {\n  return function
initProxySelector(dispatch, _ref) {\n    var displayName = _ref.displayName;\n\n    var proxy = function
mapToPropsProxy(stateOrDispatch, ownProps) {\n    return proxy.dependsOnOwnProps ?
proxy.mapToProps(stateOrDispatch, ownProps) : proxy.mapToProps(stateOrDispatch);\n  }; // allow
detectFactoryAndVerify to get ownProps\n\n  proxy.dependsOnOwnProps = true;\n\n  proxy.mapToProps =
function detectFactoryAndVerify(stateOrDispatch, ownProps) {\n    proxy.mapToProps = mapToProps;\n
proxy.dependsOnOwnProps = getDependsOnOwnProps(mapToProps);\n    var props = proxy(stateOrDispatch,
ownProps);\n\n    if (typeof props === 'function')
{\n      proxy.mapToProps = props;\n      proxy.dependsOnOwnProps = getDependsOnOwnProps(props);\n
props = proxy(stateOrDispatch, ownProps);\n    }\n\n    if (process.env.NODE_ENV !== 'production')
verifyPlainObject(props, displayName, methodName);\n    return props;\n  }; \n\n  return proxy;\n}; \n\n"; "import
{ bindActionCreators } from 'redux';\nimport { wrapMapToPropsConstant, wrapMapToPropsFunc } from
'./wrapMapToProps';\n\nexport function whenMapDispatchToPropsIsFunction(mapDispatchToProps) {\n  return
typeof mapDispatchToProps === 'function' ? wrapMapToPropsFunc(mapDispatchToProps, 'mapDispatchToProps')
: undefined;\n}\n\nexport function whenMapDispatchToPropsIsMissing(mapDispatchToProps) {\n  return
!mapDispatchToProps ? wrapMapToPropsConstant(function (dispatch) {\n    return {\n      dispatch: dispatch\n
};\n    }) : undefined;\n}\n\nexport function whenMapDispatchToPropsIsObject(mapDispatchToProps) {\n  return
mapDispatchToProps && typeof mapDispatchToProps
=== 'object' ? wrapMapToPropsConstant(function (dispatch) {\n    return
bindActionCreators(mapDispatchToProps, dispatch);\n  }) : undefined;\n}\n\nexport default
[whenMapDispatchToPropsIsFunction, whenMapDispatchToPropsIsMissing,
whenMapDispatchToPropsIsObject]; \n\n"; "import { wrapMapToPropsConstant, wrapMapToPropsFunc } from
'./wrapMapToProps';\n\nexport function whenMapStateToPropsIsFunction(mapStateToProps) {\n  return typeof
mapStateToProps === 'function' ? wrapMapToPropsFunc(mapStateToProps, 'mapStateToProps') :
undefined;\n}\n\nexport function whenMapStateToPropsIsMissing(mapStateToProps) {\n  return !mapStateToProps ?
wrapMapToPropsConstant(function () {\n    return {};\n  }) : undefined;\n}\n\nexport default
[whenMapStateToPropsIsFunction, whenMapStateToPropsIsMissing]; \n\n"; "import _extends from
'@babel/runtime/helpers/esm/extends';\nimport verifyPlainObject from './utils/verifyPlainObject';\n\nexport
function defaultMergeProps(stateProps, dispatchProps, ownProps) {\n  return _extends({},
ownProps, stateProps, dispatchProps);\n}\n\nexport function wrapMergePropsFunc(mergeProps) {\n  return function
initMergePropsProxy(dispatch, _ref) {\n    var displayName = _ref.displayName,\n      pure = _ref.pure,\n      areMergedPropsEqual = _ref.areMergedPropsEqual;\n    var hasRunOnce = false;\n    var mergedProps;\n    return
function mergePropsProxy(stateProps, dispatchProps, ownProps) {\n      var nextMergedProps =
mergeProps(stateProps, dispatchProps, ownProps);\n\n      if (hasRunOnce) {\n        if (!pure ||
!areMergedPropsEqual(nextMergedProps, mergedProps)) mergedProps = nextMergedProps;\n      } else {\n        hasRunOnce = true;\n        mergedProps = nextMergedProps;\n        if (process.env.NODE_ENV !== 'production')
verifyPlainObject(mergedProps, displayName, 'mergeProps');\n      }\n\n      return mergedProps;\n    }; \n\n}\n\n}\n\nexport function whenMergePropsIsFunction(mergeProps) {\n  return typeof mergeProps === 'function' ?
wrapMergePropsFunc(mergeProps) : undefined;\n}\n\nexport
function whenMergePropsIsOmitted(mergeProps) {\n  return !mergeProps ? function () {\n    return
defaultMergeProps;\n  } : undefined;\n}\n\nexport default [whenMergePropsIsFunction,
whenMergePropsIsOmitted]; \n\n"; "import _objectWithoutPropertiesLoose from
'@babel/runtime/helpers/esm/objectWithoutPropertiesLoose';\nimport verifySubselectors from
'./verifySubselectors';\n\nexport function impureFinalPropsSelectorFactory(mapStateToProps, mapDispatchToProps,
mergeProps, dispatch) {\n  return function impureFinalPropsSelector(state, ownProps) {\n    return
mergeProps(mapStateToProps(state, ownProps), mapDispatchToProps(dispatch, ownProps), ownProps);\n
}; \n\n}\n\nexport function pureFinalPropsSelectorFactory(mapStateToProps, mapDispatchToProps, mergeProps,
dispatch, _ref) {\n  var areStatesEqual = _ref.areStatesEqual,\n      areOwnPropsEqual = _ref.areOwnPropsEqual,\n

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areStatePropsEqual = _ref.areStatePropsEqual;\n var hasRunAtLeastOnce = false;\n var state;\n var ownProps;\n
var stateProps;\n var dispatchProps;\n var mergedProps;\n\n function handleFirstCall(firstState, firstOwnProps)
{\n state = firstState;\n ownProps = firstOwnProps;\n stateProps = mapStateToProps(state, ownProps);\n
dispatchProps = mapDispatchToProps(dispatch, ownProps);\n mergedProps = mergeProps(stateProps,
dispatchProps, ownProps);\n hasRunAtLeastOnce = true;\n return mergedProps;\n }\n\n function
handleNewPropsAndNewState() {\n stateProps = mapStateToProps(state, ownProps);\n if
(mapDispatchToProps.dependsOnOwnProps) dispatchProps = mapDispatchToProps(dispatch, ownProps);\n
mergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n return mergedProps;\n }\n\n function
handleNewProps() {\n if (mapStateToProps.dependsOnOwnProps) stateProps = mapStateToProps(state,
ownProps);\n if (mapDispatchToProps.dependsOnOwnProps) dispatchProps = mapDispatchToProps(dispatch,
ownProps);\n mergedProps = mergeProps(stateProps, dispatchProps,
ownProps);\n return mergedProps;\n }\n\n function handleNewState() {\n var nextStateProps =
mapStateToProps(state, ownProps);\n var statePropsChanged = !areStatePropsEqual(nextStateProps,
stateProps);\n stateProps = nextStateProps;\n if (statePropsChanged) mergedProps = mergeProps(stateProps,
dispatchProps, ownProps);\n return mergedProps;\n }\n\n function handleSubsequentCalls(nextState,
nextOwnProps) {\n var propsChanged = !areOwnPropsEqual(nextOwnProps, ownProps);\n var stateChanged =
!areStatesEqual(nextState, state);\n state = nextState;\n ownProps = nextOwnProps;\n if (propsChanged &&
stateChanged) return handleNewPropsAndNewState();\n if (propsChanged) return handleNewProps();\n if
(stateChanged) return handleNewState();\n return mergedProps;\n }\n\n return function
pureFinalPropsSelector(nextState, nextOwnProps) {\n return hasRunAtLeastOnce ?
handleSubsequentCalls(nextState, nextOwnProps) : handleFirstCall(nextState, nextOwnProps);\n
};\n} // TODO: Add more comments\n// If pure is true, the selector returned by selectorFactory will memoize its
results,\n// allowing connectAdvanced's shouldComponentUpdate to return false if final\n// props have not changed.
If false, the selector will always return a new\n// object and shouldComponentUpdate will always return
true.\n\nexport default function finalPropsSelectorFactory(dispatch, _ref2) {\n var initMapStateToProps =
_ref2.initMapStateToProps,\n initMapDispatchToProps = _ref2.initMapDispatchToProps,\n initMergeProps =
_ref2.initMergeProps,\n options = _objectWithoutPropertiesLoose(_ref2, [\"initMapStateToProps\",
\"initMapDispatchToProps\", \"initMergeProps\"]);\n\n var mapStateToProps = initMapStateToProps(dispatch,
options);\n var mapDispatchToProps = initMapDispatchToProps(dispatch, options);\n var mergeProps =
initMergeProps(dispatch, options);\n\n if (process.env.NODE_ENV !== 'production') {\n
verifySubselectors(mapStateToProps, mapDispatchToProps,
mergeProps, options.displayName);\n }\n\n var selectorFactory = options.pure ? pureFinalPropsSelectorFactory :
impureFinalPropsSelectorFactory;\n return selectorFactory(mapStateToProps, mapDispatchToProps, mergeProps,
dispatch, options);\n}";\nimport _extends from "@babel/runtime/helpers/esm/extends";\nimport
_objectWithoutPropertiesLoose from "@babel/runtime/helpers/esm/objectWithoutPropertiesLoose";\nimport
connectAdvanced from "../components/connectAdvanced";\nimport shallowEqual from
../utils/shallowEqual";\nimport defaultMapDispatchToPropsFactories from './mapDispatchToProps';\nimport
defaultMapStateToPropsFactories from './mapStateToProps';\nimport defaultMergePropsFactories from
./mergeProps';\nimport defaultSelectorFactory from './selectorFactory';\n\n*\n\n connect is a facade over
connectAdvanced. It turns its args into a compatible\n selectorFactory, which has the signature:\n\n (dispatch,
options) => (nextState, nextOwnProps) => nextFinalProps\n\n
connect passes its args to connectAdvanced as options, which will in turn pass them to\n selectorFactory each time
a Connect component instance is instantiated or hot reloaded.\n\n selectorFactory returns a final props selector from
its mapStateToProps,\n mapStateToPropsFactories, mapDispatchToProps, mapDispatchToPropsFactories,
mergeProps,\n mergePropsFactories, and pure args.\n\n The resulting final props selector is called by the Connect
component instance whenever\n it receives new props or store state.\n\n *\n\nfunction match(arg, factories, name)
{\n for (var i = factories.length - 1; i >= 0; i--) {\n var result = factories[i](arg);\n if (result) return result;\n }\n\n
return function (dispatch, options) {\n throw new Error("Invalid value of type \"" + typeof arg + "\" for \"" + name +

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\" argument when connecting component \" + options.wrappedComponentName + \".\");\n };\n}\n\nfunction
strictEqual(a, b) {\n  return a === b;\n} // createConnect with default args builds
the 'official' connect behavior. Calling it with\n// different options opens up some testing and extensibility
scenarios\n\n\nexport function createConnect(_temp) {\n  var _ref = _temp === void 0 ? {} : _temp,\n  _ref$connectHOC = _ref.connectHOC,\n  connectHOC = _ref$connectHOC === void 0 ? connectAdvanced :\n  _ref$connectHOC,\n  _ref$mapStateToPropsPropsF = _ref.mapStateToPropsPropsFactories,\n  mapStateToPropsToPropsFactories =\n  _ref$mapStateToPropsPropsF === void 0 ? defaultMapStateToPropsPropsFactories : _ref$mapStateToPropsPropsF,\n  _ref$mapDispatchToPropsPro = _ref.mapDispatchToPropsToPropsFactories,\n  mapDispatchToPropsToPropsFactories =\n  _ref$mapDispatchToPropsPro === void 0 ? defaultMapDispatchToPropsToPropsFactories : _ref$mapDispatchToPropsPro,\n  _ref$mergePropsFactor = _ref.mergePropsFactories,\n  mergePropsFactories = _ref$mergePropsFactor === void\n  0 ? defaultMergePropsFactories : _ref$mergePropsFactor,\n  _ref$selectorFactory = _ref.selectorFactory,\n  selectorFactory = _ref$selectorFactory ===\n  void 0 ? defaultSelectorFactory : _ref$selectorFactory;\n\n  return function connect(mapStateToProps,\n  mapDispatchToProps,\n  mergeProps, _ref2) {\n    if (_ref2 === void 0) {\n      _ref2 = {};\n    }\n\n    var _ref3 =\n    _ref2,\n    _ref3$pure = _ref3.pure,\n    pure = _ref3$pure === void 0 ? true : _ref3$pure,\n    _ref3$areStatesEqual = _ref3.areStatesEqual,\n    areStatesEqual = _ref3$areStatesEqual === void 0 ? strictEqual\n    : _ref3$areStatesEqual,\n    _ref3$areOwnPropsEqual = _ref3.areOwnPropsEqual,\n    areOwnPropsEqual =\n    _ref3$areOwnPropsEqual === void 0 ? shallowEqual : _ref3$areOwnPropsEqual,\n    _ref3$areStatePropsEqual =\n    _ref3.areStatePropsEqual,\n    areStatePropsEqual = _ref3$areStatePropsEqual === void 0 ? shallowEqual :\n    _ref3$areStatePropsEqual,\n    _ref3$areMergedPropsEqual = _ref3.areMergedPropsEqual,\n    areMergedPropsEqual =\n    _ref3$areMergedPropsEqual === void 0 ? shallowEqual : _ref3$areMergedPropsEqual,\n    extraOptions =\n    _objectWithoutPropertiesLoose(_ref3,\n    [\"pure\", \"areStatesEqual\", \"areOwnPropsEqual\", \"areStatePropsEqual\", \"areMergedPropsEqual\"]);\n\n    var\n    initMapStateToProps = match(mapStateToProps, mapStateToPropsFactories, 'mapStateToProps');\n    var\n    initMapDispatchToProps = match(mapDispatchToProps, mapDispatchToPropsFactories, 'mapDispatchToProps');\n    var\n    initMergeProps = match(mergeProps, mergePropsFactories, 'mergeProps');\n\n    return\n    connectHOC(selectorFactory, _extends({\n      // used in error messages\n      methodName: 'connect',\n      // used to\n      compute Connect's displayName from the wrapped component's displayName.\n      getDisplayName: function\n      getDisplayName(name) {\n        return \"Connect(\" + name + \")\";\n      },\n      // if mapStateToProps is falsy, the\n      Connect component doesn't subscribe to store state changes\n      shouldHandleStateChanges:\n      Boolean(mapStateToProps),\n      // passed through to selectorFactory\n      initMapStateToProps:\n      initMapStateToProps,\n      initMapDispatchToProps:\n      initMapDispatchToProps,\n      initMergeProps:\n      initMergeProps,\n      pure:\n      pure,\n      areStatesEqual:\n      areStatesEqual,\n      areOwnPropsEqual:\n      areOwnPropsEqual,\n      areStatePropsEqual:\n      areStatePropsEqual,\n      areMergedPropsEqual:\n      areMergedPropsEqual\n    }, extraOptions));\n  };\n}\n\nexport default\ncreateConnect();\n\nimport Provider, { createProvider } from './components/Provider';\nimport connectAdvanced\nfrom './components/connectAdvanced';\nimport connect from './connect/connect';\n\nexport { Provider,\ncreateProvider, connectAdvanced, connect };\n\nimport root from './_root.js';\n\n/** Built-in value references. */\n\nvar\nSymbol = root.Symbol;\n\nexport default Symbol;\n\nvar\nstore = require('./_shared')('wks');\n\nvar\nuid =\nrequire('./_uid');\n\nvar\nSymbol = require('./_global').Symbol;\n\nvar\nUSE_SYMBOL = typeof Symbol ===\n'function';\n\nvar\n$exports = module.exports = function (name) {\n  return store[name] || (store[name] =\nUSE_SYMBOL && Symbol[name] || (USE_SYMBOL ? Symbol\n: uid)(Symbol.' + name));\n};\n\n$exports.store = store;\n\n'use strict';\n\nObject.defineProperty(exports,\n'__esModule', {\n  value: true\n});\n\nvar\n_extends2 = require('babel-runtime/helpers/extends');\n\nvar\n_extends3 =\n_interopRequireDefault(_extends2);\n\nvar\n_objectWithoutProperties2 = require('babel-\nruntime/helpers/objectWithoutProperties');\n\nvar\n_objectWithoutProperties3 =\n_interopRequireDefault(_objectWithoutProperties2);\n\nvar\n_getPrototypeOf = require('babel-runtime/core-\njs/object/get-prototype-of');\n\nvar\n_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar

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_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3
= _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _events = require('./utils/events');\n\nvar _events2 =
_interopRequireDefault(_events);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 =
_interopRequireDefault(_keycode);\n\nvar _FocusRipple = require('./FocusRipple');\n\nvar _FocusRipple2 =
_interopRequireDefault(_FocusRipple);\n\nvar _TouchRipple = require('./TouchRipple');\n\nvar _TouchRipple2 =
_interopRequireDefault(_TouchRipple);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar styleInjected
= false;\n\nvar listening = false;\n\nvar tabPressed = false;\n\nfunction injectStyle() {\n  if (!styleInjected) {\n    //
Remove inner padding and border in Firefox 4+.\n    var style = document.createElement('style');\n
style.innerHTML = "\n    button::-moz-focus-inner,\n    input::-moz-focus-inner {\n      border: 0;\n
padding: 0;\n    }\n    "; \n    document.body.appendChild(style);\n    styleInjected = true;\n  }\n}\n\nfunction
listenForTabPresses() {\n  if (!listening) {\n    _events2.default.on(window, 'keydown', function (event) {\n
tabPressed = (0, _keycode2.default)(event) === 'tab';\n    });\n    listening = true;\n  }\n}\n\nvar EnhancedButton =
function (_Component) {\n  (0, _inherits3.default)(EnhancedButton, _Component);\n  function EnhancedButton()
{\n    var _ref;\n    var _temp, _this, _ret;\n    (0, _classCallCheck3.default)(this, EnhancedButton);\n    for (var
_len = arguments.length, args = Array(_len), _key = 0; _key < _len;
_key++) {\n      args[_key] = arguments[_key];\n    }\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = EnhancedButton.__proto__ || (0,
_getPrototypeOf2.default)(EnhancedButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
isKeyboardFocused: false\n  }, _this.handleKeyDown = function (event) {\n    if (!_this.props.disabled &&
!_this.props.disableKeyboardFocus) {\n      if ((0, _keycode2.default)(event) === 'esc' &&
_this.state.isKeyboardFocused) {\n        _this.removeKeyboardFocus(event);\n      }\n    }\n    _this.props.onKeyDown(event);\n  }, _this.handleKeyUp = function (event) {\n    _this.props.onKeyUp(event);\n
}, _this.handleBlur = function (event) {\n    _this.cancelFocusTimeout();\n    _this.removeKeyboardFocus(event);\n    _this.props.onBlur(event);\n  }, _this.handleFocus = function (event)
{\n    if (event) event.persist();\n    if (!_this.props.disabled && !_this.props.disableKeyboardFocus)
{\n      // setTimeout is needed because the focus event fires first\n      // Wait so that we can capture if this was a
keyboard focus\n      // or touch focus\n      _this.focusTimeout = setTimeout(function () {\n        if (tabPressed)
{\n          _this.setKeyboardFocus(event);\n          tabPressed = false;\n        }\n      }, 150);\n    }\n    _this.props.onFocus(event);\n  }\n  }, _this.handleClick = function (event) {\n
_this.cancelFocusTimeout();\n    if (!_this.props.disabled) {\n      tabPressed = false;\n      _this.removeKeyboardFocus(event);\n      _this.props.onClick(event);\n    }\n  }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n  (0, _createClass3.default)(EnhancedButton, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      var _props = this.props,\n        disabled
= _props.disabled,\n        disableKeyboardFocus = _props.disableKeyboardFocus,\n
        keyboardFocused = _props.keyboardFocused;\n      if (!disabled && keyboardFocused &&
!disableKeyboardFocus) {\n        this.setState({\n          isKeyboardFocused: true\n        });\n      }\n    }, {\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      injectStyle();\n
listenForTabPresses();\n      if (this.state.isKeyboardFocused) {\n        this.button.focus();\n      }\n      this.props.onKeyboardFocus(null, true);\n    }\n  }], {\n    key: 'componentWillReceiveProps',\n    value:

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function componentWillReceiveProps(nextProps) {\n  if ((nextProps.disabled || nextProps.disableKeyboardFocus)
&& this.state.isKeyboardFocused) {\n    this.setState({\n      isKeyboardFocused: false\n    });\n    if
(nextProps.onKeyboardFocus) {\n      nextProps.onKeyboardFocus(null, false);\n    }\n  }, {\n key: 'componentWillUnmount',\n  value: function componentWillUnmount() {\n
    if (this.focusTimeout) {\n      clearTimeout(this.focusTimeout);\n    }\n  }, {\n key:
'isKeyboardFocused',\n  value: function isKeyboardFocused() {\n    return this.state.isKeyboardFocused;\n  }
}, {\n key: 'removeKeyboardFocus',\n  value: function removeKeyboardFocus(event) {\n    if
(this.state.isKeyboardFocused) {\n      this.setState({\n        isKeyboardFocused: false\n      });\n
this.props.onKeyboardFocus(event, false);\n    }\n  }, {\n key: 'setKeyboardFocus',\n  value: function
setKeyboardFocus(event) {\n    if (!this.state.isKeyboardFocused) {\n      this.setState({\n
isKeyboardFocused: true\n      });\n      this.props.onKeyboardFocus(event, true);\n    }\n  }, {\n key:
'cancelFocusTimeout',\n  value: function cancelFocusTimeout() {\n    if (this.focusTimeout) {\n
clearTimeout(this.focusTimeout);\n      this.focusTimeout = null;\n    }\n  }, {\n key:
'createButtonChildren',\n
  value: function createButtonChildren() {\n    var _props2 = this.props,\n        centerRipple =
_props2.centerRipple,\n        children = _props2.children,\n        disabled = _props2.disabled,\n
disableFocusRipple = _props2.disableFocusRipple,\n        disableKeyboardFocus =
_props2.disableKeyboardFocus,\n        disableTouchRipple = _props2.disableTouchRipple,\n
focusRippleColor = _props2.focusRippleColor,\n        focusRippleOpacity = _props2.focusRippleOpacity,\n
touchRippleColor = _props2.touchRippleColor,\n        touchRippleOpacity = _props2.touchRippleOpacity;\n
var isKeyboardFocused = this.state.isKeyboardFocused; // Focus Ripple\n    var focusRipple =
isKeyboardFocused && !disabled && !disableFocusRipple && !disableKeyboardFocus ?
_react2.default.createElement(_FocusRipple2.default, {\n      color: focusRippleColor,\n      opacity:
focusRippleOpacity,\n      show: isKeyboardFocused,\n      style:
{\n        overflow: 'hidden'\n      },\n      key: 'focusRipple'\n    }) : undefined; // Touch Ripple\n    var
touchRipple = !disabled && !disableTouchRipple ? _react2.default.createElement(_TouchRipple2.default, {\n
centerRipple: centerRipple,\n      color: touchRippleColor,\n      opacity: touchRippleOpacity,\n      key:
'touchRipple'\n    }, children) : undefined;\n    return [focusRipple, touchRipple, touchRipple ? undefined :
children];\n  }, {\n key: 'render',\n  value: function render() {\n    var _this2 = this;\n    var _props3 =
this.props,\n        centerRipple = _props3.centerRipple,\n        children = _props3.children,\n
containerElement = _props3.containerElement,\n        disabled = _props3.disabled,\n        disableFocusRipple =
_props3.disableFocusRipple,\n        disableKeyboardFocus = _props3.disableKeyboardFocus,\n
disableTouchRipple = _props3.disableTouchRipple,\n        focusRippleColor
= _props3.focusRippleColor,\n        focusRippleOpacity = _props3.focusRippleOpacity,\n        href =
_props3.href,\n        keyboardFocused = _props3.keyboardFocused,\n        touchRippleColor =
_props3.touchRippleColor,\n        touchRippleOpacity = _props3.touchRippleOpacity,\n        onBlur =
_props3.onBlur,\n        onClick = _props3.onClick,\n        onFocus = _props3.onFocus,\n        onKeyUp =
_props3.onKeyUp,\n        onKeyDown = _props3.onKeyDown,\n        onKeyboardFocus =
_props3.onKeyboardFocus,\n        style = _props3.style,\n        tabIndex = _props3.tabIndex,\n        type =
_props3.type,\n        other = (0, _objectWithoutProperties3.default)(_props3, ['centerRipple', 'children',
'containerElement', 'disabled', 'disableFocusRipple', 'disableKeyboardFocus', 'disableTouchRipple',
'focusRippleColor', 'focusRippleOpacity', 'href', 'keyboardFocused', 'touchRippleColor', 'touchRippleOpacity',
'onBlur', 'onClick', 'onFocus', 'onKeyUp', 'onKeyDown',
'onKeyboardFocus', 'style', 'tabIndex', 'type']);\n    var _context$muiTheme = this.context.muiTheme,\n
prepareStyles = _context$muiTheme.prepareStyles,\n        enhancedButton =
_context$muiTheme.enhancedButton;\n    var mergedStyles = (0, _simpleAssign2.default)({\n      border: 10,\n
boxSizing: 'border-box',\n      display: 'inline-block',\n      fontFamily:
this.context.muiTheme.baseTheme.fontFamily,\n      WebkitTapHighlightColor:

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enhancedButton.tapHighlightColor,\n    // Remove mobile color flashing (deprecated)\n    cursor: disabled ?
'default' : 'pointer',\n    textDecoration: 'none',\n    margin: 0,\n    padding: 0,\n    outline: 'none',\n    fontSize: 'inherit',\n    fontWeight: 'inherit',\n    position: 'relative',\n    // This is needed so that ripples do not
bleed past border radius.\n    verticalAlign: href ? 'middle' : null\n  }, style); // Passing both background:none &
backgroundColor can
break due to object iteration order\n\n  if (!mergedStyles.backgroundColor && !mergedStyles.background) {\n
mergedStyles.background = 'none';\n  }\n\n  if (disabled && href) {\n    return
_react2.default.createElement('span', (0, _extends3.default)({}, other, {\n      style: mergedStyles\n    })),
children);\n  }\n\n  var buttonProps = (0, _extends3.default)({}, other, {\n    style:
prepareStyles(mergedStyles),\n    ref: function ref(node) {\n      return _this2.button = node;\n    },\n    disabled: disabled,\n    onBlur: this.handleBlur,\n    onFocus: this.handleFocus,\n    onKeyUp:
this.handleKeyUp,\n    onKeyDown: this.handleKeyDown,\n    onClick: this.handleClick,\n    tabIndex:
disabled || disableKeyboardFocus ? -1 : tabIndex\n  });\n  if (href) buttonProps.href = href;\n  var
buttonChildren = this.createButtonChildren();\n\n  if (_react2.default.isValidElement(containerElement)) {\n
return _react2.default.cloneElement(containerElement, buttonProps, buttonChildren);\n  }\n\n  if (!href
&& containerElement === 'button') {\n    buttonProps.type = type;\n  }\n\n  return
_react2.default.createElement(href ? 'a' : containerElement, buttonProps, buttonChildren);\n  }\n  });\n  return
EnhancedButton;\n})(_react.Component);\n\nEnhancedButton.defaultProps = {\n  containerElement: 'button',\n
onBlur: function onBlur() {},\n  onClick: function onClick() {},\n  onFocus: function onFocus() {},\n  onKeyDown:
function onKeyDown() {},\n  onKeyUp: function onKeyUp() {},\n  onKeyboardFocus: function
onKeyboardFocus() {},\n  tabIndex: 0,\n  type: 'button'\n};\n\nEnhancedButton.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nEnhancedButton.propTypes = process.env.NODE_ENV !==
'production' ? {\n  centerRipple: _propTypes2.default.bool,\n  children: _propTypes2.default.node,\n
containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string,
_propTypes2.default.element]),\n  disableFocusRipple: _propTypes2.default.bool,\n  disableKeyboardFocus:
_propTypes2.default.bool,\n  disableTouchRipple: _propTypes2.default.bool,\n  disabled:
_propTypes2.default.bool,\n  focusRippleColor: _propTypes2.default.string,\n  focusRippleOpacity:
_propTypes2.default.number,\n  href: _propTypes2.default.string,\n  keyboardFocused: _propTypes2.default.bool,\n
onBlur: _propTypes2.default.func,\n  onClick: _propTypes2.default.func,\n  onFocus: _propTypes2.default.func,\n
onKeyDown: _propTypes2.default.func,\n  onKeyUp: _propTypes2.default.func,\n  onKeyboardFocus:
_propTypes2.default.func,\n  style: _propTypes2.default.object,\n  tabIndex: _propTypes2.default.number,\n
touchRippleColor: _propTypes2.default.string,\n  touchRippleOpacity: _propTypes2.default.number,\n  type:
_propTypes2.default.string\n} : {};\n\nexports.default = EnhancedButton;","import isSymbol from
'./isSymbol.js';\n\n/** Used as references for various `Number`
constants. *\n\nvar INFINITY = 1 / 0;\n\n/**\n * Converts `value` to a string key if it's not a string or symbol.\n *\n
* @private\n * @param {*} value The value to inspect.\n * @returns {string|symbol} Returns the key.\n
*\n\nfunction toKey(value) {\n  if (typeof value == 'string' || isSymbol(value)) {\n    return value;\n  }\n\n  var result
= value + '';\n  return result == '0' && 1 / value == -INFINITY ? '-0' : result;\n}\n\nexport default toKey;","/**\n *
Performs a\n * `SameValueZero` (http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * comparison
between two values to determine if they are equivalent.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n *
@category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n
* @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n *\n * var object = {
'a': 1 };\n * var other = { 'a': 1 };\n *\n * _.eq(object, object);\n * // => true\n
*\n * _.eq(object, other);\n * // => false\n *\n * _.eq('a', 'a');\n * // => true\n *\n * _.eq('a', Object('a'));\n * // =>
false\n *\n * _.eq(NaN, NaN);\n * // => true\n *\n\nfunction eq(value, other) {\n  return value === other || value !==
value && other !== other;\n}\n\nexport default eq;","use strict";\n\nObject.defineProperty(exports, "__esModule",
{\n  value: true\n});\n\nvar _Toggle = require('./Toggle');\n\nObject.defineProperty(exports, "Toggle", {\n
enumerable: true,\n  get: function get() {\n    return _interopRequireDefault(_Toggle).default;\n  }\n});\n\nvar

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_Slider = require('./Slider');\n\nObject.defineProperty(exports, 'Slider', {\n  enumerable: true,\n  get: function get()\n  {\n    return _interopRequireDefault(_Slider).default;\n  }\n});\n\nvar _Checkbox =\nrequire('./Checkbox');\n\nObject.defineProperty(exports, 'Checkbox', {\n  enumerable: true,\n  get: function get()\n  {\n    return _interopRequireDefault(_Checkbox).default;\n  }\n});\n\nvar _TextField =\nrequire('./TextField');\n\nObject.defineProperty(exports,\n  'TextField', {\n    enumerable: true,\n    get: function get()\n    {\n      return _interopRequireDefault(_TextField).default;\n    }\n  });\n\nvar _TimePicker = require('./TimePicker');\n\nObject.defineProperty(exports, 'TimePicker', {\n  enumerable: true,\n  get: function get()\n  {\n    return _interopRequireDefault(_TimePicker).default;\n  }\n});\n\nvar\n_DatePicker = require('./DatePicker');\n\nObject.defineProperty(exports, 'DatePicker', {\n  enumerable: true,\n  get:\nfunction get()\n  {\n    return _interopRequireDefault(_DatePicker).default;\n  }\n});\n\nvar\n_SelectField =\nrequire('./SelectField');\n\nObject.defineProperty(exports, 'SelectField', {\n  enumerable: true,\n  get: function get()\n  {\n    return _interopRequireDefault(_SelectField).default;\n  }\n});\n\nvar\n_AutoComplete =\nrequire('./AutoComplete');\n\nObject.defineProperty(exports, 'AutoComplete', {\n  enumerable: true,\n  get: function\nget()\n  {\n    return _interopRequireDefault(_AutoComplete).default;\n  }\n});\n\nvar\n_RadioButtonGroup = require('./RadioButtonGroup');\n\nObject.defineProperty(exports,\n  'RadioButtonGroup', {\n    enumerable: true,\n    get: function get()\n    {\n      return\n      _interopRequireDefault(_RadioButtonGroup).default;\n    }\n  });\n\nfunction _interopRequireDefault(obj) {\n  return\nobj && obj.__esModule ? obj : {\n  default: obj\n};\n}\n\n"use strict";\n\nObject.defineProperty(exports,\n  '__esModule', {\n    value: true\n  });\n\nfunction _interopDefault(ex) {\n  return ex && typeof ex === 'object' &&\n'default' in ex ? ex['default'] : ex;\n}\n\nvar _classCallCheck =\n_interopDefault(require('@babel/runtime/helpers/classCallCheck'));\n\nvar _createClass =\n_interopDefault(require('@babel/runtime/helpers/createClass'));\n\nvar _possibleConstructorReturn =\n_interopDefault(require('@babel/runtime/helpers/possibleConstructorReturn'));\n\nvar _getPrototypeOf =\n_interopDefault(require('@babel/runtime/helpers/getPrototypeOf'));\n\nvar _inherits =\n_interopDefault(require('@babel/runtime/helpers/inherits'));\n\nvar\n_typeof = _interopDefault(require('@babel/runtime/helpers/typeof'));\n\nvar _objectWithoutProperties =\n_interopDefault(require('@babel/runtime/helpers/objectWithoutProperties'));\n\nvar _extends =\n_interopDefault(require('@babel/runtime/helpers/extends'));\n\nvar React = _interopDefault(require('react'));\n\nvar\nPropTypes = _interopDefault(require('prop-types'));\n\nvar warning =\n_interopDefault(require('warning'));\n\nfunction defineProperty(object, property, attr) {\n  return\nObject.defineProperty(object, property, attr);\n}\n\n// Passive options\n// Inspired by\nhttps://github.com/Modernizr/Modernizr/blob/master/feature-detects/dom/passiveeventlisteners.js\n\nvar\npassiveOption = function () {\n  var cache = null;\n  return function () {\n    if (cache !== null) {\n      return cache;\n    }\n\n    var supportsPassiveOption = false;\n\n    try {\n      window.addEventListener('test', null, defineProperty({},\n        'passive', {\n          get: function get()\n          {\n            supportsPassiveOption = true;\n          }\n        }));\n    } catch (err) {\n    }\n\n    cache =\nsupportsPassiveOption;\n\n    return supportsPassiveOption;\n  }();\n}\n\nvar defaultEventOptions = {\n  capture:\nfalse,\n  passive: false\n};\n\nfunction mergeDefaultEventOptions(options) {\n  return _extends({},\n    defaultEventOptions, options);\n}\n\nfunction getEventListenerArgs(eventName, callback, options) {\n  var args =\n[eventName, callback];\n  args.push(passiveOption ? options : options.capture);\n  return args;\n}\n\nfunction\non(target, eventName, callback, options) {\n  // eslint-disable-next-line prefer-spread\n  target.addEventListener.apply(target, getEventListenerArgs(eventName, callback, options));\n}\n\nfunction\noff(target, eventName, callback, options) {\n  // eslint-disable-next-line prefer-spread\n  target.removeEventListener.apply(target, getEventListenerArgs(eventName, callback, options));\n}\n\nfunction\nforEachListener(props, iteratee) {\n  var children\n= props.children,\n  target = props.target,\n  eventProps = _objectWithoutProperties(props, ["children",\n  "target"]); \n\n  Object.keys(eventProps).forEach(function (name) {\n    if (name.substring(0, 2) !== 'on') {\n      return;\n    }\n\n    var prop = eventProps[name];\n\n    var type = _typeof(prop);\n\n    var isObject = type ===

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'object';\n  var isFunction = type === 'function';\n\n  if (!isObject && !isFunction) {\n    return;\n  }\n\n  var\n  capture = name.substr(-7).toLowerCase() === 'capture';\n  var eventName = name.substring(2).toLowerCase();\n  eventName = capture ? eventName.substring(0, eventName.length - 7) : eventName;\n\n  if (isObject) {\n    iteratee(eventName, prop.handler, prop.options);\n  } else {\n    iteratee(eventName, prop,\n    mergeDefaultEventOptions({\n      capture: capture\n    }));\n  }\n}\n\nfunction withOptions(handler,\n  options) {\n  process.env.NODE_ENV !== 'production' ? warning(options, 'react-event-listener:\n  should be specified options in withOptions.'): void 0;\n  return {\n    handler: handler,\n    options:\n    mergeDefaultEventOptions(options)\n  };\n}\n\nvar EventListener = /*#__PURE__*/function\n  (_React$PureComponent) {\n  _inherits(EventListener, _React$PureComponent);\n\n  function EventListener() {\n    _classCallCheck(this, EventListener);\n\n    return _possibleConstructorReturn(this,\n    _getPrototypeOf(EventListener).apply(this, arguments));\n  }\n\n  _createClass(EventListener, [{\n    key:\n    'componentDidMount',\n    value: function componentDidMount() {\n      this.applyListeners(on);\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate(prevProps) {\n      this.applyListeners(off,\n      prevProps);\n      this.applyListeners(on);\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function\n    componentWillUnmount() {\n      this.applyListeners(off);\n    }\n  }, {\n    key: 'applyListeners',\n    value:\n    function applyListeners(onOrOff)\n    {\n      var props = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : this.props;\n      var\n      target = props.target;\n\n      if (target) {\n        var element = target;\n\n        if (typeof target === 'string') {\n          element = window[target];\n        }\n\n        forEachListener(props, onOrOff.bind(null, element));\n      }\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      return this.props.children || null;\n    }\n  }]);\n\n  return\n  EventListener;\n}(React.PureComponent);\n\nEventListener.propTypes = process.env.NODE_ENV !==\n  'production' ? {\n    /**\n     * You can provide a single child too.\n     */\n    children: PropTypes.node,\n\n    /**\n     * The DOM target to listen to.\n     */\n    target: PropTypes.oneOfType([PropTypes.object,\n    PropTypes.string]).isRequired\n  } : {};\n\nexports.withOptions = withOptions;\nexports.default =\n  EventListener;\n\n'use strict';\n\nObject.defineProperty(exports, '__esModule', {\n  value: true\n});\n\nvar _extends\n  = Object.assign || function (target) {\n    for (var i = 1; i < arguments.length; i++) {\n      var source = arguments[i];\n\n      for (var key in source) {\n        if (Object.prototype.hasOwnProperty.call(source, key)) {\n          target[key] =\n          source[key];\n        }\n      }\n    }\n\n    return target;\n  };\n\nvar _createClass = function () {\n  function\n  defineProperties(target, props) {\n    for (var i = 0; i < props.length; i++) {\n      var descriptor = props[i];\n      descriptor.enumerable = descriptor.enumerable || false;\n      descriptor.configurable = true;\n      if ('value' in\n      descriptor) descriptor.writable = true;\n      Object.defineProperty(target, descriptor.key, descriptor);\n    }\n\n    return\n    function (Constructor, protoProps, staticProps) {\n      if (protoProps) defineProperties(Constructor.prototype,\n      protoProps);\n      if (staticProps) defineProperties(Constructor, staticProps);\n      return\n      Constructor;\n    };\n  };\n\n  exports.default = createComponent;\n\n  var _react\n  = require('react');\n\n  function _classCallCheck(instance, Constructor) {\n    if (!(instance instanceof\n    Constructor)) {\n      throw new\n      TypeError('Cannot call a class as a function');\n    }\n  }\n\n  function _possibleConstructorReturn(self,\n    call) {\n    if (!self) {\n      throw new\n      ReferenceError('this hasn't been initialised - super() hasn't been called');\n    }\n\n    return\n    call && (typeof call === 'object' || typeof call === 'function') ? call : self;\n  }\n\n  function\n  _inherits(subClass, superClass) {\n    if (typeof superClass !== 'function' && superClass !== null) {\n      throw\n      new\n      TypeError('Super expression must either be null or a function, not ' +\n      typeof\n      superClass);\n    }\n\n    subClass.prototype =\n    Object.create(superClass && superClass.prototype, {\n      constructor: {\n        value:\n        subClass,\n        enumerable: false,\n        writable: true,\n        configurable: true\n      }\n    });\n\n    if (superClass)\n    Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) :\n    subClass.__proto__\n    =\n    superClass;\n  }\n\n  /**\n   * Creates a component class that renders the given Material UI component\n   * @param\n   * MaterialUIComponent The material ui component to render\n   * @param\n   * mapProps A mapping of props provided by\n   * redux-form to the props the Material UI\n   * component needs\n   */\n\n  function\n  createComponent(MaterialUIComponent, mapProps) {\n    var\n    InputComponent = function (_Component) {\n      _inherits(InputComponent,\n      _Component);\n\n      function\n      InputComponent() {\n        _classCallCheck(this,\n        InputComponent);\n      }\n    };\n  }
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InputComponent);\n\n  return _possibleConstructorReturn(this, (InputComponent.__proto__ ||
Object.getPrototypeOf(InputComponent)).apply(this, arguments));\n  }\n\n  _createClass(InputComponent, [{\n    key: 'getRenderedComponent',\n    value: function getRenderedComponent() {\n      return this.refs.component;\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      return (0,
_react.createElement)(MaterialUIComponent, _extends({}, mapProps(this.props),
{\n    ref: 'component'\n  }));\n  }]);\n\n  return InputComponent;\n }(_react.Component);\n\n  InputComponent.displayName = 'ReduxFormMaterialUI' + MaterialUIComponent.name;\n  return
InputComponent;\n}"/** Used for built-in method references. */\nvar funcProto = Function.prototype;\n/** Used
to resolve the decompiled source of functions. */\nvar funcToString = funcProto.toString;\n/**\n * Converts
`func` to its source code.\n * @private\n * @param {Function} func The function to convert.\n * @returns
{string} Returns the source code.\n */\nfunction toSource(func) {\n  if (func != null) {\n    try {\n      return
funcToString.call(func);\n    } catch (e) {}\n\n    try {\n      return func + ";\n    } catch (e) {}\n  }\n\n  return
";\n}\n\nexport default toSource;"\nvar global = require('./_global');\nvar core = require('./_core');\nvar ctx =
require('./_ctx');\nvar hide = require('./_hide');\nvar has = require('./_has');\nvar PROTOTYPE
= 'prototype';\nvar $export = function $export(type, name, source) {\n  var IS_FORCED = type & $export.F;\n  var
IS_GLOBAL = type & $export.G;\n  var IS_STATIC = type & $export.S;\n  var IS_PROTO = type &
$export.P;\n  var IS_BIND = type & $export.B;\n  var IS_WRAP = type & $export.W;\n  var exports =
IS_GLOBAL ? core : core[name] || (core[name] = {});\n  var expProto = exports[PROTOTYPE];\n  var target =
IS_GLOBAL ? global : IS_STATIC ? global[name] : (global[name] || {})[PROTOTYPE];\n  var key, own, out;\n  if
(IS_GLOBAL) source = name;\n  for (key in source) {\n    // contains in native\n    own = !IS_FORCED &&
target && target[key] !== undefined;\n    if (own && has(exports, key)) continue; // export native or passed\n\n
    out = own ? target[key] : source[key]; // prevent global pollution for namespaces\n\n    exports[key] = IS_GLOBAL
&& typeof target[key] != 'function' ? source[key] // bind timers to global for call from export context\n    : IS_BIND
&& own ? ctx(out,
global) // wrap global constructors for prevent change them in library\n    : IS_WRAP && target[key] == out ?
function (C) {\n      var F = function F(a, b, c) {\n        if (this instanceof C) {\n          switch (arguments.length) {\n
            case 0:\n              return new C();\n            case 1:\n              return new C(a);\n            case 2:\n
              return new C(a, b);\n            } \n          return new C(a, b, c);\n        } \n        return C.apply(this,
arguments);\n      };\n      F[PROTOTYPE] = C[PROTOTYPE];\n      return F; // make static versions for prototype methods\n
    }(out) : IS_PROTO && typeof out == 'function' ? ctx(Function.call, out) : out; // export proto methods to
core.%CONSTRUCTOR%.methods.%NAME%\n\n    if (IS_PROTO) {\n      (exports.virtual || (exports.virtual =
{}))[key] = out; // export proto methods to core.%CONSTRUCTOR%.prototype.%NAME%\n      if (type &
$export.R && expProto && !expProto[key]) hide(expProto, key, out);\n    }\n  }\n  };\n  // type bitmap\n  $export.F = 1; // forced\n  $export.G = 2; // global\n  $export.S = 4; //
static\n  $export.P = 8; // proto\n  $export.B = 16; // bind\n  $export.W = 32; // wrap\n  $export.U = 64; //
safe\n  $export.R = 128; // real proto method for `library`\n  \n  module.exports = $export;"\n\n
https://github.com/zloirock/core-js/issues/86#issuecomment-115759028\nvar global = module.exports = typeof
window != 'undefined' && window.Math == Math ? window : typeof self != 'undefined' && self.Math == Math ?
self // eslint-disable-next-line no-new-func\n: Function('return this')();\nif (typeof __g == 'number') __g = global;\n//
eslint-disable-line no-undef"\nvar anObject = require('./_an-object');\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\nvar toPrimitive = require('./_to-primitive');\nvar dP = Object.defineProperty;\nvar exports.f =
require('./_descriptors') ? Object.defineProperty : function defineProperty(O, P, Attributes) {\n  anObject(O);\n  P =
toPrimitive(P,
true);\n  anObject(Attributes);\n  if (IE8_DOM_DEFINE) try {\n    return dP(O, P, Attributes);\n  } catch (e) {\n
/* empty */\n  }\n  if ('get' in Attributes || 'set' in Attributes) throw TypeError('Accessors not supported!');\n  if
('value' in Attributes) O[P] = Attributes.value;\n  return O;\n};\n\n// Thank's IE8 for his funny
defineProperty\nmodule.exports = !require('./_fails')(function () {\n  return Object.defineProperty({}, 'a', {\n    get:
function get() {\n      return 7;\n    }\n  }).a != 7;\n});\n\n"use strict";\nObject.defineProperty(exports,

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\"__esModule\", {\n value: true\n});\nexports.convertColorToString =
convertColorToString;\nexports.convertHexToRGB = convertHexToRGB;\nexports.decomposeColor =
decomposeColor;\nexports.getContrastRatio = getContrastRatio;\nexports.getLuminance =
getLuminance;\nexports.emphasize = emphasize;\nexports.fade = fade;\nexports.darken = darken;\nexports.lighten
= lighten;\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };}\n\n/**\n * Returns
a number whose value is limited to the given range.\n *\n * @param {number} value The value to be clamped\n *
@param {number} min The lower boundary of the output range\n * @param {number} max The upper boundary of
the output range\n * @returns {number} A number in the range [min, max]\n */\n\nfunction clamp(value, min,
max) {\n if (value < min) {\n return min;\n }\n\n if (value > max) {\n return max;\n }\n\n return
value;\n}\n\n/**\n * Converts a color object with type and values to a string.\n *\n * @param {object} color -
Decomposed color\n * @param {string} color.type - One of, 'rgb', 'rgba', 'hsl', 'hsla'\n * @param {array}
color.values - [n,n,n] or [n,n,n,n]\n * @returns {string} A CSS color string\n */\n\nfunction
convertColorToString(color) {\n var type = color.type,\n values = color.values;\n\n if (type.indexOf('rgb')
> -1) {\n // Only convert the first 3 values to int (i.e. not alpha)\n for (var i = 0; i < 3; i++) {\n values[i] =
parseFloat(values[i]);\n }\n\n var colorString = void 0;\n\n if (type.indexOf('hsl') > -1) {\n colorString =
color.type + '(' + values[0] + ', ' + values[1] + '%, ' + values[2] + '%';\n } else {\n colorString = color.type + '(' +
values[0] + ', ' + values[1] + ', ' + values[2];\n }\n\n if (values.length === 4) {\n colorString += ', ' +
color.values[3] + ')';\n } else {\n colorString += ')';\n }\n\n return colorString;\n}\n\n/**\n * Converts a color from
CSS hex format to CSS rgb format.\n *\n * @param {string} color - Hex color, i.e. #nnn or #nnnnnn\n * @returns
{string} A CSS rgb color string\n */\n\nfunction convertHexToRGB(color) {\n if (color.length === 4) {\n var
extendedColor = '#';\n\n for (var i = 1; i < color.length; i++) {\n extendedColor += color.charAt(i) +
color.charAt(i);\n }\n\n color = extendedColor;\n\n }\n\n var values = {\n r: parseInt(color.substr(1, 2), 16),\n g:
parseInt(color.substr(3, 2), 16),\n b:
parseInt(color.substr(5, 2), 16)\n };\n\n return 'rgb(' + values.r + ', ' + values.g + ', ' + values.b + ')';\n}\n\n/**\n *
Returns an object with the type and values of a color.\n *\n * Note: Does not support rgb % values and color
names.\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n *
@returns {{ type: string, values: number[] }} A MUI color object\n */\n\nfunction decomposeColor(color) {\n if
(color.charAt(0) === '#') {\n return decomposeColor(convertHexToRGB(color));\n }\n\n var marker =
color.indexOf('(');\n\n process.env.NODE_ENV !== 'production' ? (0, _warning2.default)(marker !== -1, 'Material-
UI: The ' + color + ' color was not parsed correctly,\n because it has an unsupported format (color name or RGB
%). This may cause issues in component rendering.'): void 0;\n\n var type = color.substring(0,
marker);\n\n var values = color.substring(marker + 1, color.length - 1).split(',');\n\n values = values.map(function
(value) {\n return parseFloat(value);\n });\n\n return {\n type: type,\n values: values\n };\n}\n\n/**\n * Calculates
the contrast ratio between two colors.\n *\n * Formula: http://www.w3.org/TR/2008/REC-WCAG20-
20081211/#contrast-ratiodef\n *\n * @param {string} foreground - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(),
rgba(), hsl(), hsla()\n * @param {string} background - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(),
hsla()\n * @returns {number} A contrast ratio value in the range 0 - 21 with 2 digit precision.\n */\n\nfunction
getContrastRatio(foreground, background) {\n var lumA = getLuminance(foreground);\n var lumB =
getLuminance(background);\n var contrastRatio = (Math.max(lumA, lumB) + 0.05) / (Math.min(lumA, lumB) +
0.05);\n\n return Number(contrastRatio.toFixed(2)); // Truncate at two digits\n}\n\n/**\n * The relative brightness of
any point in a color space.\n *\n * normalized to 0 for darkest black and 1 for lightest white.\n *\n * Formula:
https://www.w3.org/WAI/GL/wiki/Relative\_Luminance\n *\n * @param {string} color - CSS color, i.e. one of:
#nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @returns {number} The relative brightness of the color in the range 0
- 1\n */\n\nfunction getLuminance(color) {\n color = decomposeColor(color);\n\n if (color.type.indexOf('rgb') > -
1) {\n var rgb = color.values.map(function (val) {\n val /= 255; // normalized\n\n return val <= 0.03928 ? val
/ 12.92 : Math.pow((val + 0.055) / 1.055, 2.4);\n });\n\n return Number(((0.2126 * rgb[0] + 0.7152 * rgb[1] +
0.0722 * rgb[2]).toFixed(3)); // Truncate at 3 digits\n } else if (color.type.indexOf('hsl') > -1) {\n return

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color.values[2] / 100;\n };\n\n**\n * Darken or lighten a colour, depending on its luminance.\n * Light colors are
darkened, dark colors are lightened.\n *\n * @param {string} color - CSS color,
i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} coefficient=0.15 - multiplier in the
range 0 - 1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\nfunction
emphasize(color) {\n  var coefficient = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] :
0.15;\n  return getLuminance(color) > 0.5 ? darken(color, coefficient) : lighten(color, coefficient);\n}\n\n**\n * Set
the absolute transparency of a color.\n * Any existing alpha values are overwritten.\n *\n * @param {string} color -
CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} value - value to set the
alpha channel to in the range 0 - 1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n
*/\n\nfunction fade(color, value) {\n  color = decomposeColor(color);\n  value = clamp(value, 0, 1);\n  if
(color.type === 'rgb' || color.type === 'hsl') {\n    color.type += 'a';\n  }\n  color.values[3]
= value;\n  return convertColorToString(color);\n}\n\n**\n * Darkens a color.\n *\n * @param {string} color - CSS
color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} coefficient - multiplier in the
range 0 - 1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\nfunction
darken(color, coefficient) {\n  color = decomposeColor(color);\n  coefficient = clamp(coefficient, 0, 1);\n  if
(color.type.indexOf('hsl') > -1) {\n    color.values[2] *= 1 - coefficient;\n  } else if (color.type.indexOf('rgb') > -1)
{\n    for (var i = 0; i < 3; i++) {\n      color.values[i] *= 1 - coefficient;\n    }\n  }\n  return
convertColorToString(color);\n}\n\n**\n * Lightens a color.\n *\n * @param {string} color - CSS color, i.e. one of:
#nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} coefficient - multiplier in the range 0 - 1\n *
@returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\nfunction
lighten(color, coefficient) {\n  color = decomposeColor(color);\n  coefficient = clamp(coefficient, 0, 1);\n  if
(color.type.indexOf('hsl') > -1) {\n    color.values[2] += (100 - color.values[2]) * coefficient;\n  } else if
(color.type.indexOf('rgb') > -1) {\n    for (var i = 0; i < 3; i++) {\n      color.values[i] += (255 - color.values[i]) *
coefficient;\n    }\n  }\n  return convertColorToString(color);\n}","import arrayMap from './_arrayMap.js';\nimport
copyArray from './_copyArray.js';\nimport isArray from './isArray.js';\nimport isSymbol from
'./isSymbol.js';\nimport stringToPath from './_stringToPath.js';\nimport toKey from './_toKey.js';\nimport toString
from './_toString.js';\n\n**\n * Converts `value` to a property path array.\n *\n * @static\n * @memberOf _\n * @since
4.0.0\n * @category Util\n * @param {*} value The value to convert.\n * @returns {Array} Returns the new
property path array.\n * @example\n *\n * _.toPath('a.b.c');\n * // => ['a', 'b', 'c']\n *\n * _.toPath('a[0].b.c');\n
* // => ['a', '0', 'b', 'c']\n */\n\nfunction toPath(value) {\n  if (isArray(value)) {\n    return arrayMap(value, toKey);\n
}\n\n  return isSymbol(value) ? [value] : copyArray(stringToPath(toString(value)));\n}\n\nexport default
toPath;","import baseGetTag from './_baseGetTag.js';\nimport isObjectLike from './isObjectLike.js';\n\n**\n
`Object#toString` result references. *\n\nvar symbolTag = '[object Symbol]';\n\n**\n * Checks if `value` is classified
as a `Symbol` primitive or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n *
@param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n *
@example\n *\n * _.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n
*\n\nfunction isSymbol(value) {\n  return typeof value === 'symbol' || isObjectLike(value) && baseGetTag(value)
=== symbolTag;\n}\n\nexport default isSymbol;","import isFunction from './isFunction.js';\nimport
isLength from './isLength.js';\n\n**\n * Checks if `value` is array-like. A value is considered array-like if it's\n * not
a function and has a `value.length` that's an integer greater than or\n * equal to `0` and less than or equal to
`Number.MAX_SAFE_INTEGER`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n *
@param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is array-like, else `false`.\n
*\n * @example\n *\n * _.isArrayLike([1, 2, 3]);\n * // => true\n *\n * _.isArrayLike(document.body.children);\n * //
=> true\n *\n * _.isArrayLike('abc');\n * // => true\n *\n * _.isArrayLike(_.noop);\n * // => false\n */\n\nfunction
isArrayLike(value) {\n  return value != null && isLength(value.length) && !isFunction(value);\n}\n\nexport default
isArrayLike;","import defineProperty from './_defineProperty.js';\n\n**\n * The base implementation of
`assignValue` and `assignMergeValue` without\n * value checks.\n *\n * @private\n * @param

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{Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*}
value The value to assign.\n */\nfunction baseAssignValue(object, key, value) {\n  if (key === '__proto__' &&
defineProperty) {\n    defineProperty(object, key, {\n      'configurable': true,\n      'enumerable': true,\n      'value':
value,\n      'writable': true\n    });\n  } else {\n    object[key] = value;\n  }\n}\n\nexport default
baseAssignValue;"/**\n * Removes all key-value entries from the list cache.\n * @private\n * @name clear\n * @memberOf ListCache\n */\nfunction listCacheClear() {\n  this.__data__ = [];\n  this.size = 0;\n}\n\nexport
default listCacheClear;"/**\n * Gets the index at which the `key` is found in `array` of
key-value pairs.\n * @private\n * @param {Array} array The array to inspect.\n * @param {*} key The key to
search for.\n * @returns {number} Returns the index of the matched value, else `-1`.\n */\nfunction
assocIndexOf(array, key) {\n  var length = array.length;\n\n  while (length--) {\n    if (eq(array[length][0], key)) {\n
return length;\n    }\n  }\n\n  return -1;\n}\n\nexport default assocIndexOf;"/**\n * Used for built-in method references.
*/\nvar arrayProto = Array.prototype;\n\n/**\n * Built-in value references.
*/\nvar splice = arrayProto.splice;\n\n/**\n * Removes `key` and its value from the list cache.\n
* @private\n * @name delete\n * @memberOf ListCache\n * @param {string} key The key of the value to
remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction
listCacheDelete(key) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n\n  if (index < 0) {\n
return false;\n  }\n\n  var lastIndex = data.length - 1;\n  if (index == lastIndex) {\n    data.pop();\n  } else {\n
splice.call(data, index, 1);\n  }\n\n  --this.size;\n  return true;\n}\n\nexport
default listCacheDelete;"/**\n * Gets the list cache value for `key`.\n * @private\n * @name get\n * @memberOf ListCache\n * @param {string} key The key of the value
to get.\n * @returns {*} Returns the entry value.\n */\nfunction listCacheGet(key) {\n  var data = this.__data__,\n
      index = assocIndexOf(data, key);\n\n  return index < 0 ? undefined : data[index][1];\n}\n\nexport default
listCacheGet;"/**\n * Checks if a list cache value for `key` exists.\n * @private\n * @name has\n * @memberOf ListCache\n * @param {string} key The key of the entry
to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction
listCacheHas(key) {\n  return assocIndexOf(this.__data__, key) > -1;\n}\n\nexport default listCacheHas;"/**\n * Sets the list cache `key` to `value`.\n * @private\n
* @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*}
value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\nfunction listCacheSet(key,
value) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n\n  if (index < 0) {\n    ++this.size;\n
data.push([key, value]);\n  } else {\n    data[index][1] = value;\n  }\n\n  return this;\n}\n\nexport default
listCacheSet;"/**\n * Sets the list cache `key` to `value`.\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*}
value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\nfunction listCacheSet(key,
value) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n\n  if (index < 0) {\n    ++this.size;\n
data.push([key, value]);\n  } else {\n    data[index][1] = value;\n  }\n\n  return this;\n}\n\nexport default
listCacheSet;"/**\n * Creates an list cache object.\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction
ListCache(entries) {\n  var index = -1,\n      length = entries == null ? 0 : entries.length;\n\n  this.clear();\n\n  while
(++index < length) {\n    {\n      var entry = entries[index];\n      this.set(entry[0], entry[1]);\n    }\n  } // Add methods to
`ListCache`.\n\n  ListCache.prototype.clear = listCacheClear;\n  ListCache.prototype['delete'] =
listCacheDelete;\n  ListCache.prototype.get = listCacheGet;\n  ListCache.prototype.has =
listCacheHas;\n  ListCache.prototype.set = listCacheSet;\n\n  export default ListCache;"/**\n * Imports getNative from
'./_getNative.js';\n */\nimport root from './_root.js';\n\n/**\n * Built-in method references that are verified to be native.
*/\nvar Map = getNative(root, 'Map');\n\nexport default Map;"/**\n * Removes all
key-value entries from the stack.\n * @private\n * @name clear\n * @memberOf Stack\n */\nfunction
stackClear() {\n  this.__data__ = new ListCache();\n  this.size = 0;\n}\n\nexport default stackClear;"/**\n * Removes `key` and its value from the stack.\n
* @private\n * @name delete\n * @memberOf Stack\n * @param {string} key The key of the value to remove.\n *

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@returns {boolean} Returns `true` if the entry was removed, else `false`.
function stackDelete(key) {
  var data = this.__data__,
      result = data['delete'](key);
  this.size = data.size;
  return result;
}
export default stackDelete;
/**
 * Gets the stack value for `key`.
 * @private
 * @name get
 * @memberOf Stack
 * @param {string} key The key of the value to get.
 * @returns {*} Returns the entry value.
 */
function stackGet(key) {
  return this.__data__.get(key);
}
export default stackGet;
/**
 * Checks if a stack value for `key` exists.
 * @private
 * @name has
 * @memberOf Stack
 * @param {string} key The key of the entry to check.
 * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.
 */
function stackHas(key) {
  return this.__data__.has(key);
}
export default stackHas;
import ListCache from './_ListCache.js';
import Map from './_Map.js';
import MapCache from './_MapCache.js';
/**
 * Used as the size to enable large array optimizations.
 */
var LARGE_ARRAY_SIZE = 200;
/**
 * Sets the stack `key` to `value`.
 * @private
 * @name set
 * @memberOf Stack
 * @param {string} key The key of the value to set.
 * @param {*} value The value to set.
 * @returns {Object} Returns the stack cache instance.
 */
function stackSet(key, value) {
  var data = this.__data__;
  if (data instanceof ListCache) {
    var pairs = data.__data__;
    if (!Map || pairs.length < LARGE_ARRAY_SIZE - 1) {
      pairs.push([key, value]);
      this.size = ++data.size;
      return this;
    }
    data = this.__data__ = new MapCache(pairs);
  }
  data.set(key, value);
  this.size = data.size;
  return this;
}
export default stackSet;
import ListCache from './_ListCache.js';
import stackClear from './_stackClear.js';
import stackDelete from './_stackDelete.js';
import stackGet from './_stackGet.js';
import stackHas from './_stackHas.js';
import stackSet from './_stackSet.js';
/**
 * Creates a stack cache object to store key-value pairs.
 * @private
 * @constructor
 * @param {Array} [entries] The key-value pairs to cache.
 */
function Stack(entries) {
  var data = this.__data__ = new ListCache(entries);
  this.size = data.size;
  // Add methods to `Stack`.
  Stack.prototype.clear = stackClear;
  Stack.prototype['delete'] = stackDelete;
  Stack.prototype.get = stackGet;
  Stack.prototype.has = stackHas;
  Stack.prototype.set = stackSet;
  export default Stack;
  var formatName = function formatName(_ref, name) {
    var sectionPrefix = _ref._reduxForm.sectionPrefix;
    return sectionPrefix ? sectionPrefix + '!' + name : name;
  };
  export default formatName;
  var isObject = require('./_isObject');
  module.exports = function (it) {
    if (!isObject(it)) throw TypeError(it + ' is not an object!');
    return it;
  };
  var hasOwnProperty = {}.hasOwnProperty;
  module.exports = function (it, key) {
    return hasOwnProperty.call(it, key);
  };
  "use strict";
  Object.defineProperty(exports, "__esModule", {
    value: true
  });
  exports.default = undefined;
  var _IconButton = require('./IconButton');
  var _IconButton2 = _interopRequireDefault(_IconButton);
  function _interopRequireDefault(obj) {
    return obj && obj.__esModule ? obj : {
      default: obj
    };
  }
  exports.default = _IconButton2.default;
  "use strict";
  exports.__esModule = true;
  var _shallowEqual = require('fbjs/lib/shallowEqual');
  var _shallowEqual2 = _interopRequireDefault(_shallowEqual);
  function _interopRequireDefault(obj) {
    return obj && obj.__esModule ? obj : {
      default: obj
    };
  }
  exports.default = _shallowEqual2.default;
  "use strict";
  Object.defineProperty(exports, "__esModule", {
    value: true
  });
  exports.default = {
    set: function set(style, key, value) {
      style[key] = value;
    }
  };
  "use strict";
  Object.defineProperty(exports, "__esModule", {
    value: true
  });
  exports.default = undefined;
  var _TextField = require('./TextField');
  var _TextField2 = _interopRequireDefault(_TextField);
  function _interopRequireDefault(obj) {
    return obj && obj.__esModule ? obj : {
      default: obj
    };
  }
  exports.default = _TextField2.default;
  import root from './_root.js';
  import stubFalse from './stubFalse.js';
  /**
   * Detect free variable `exports`.
   */
  var freeExports = typeof exports === 'object' && exports && !exports.nodeType && exports;
  /**
   * Detect free variable `module`.
   */
  var freeModule = freeExports && typeof module === 'object' && module && !module.nodeType && module;
  /**
   * Detect the popular CommonJS extension `module.exports`.
   */
  var moduleExports = freeModule && freeModule.exports === freeExports;
  /**
   * Built-in value references.
   */
  var Buffer = moduleExports ? root.Buffer : undefined;
  /**
   * Built-in method references for those with the same name as other `lodash` methods.
   */
  var nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined;

```

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* Checks if `value` is a buffer.\n * \n * @static\n * @memberOf _\n * @since 4.3.0\n * @category Lang\n *
@param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a buffer, else `false`.\n *
@example\n * \n * _isBuffer(new Buffer(2));\n * // => true\n * \n * _isBuffer(new Uint8Array(2));\n * // => false\n *
/\n\nvar isBuffer = nativeIsBuffer || stubFalse;\n\nexport default isBuffer;","import getNative from
'./_getNative.js';\n\n/* Built-in method references that are verified to be native. */\n\nvar nativeCreate =
getNative(Object, 'create');\n\nexport default nativeCreate;","import nativeCreate from './_nativeCreate.js';\n\n/**\n *
Removes all key-value entries from the hash.\n * \n * @private\n * @name clear\n * @memberOf Hash\n
*\n\nfunction hashClear() {\n  this.__data__ = nativeCreate ? nativeCreate(null) : {};\n  this.size = 0;\n}\n\nexport
default hashClear;","/**\n * Removes `key` and its value from the hash.\n * \n * @private\n * @name delete\n *
@memberOf
Hash\n * @param {Object} hash The hash to modify.\n * @param {string} key The key of the value to remove.\n *
@returns {boolean} Returns `true` if the entry was removed, else `false`.\n *
*\n\nfunction hashDelete(key) {\n  var
result = this.has(key) && delete this.__data__[key];\n  this.size -= result ? 1 : 0;\n  return result;\n}\n\nexport
default hashDelete;","import nativeCreate from './_nativeCreate.js';\n\n/** Used to stand-in for `undefined` hash
values. */\n\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/** Used for built-in method references.
*\n\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty
= objectProto.hasOwnProperty;\n\n/**\n * Gets the hash value for `key`.\n * \n * @private\n * @name get\n *
@memberOf Hash\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry
value.\n *
*\n\nfunction hashGet(key) {\n  var data = this.__data__;\n\n  if (nativeCreate) {\n    var result =
data[key];\n
return result === HASH_UNDEFINED ? undefined : result;\n  }\n\n  return hasOwnProperty.call(data, key) ?
data[key] : undefined;\n}\n\nexport default hashGet;","import nativeCreate from './_nativeCreate.js';\n\n/** Used for
built-in method references. */\n\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own
properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Checks if a hash value for `key`
exists.\n * \n * @private\n * @name has\n * @memberOf Hash\n * @param {string} key The key of the entry to
check.\n *
@returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n *
*\n\nfunction hashHas(key) {\n  var
data = this.__data__;\n  return nativeCreate ? data[key] !== undefined : hasOwnProperty.call(data,
key);\n}\n\nexport default hashHas;","import nativeCreate from './_nativeCreate.js';\n\n/** Used to stand-in for
`undefined` hash values. */\n\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**\n * Sets the hash
`key`
to `value`.\n * \n * @private\n * @name set\n * @memberOf Hash\n * @param {string} key The key of the value
to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the hash instance.\n *
*\n\nfunction
hashSet(key, value) {\n  var data = this.__data__;\n  this.size += this.has(key) ? 0 : 1;\n  data[key] =
nativeCreate && value === undefined ? HASH_UNDEFINED : value;\n  return this;\n}\n\nexport default
hashSet;","import
hashClear from './_hashClear.js';\n\nimport hashDelete from './_hashDelete.js';\n\nimport hashGet from
'./_hashGet.js';\n\nimport hashHas from './_hashHas.js';\n\nimport hashSet from './_hashSet.js';\n\n/**\n *
Creates a hash
object.\n * \n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n
*\n\nfunction Hash(entries) {\n  var index = -1,\n      length = entries == null ? 0 : entries.length;\n
this.clear();\n\n  while (++index < length) {\n    var entry = entries[index];\n    this.set(entry[0],
entry[1]);\n  }\n}\n\n// Add
methods to `Hash`.\n\nHash.prototype.clear = hashClear;\nHash.prototype['delete'] =
hashDelete;\nHash.prototype.get = hashGet;\nHash.prototype.has = hashHas;\nHash.prototype.set =
hashSet;\n\nexport default Hash;","import Hash from './_Hash.js';\n\nimport ListCache from './_ListCache.js';\n\nimport
Map from './_Map.js';\n\n/**\n * Removes all key-value entries from the map.\n * \n * @private\n * @name clear\n *
@memberOf MapCache\n *
*\n\nfunction mapCacheClear() {\n  this.size = 0;\n  this.__data__ = {\n    'hash': new
Hash(),\n    'map': new (Map || ListCache)(),\n    'string': new Hash()\n  };\n}\n\nexport default
mapCacheClear;","/**\n * Checks if `value` is suitable for use as unique object key.\n * \n * @private\n *
@param
{*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is suitable, else `false`.\n
*\n\nfunction isKeyable(value) {\n  var type = typeof value;\n  return type == 'string' || type == 'number' || type ==

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'symbol' || type === 'boolean' ? value !== '__proto__'
: value === null;\n}\n\nexport default isKeyable;","import isKeyable from './isKeyable.js';\n/**\n * Gets the data
for `map`.\n * \n * @private\n * @param {Object} map The map to query.\n * @param {string} key The reference
key.\n * @returns {*} Returns the map data.\n */\n\nfunction getMapData(map, key) {\n  var data =
map.__data__;\n  return isKeyable(key) ? data[typeof key === 'string' ? 'string' : 'hash'] : data.map;\n}\n\nexport
default getMapData;","import getMapData from './_getMapData.js';\n/**\n * Removes `key` and its value from the
map.\n * \n * @private\n * @name delete\n * @memberOf MapCache\n * @param {string} key The key of the
value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\nfunction
mapCacheDelete(key) {\n  var result = getMapData(this, key)['delete'](key);\n  this.size -= result ? 1 : 0;\n  return
result;\n}\n\nexport default mapCacheDelete;","import getMapData from './_getMapData.js';\n/**\n * Gets the map
value for `key`.\n * \n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the
value to get.\n * @returns {*} Returns the entry value.\n */\n\nfunction mapCacheGet(key) {\n  return
getMapData(this, key).get(key);\n}\n\nexport default mapCacheGet;","import getMapData from
 './_getMapData.js';\n/**\n * Checks if a map value for `key` exists.\n * \n * @private\n * @name has\n *
@memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns
`true` if an entry for `key` exists, else `false`.\n */\n\nfunction mapCacheHas(key) {\n  return getMapData(this,
key).has(key);\n}\n\nexport default mapCacheHas;","import getMapData from './_getMapData.js';\n/**\n * Sets the
map `key` to `value`.\n * \n * @private\n * @name set\n * @memberOf MapCache\n * @param {string} key The
key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the map cache
instance.\n */\n\nfunction mapCacheSet(key, value)
{\n  var data = getMapData(this, key),\n      size = data.size;\n  data.set(key, value);\n  this.size += data.size === size
? 0 : 1;\n  return this;\n}\n\nexport default mapCacheSet;","import mapCacheClear from
 './_mapCacheClear.js';\nimport mapCacheDelete from './_mapCacheDelete.js';\nimport mapCacheGet from
 './_mapCacheGet.js';\nimport mapCacheHas from './_mapCacheHas.js';\nimport mapCacheSet from
 './_mapCacheSet.js';\n/**\n * Creates a map cache object to store key-value pairs.\n * \n * @private\n *
@constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\n\nfunction MapCache(entries) {\n
  var index = -1,\n      length = entries === null ? 0 : entries.length;\n  this.clear();\n  while (++index < length) {\n
    var entry = entries[index];\n    this.set(entry[0], entry[1]);\n  }\n} // Add methods to
`MapCache`.\n\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] =
mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has
= mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\nexport default MapCache;","import baseGetTag from
 './_baseGetTag.js';\nimport isObjectLike from './isObjectLike.js';\n/** `Object#toString` result references. */\n\nvar
argsTag = '[object Arguments]';\n/**\n * The base implementation of `_.isArguments`.\n * \n * @private\n *
@param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n
*/\n\nfunction baseIsArguments(value) {\n  return isObjectLike(value) && baseGetTag(value) ===
argsTag;\n}\n\nexport default baseIsArguments;","import baseIsArguments from './_baseIsArguments.js';\nimport
isObjectLike from './isObjectLike.js';\n/** Used for built-in method references. */\n\nvar objectProto =
Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty =
objectProto.hasOwnProperty;\n/** Built-in value references. */\n\nvar propertyIsEnumerable =
objectProto.propertyIsEnumerable;\n/**\n * Checks if `value`
is likely an `arguments` object.\n * \n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n *
@param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n
*/\n * else `false`.\n * @example\n * \n * _isArguments(function() { return arguments; }());\n * // => true\n * \n *
_isArguments([1, 2, 3]);\n * // => false\n */\n\nvar isArguments = baseIsArguments(function () {\n  return
arguments;\n})();\n\nfunction (value) {\n  return isObjectLike(value) &&
hasOwnProperty.call(value, 'callee') && !propertyIsEnumerable.call(value, 'callee');\n}\n\nexport default
isArguments;","var dP = require('./_object-dp');\n\nvar createDesc = require('./_property-desc');\n\nmodule.exports
= require('./_descriptors') ? function (object, key, value) {\n  return dP.f(object, key, createDesc(1, value));\n} :
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function (object, key, value) {\n  object[key] = value;\n  return object;\n};", "module.exports = function (it) {\n
return typeof
it === 'object' ? it !== null : typeof it === 'function';\n};", "module.exports = function (exec) {\n  try {\n    return
!!exec();\n  } catch (e) {\n    return true;\n  }\n};", "/// to indexed object, to Object with fallback for non-array-like ES3
strings\nvar IObject = require('./_iobject');\n\nvar defined = require('./_defined');\n\nmodule.exports = function (it)
{\n  return IObject(defined(it));\n};", "/// 7.1.13 ToObject(argument)\n\nvar defined =
require('./_defined');\n\nmodule.exports = function (it) {\n  return Object(defined(it));\n};", "module.exports =
{;\n\n'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 =
require('babel-runtime/helpers/extends');\n\nvar _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar
_reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _reactEventListener = require('react-event-
listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _RenderToLayer =
require('./internal/RenderToLayer');\n\nvar _RenderToLayer2 = _interopRequireDefault(_RenderToLayer);\n\nvar
_propTypes3 = require('./utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar
_Paper = require('./Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _lodash =
require('lodash.throttle');\n\nvar _lodash2 = _interopRequireDefault(_lodash);\n\nvar _PopoverAnimationDefault =
require('./PopoverAnimationDefault');\n\nvar _PopoverAnimationDefault2 =
_interopRequireDefault(_PopoverAnimationDefault);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };}\n\nvar styles = {\n  root: {\n    display: 'none'\n  }\n};\n\nvar
Popover = function (_Component) {\n  (0, _inherits3.default)(Popover,
_component);\n\n  function Popover(props, context) {\n    (0, _classCallCheck3.default)(this, Popover);\n\n    var
_this = (0, _possibleConstructorReturn3.default)(this, (Popover.__proto__ || (0,
_getPrototypeOf2.default)(Popover)).call(this, props, context));\n\n    _this.timeout = null;\n\n    _this.renderLayer =
function () {\n      var _this$props = _this.props,\n          animated = _this$props.animated,\n          animation =
_this$props.animation,\n          anchorEl = _this$props.anchorEl,\n          anchorOrigin =
_this$props.anchorOrigin,\n          autoCloseWhenOffScreen = _this$props.autoCloseWhenOffScreen,\n          canAutoPosition = _this$props.canAutoPosition,\n          children = _this$props.children,\n          onRequestClose =
_this$props.onRequestClose,\n          style = _this$props.style,\n          targetOrigin = _this$props.targetOrigin,\n          useLayerForClickAway = _this$props.useLayerForClickAway,\n          scrollableContainer
= _this$props.scrollableContainer,\n          other = (0, _objectWithoutProperties3.default)(_this$props, ['animated',
'animation', 'anchorEl', 'anchorOrigin', 'autoCloseWhenOffScreen', 'canAutoPosition', 'children', 'onRequestClose',
'style', 'targetOrigin', 'useLayerForClickAway', 'scrollableContainer']);\n      var styleRoot = style;\n\n      if
(!animated) {\n        styleRoot = {\n          position: 'fixed',\n          zIndex: _this.context.muiTheme.zIndex.popover\n
        };\n\n        if (!_this.state.open) {\n          return null;\n        }\n\n        return
_react2.default.createElement(_Paper2.default, (0, _extends3.default)({\n          style: (0,
_simpleAssign2.default)(styleRoot, style)\n        }, other), children);\n      }\n\n      var Animation = animation ||

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_PopoverAnimationDefault2.default;\n    return _react2.default.createElement(Animation, (0,
_extends3.default)({\n      targetOrigin: targetOrigin,\n      style: styleRoot\n    }, other, {\n      open:
_this.state.open && !_this.state.closing\n    }), children);\n  };\n\n  _this.componentClickAway = function () {\n    _this.requestClose('clickAway');\n  };\n\n  _this.setPlacement = function (scrolling) {\n    if (!_this.state.open)
return;\n  }\n\n  if (!_this.popoverRefs.layer.getLayer()) {\n    return;\n  }\n\n  var targetEl =
_this.popoverRefs.layer.getLayer().children[0];\n\n  if (!targetEl) {\n    return;\n  }\n\n  var _this$props2 =
_this.props,\n    targetOrigin = _this$props2.targetOrigin,\n    anchorOrigin = _this$props2.anchorOrigin;\n\n  var anchorEl = _this.props.anchorEl || _this.anchorEl;\n\n  var anchor = _this.getAnchorPosition(anchorEl);\n\n  var target = _this.getTargetPosition(targetEl);\n\n  var targetPosition = {\n    top: anchor[anchorOrigin.vertical]
- target[targetOrigin.vertical],\n    left: anchor[anchorOrigin.horizontal] - target[targetOrigin.horizontal]\n  };\n\n  if (scrolling && _this.props.autoCloseWhenOffScreen) {\n    _this.autoCloseWhenOffScreen(anchor);\n  }\n\n  if (_this.props.canAutoPosition) {\n    target =
_this.getTargetPosition(targetEl); // update as height may have changed\n\n    targetPosition =
_this.applyAutoPositionIfNeeded(anchor, target, targetOrigin, anchorOrigin, targetPosition);\n  }\n\n  targetEl.style.top = targetPosition.top + 'px';\n  targetEl.style.left = targetPosition.left + 'px';\n  targetEl.style.maxHeight = window.innerHeight + 'px';\n  };\n\n  _this.handleResize = (0,
_lodash2.default)(_this.setPlacement, 100);\n  _this.handleScroll = (0,
_lodash2.default)(_this.setPlacement.bind(_this, true), 50);\n  _this.popoverRefs = {};\n  _this.state = {\n    open: props.open,\n    closing: false\n  };\n  return _this;\n}\n\n(0, _createClass3.default)(Popover, [{\n  key:
'componentDidMount',\n  value: function componentDidMount() {\n    this.placementTimeout
= setTimeout(this.setPlacement);\n  }\n}, {\n  key: 'componentWillReceiveProps',\n  value: function
componentWillReceiveProps(nextProps) {\n    var _this2 = this;\n\n    if (nextProps.open === this.props.open) {\n      return;\n    }\n\n    if (nextProps.open) {\n      clearTimeout(this.timeout);\n      this.timeout = null;\n\n      this.anchorEl = nextProps.anchorEl || this.props.anchorEl;\n      this.setState({\n        open: true,\n        closing:
false\n      });\n    } else {\n      if (nextProps.animated) {\n        if (this.timeout !== null) return;\n\n        this.setState({\n          closing: true\n        });\n        this.timeout = setTimeout(function () {\n          _this2.setState({\n            open: false\n          }, function () {\n            _this2.timeout = null;\n          });\n        }, 500);\n      } else {\n        this.setState({\n          open: false\n        });\n      }\n    }\n  }\n}, {\n  key: 'componentDidUpdate',\n  value: function componentDidUpdate() {\n    clearTimeout(this.placementTimeout);\n    this.placementTimeout = setTimeout(this.setPlacement);\n  }\n}, {\n  key: 'componentWillUnmount',\n  value: function componentWillUnmount() {\n    this.handleResize.cancel();\n    this.handleScroll.cancel();\n\n    if (this.placementTimeout) {\n      clearTimeout(this.placementTimeout);\n      this.placementTimeout = null;\n    }\n\n    if (this.timeout) {\n      clearTimeout(this.timeout);\n      this.timeout = null;\n    }\n  }\n}, {\n  key: 'requestClose',\n  value: function requestClose(reason) {\n    if
(this.props.onRequestClose) {\n      this.props.onRequestClose(reason);\n    }\n  }\n}, {\n  key:
'getAnchorPosition',\n  value: function getAnchorPosition(el) {\n    if (!el) {\n      el =
_reactDom2.default.findDOMNode(this);\n    }\n\n    var rect = el.getBoundingClientRect();\n\n    var a = {\n      top: rect.top,\n      left: rect.left,\n      width: el.offsetWidth,\n      height: el.offsetHeight\n    };\n    a.right = rect.right || a.left + a.width;\n    a.bottom = rect.bottom || a.top + a.height;\n    a.middle = a.left +
(a.right - a.left) / 2;\n    a.center = a.top + (a.bottom - a.top) / 2;\n    return a;\n  }\n}, {\n  key:
'getTargetPosition',\n  value: function getTargetPosition(targetEl) {\n    return {\n      top: 0,\n      center:
targetEl.offsetHeight / 2,\n      bottom: targetEl.offsetHeight,\n      left: 0,\n      middle: targetEl.offsetWidth / 2,\n      right: targetEl.offsetWidth\n    };\n  }\n}, {\n  key: 'autoCloseWhenOffScreen',\n  value: function
autoCloseWhenOffScreen(anchorPosition) {\n    if (anchorPosition.top < 0 || anchorPosition.top >
window.innerHeight || anchorPosition.left < 0 || anchorPosition.left > window.innerWidth) {\n      this.requestClose('offScreen');\n    }\n  }\n}, {\n  key: 'getOverlapMode',\n  value: function getOverlapMode(anchor, target, median) {\n    if ([anchor,
target].indexOf(median) >= 0) return 'auto';\n    if (anchor === target) return 'inclusive';\n    return 'exclusive';\n  }\n}

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* @param {string} reason The reason for the close request. Possibles values
* are 'clickAway' and 'offScreen'.
*\n
*\n
onRequestClose: _propTypes2.default.func,\n\n /**\n * If true, the popover is visible.\n */\n open:
 _propTypes2.default.bool,\n\n /**\n * Represents the parent scrollable container.\n * It can be an element
or a string like `window`.\n */\n scrollableContainer:
 _propTypes2.default.oneOfType([_propTypes2.default.object, _propTypes2.default.string]),\n\n /**\n * Override
the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * This is the point on the
popover which will attach to\n * the anchor's origin.\n * Options:\n * vertical: [top, center, bottom]\n *
horizontal: [left, middle, right].\n */\n targetOrigin: _propTypes4.default.origin,\n\n /**\n * If true, the popover
will render on top of an invisible\n * layer, which will prevent clicks to the underlying\n * elements, and trigger
an `onRequestClose('clickAway')` call.\n */\n useLayerForClickAway: _propTypes2.default.bool,\n\n /**\n *
The zDepth of the popover.\n */\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default =
Popover;"\n\n"use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\nexports.default =
getPrefixedValue;\n\nfunction
getPrefixedValue(prefixedValue, value, keepUnprefixed) {\n if (keepUnprefixed) {\n return [prefixedValue,
value];\n }\n\n return prefixedValue;\n}\n\nmodule.exports = exports["default"];
\n\n"use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _extends = Object.assign ||
function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in
source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n
}\n\n return target;\n};\n\nfunction _defineProperty(obj, key, value) {\n if (key in obj) {\n
Object.defineProperty(obj, key, {\n value: value,\n enumerable: true,\n configurable: true,\n writable:
true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n}\n\nfunction _objectWithoutProperties(obj, keys)
{\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i)
>= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n
return target;\n}\n\nvar mapError = function mapError(_ref) {\n var errorProp = arguments.length > 1 &&
arguments[1] !== undefined ? arguments[1] : 'errorText';\n var _ref$meta = _ref.meta;\n _ref$meta = _ref$meta
=== undefined ? {} : _ref$meta;\n\n var touched = _ref$meta.touched,\n error = _ref$meta.error,\n warning =
_ref$meta.warning,\n input = _ref.input,\n props = _objectWithoutProperties(_ref, ['meta', 'input']);\n\n return
touched && (error || warning) ? _extends({}, props, input, _defineProperty({}, errorProp, error || warning)) :
_extends({}, input, props);\n};\n\nexports.default = mapError;"\n\n/**\n * Copyright (c) 2013-present, Facebook,
Inc.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory
of this source tree.\n */\n\nfunction componentWillMount() {\n // Call this.constructor.gDSFP
to support sub-classes.\n var state = this.constructor.getDerivedStateFromProps(this.props, this.state);\n\n if (state
!== null && state !== undefined) {\n this.setState(state);\n }\n}\n\nfunction
componentWillReceiveProps(nextProps) {\n // Call this.constructor.gDSFP to support sub-classes.\n // Use the
setState() updater to ensure state isn't stale in certain edge cases.\n function updater(prevState) {\n var state =
this.constructor.getDerivedStateFromProps(nextProps, prevState);\n return state !== null && state !== undefined
? state : null;\n } // Binding `this` is important for shallow renderer support.\n\n this.setState(updater.bind(this));\n}\n\nfunction componentWillUpdate(nextProps, nextState) {\n try {\n var
prevProps = this.props;\n var prevState = this.state;\n this.props = nextProps;\n this.state = nextState;\n
this.__reactInternalSnapshotFlag = true;\n this.__reactInternalSnapshot =
this.getSnapshotBeforeUpdate(prevProps, prevState);\n
} finally {\n this.props = prevProps;\n this.state = prevState;\n }\n} // React may warn about
cWM/cWRP/cWU methods being deprecated.\n// Add a flag to suppress these warnings for this special
case.\n\ncomponentWillMount.__suppressDeprecationWarning =
true;\ncomponentWillReceiveProps.__suppressDeprecationWarning =
true;\ncomponentWillUpdate.__suppressDeprecationWarning = true;\n\nfunction polyfill(Component) {\n var
prototype = Component.prototype;\n\n if (!prototype || !prototype.isReactComponent) {\n throw new Error('Can
only polyfill class components');\n }\n\n if (typeof Component.getDerivedStateFromProps !== 'function' &&

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typeof prototype.getSnapshotBeforeUpdate !== 'function') {\n  return Component;\n } // If new component APIs
are defined, \"unsafe\" lifecycles won't be called.\n // Error if any of these lifecycles are present,\n // Because they
would work differently between older and newer (16.3+) versions of React.\n\n\n  var foundWillMountName
= null;\n  var foundWillReceivePropsName = null;\n  var foundWillUpdateName = null;\n\n  if (typeof
prototype.componentWillMount === 'function') {\n    foundWillMountName = 'componentWillMount';\n  } else if
(typeof prototype.UNSAFE_componentWillMount === 'function') {\n    foundWillMountName =
'UNSAFE_componentWillMount';\n  }\n\n  if (typeof prototype.componentWillReceiveProps === 'function') {\n
foundWillReceivePropsName = 'componentWillReceiveProps';\n  } else if (typeof
prototype.UNSAFE_componentWillReceiveProps === 'function') {\n    foundWillReceivePropsName =
'UNSAFE_componentWillReceiveProps';\n  }\n\n  if (typeof prototype.componentWillUpdate === 'function') {\n
foundWillUpdateName = 'componentWillUpdate';\n  } else if (typeof prototype.UNSAFE_componentWillUpdate
=== 'function') {\n    foundWillUpdateName = 'UNSAFE_componentWillUpdate';\n  }\n\n  if
(foundWillMountName !== null || foundWillReceivePropsName !== null || foundWillUpdateName !== null) {\n
var componentName
= Component.displayName || Component.name;\n    var newApiName = typeof
Component.getDerivedStateFromProps === 'function' ? 'getDerivedStateFromProps()' :
'getSnapshotBeforeUpdate()';\n    throw Error('Unsafe legacy lifecycles will not be called for components using new
component APIs.\\n\\n' + componentName + ' uses ' + newApiName + ' but also contains the following legacy
lifecycles: ' + (foundWillMountName !== null ? '\\n ' + foundWillMountName : '') + (foundWillReceivePropsName
!== null ? '\\n ' + foundWillReceivePropsName : '') + (foundWillUpdateName !== null ? '\\n ' +
foundWillUpdateName : '') + '\\n\\n' + 'The above lifecycles should be removed. Learn more about this warning here:\\n'
+ 'https://fb.me/react-async-component-lifecycle-hooks');\n  } // React <= 16.2 does not support static
getDerivedStateFromProps.\n  // As a workaround, use cWM and cWRP to invoke the new static lifecycle.\n  //
Newer versions of React will ignore these lifecycles if gDSFP exists.\n\n\n  if (typeof
Component.getDerivedStateFromProps === 'function') {\n    prototype.componentWillMount =
componentWillMount;\n    prototype.componentWillReceiveProps = componentWillReceiveProps;\n  } // React <=
16.2 does not support getSnapshotBeforeUpdate.\n  // As a workaround, use cWU to invoke the new lifecycle.\n  //
Newer versions of React will ignore that lifecycle if gSBU exists.\n\n\n  if (typeof
prototype.getSnapshotBeforeUpdate === 'function') {\n    if (typeof prototype.componentDidUpdate !== 'function')
{\n      throw new Error('Cannot polyfill getSnapshotBeforeUpdate() for components that do not define
componentDidUpdate() on the prototype');\n    }\n\n    prototype.componentWillUpdate = componentWillUpdate;\n
var componentDidUpdate = prototype.componentDidUpdate;\n\n    prototype.componentDidUpdate = function
componentDidUpdatePolyfill(prevProps, prevState, maybeSnapshot) {\n      // 16.3+ will not execute our will-
update method;\n      // It will pass a snapshot value to did-update
though.\n      // Older versions will require our polyfilled will-update value.\n      // We need to handle both cases,
but can't just check for the presence of \"maybeSnapshot\", \n      // Because for <= 15.x versions this might be a
\"prevContext\" object.\n      // We also can't just check \"__reactInternalSnapshot\", \n      // Because get-snapshot
might return a falsy value.\n      // So check for the explicit __reactInternalSnapshotFlag flag to determine
behavior.\n      var snapshot = this.__reactInternalSnapshotFlag ? this.__reactInternalSnapshot : maybeSnapshot;\n
componentDidUpdate.call(this, prevProps, prevState, snapshot);\n    }; \n  }\n\n  return Component;\n}\n\nexport {
polyfill };\", \"import baseGetTag from './_baseGetTag.js';\nimport isObject from './isObject.js';\n/** `Object#toString`
result references. *\n\nvar asyncTag = '[object AsyncFunction]',\n    funcTag = '[object Function]',\n    genTag =
'[object GeneratorFunction]',\n    proxyTag = '[object Proxy]';\n\n*\n * Checks if `value` is classified as a `Function` object.\n * *\n * @static\n * @memberOf _\n * @since 0.1.0\n *
@category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a
function, else `false`.\n * @example\n *\n * _isFunction(_);\n * // => true\n *\n * _isFunction(/abc/);\n * // =>
false\n *\n\nfunction isFunction(value) {\n  if (!isObject(value)) {\n    return false;\n  } // The use of
`Object#toString` avoids issues with the `typeof` operator\n  // in Safari 9 which returns 'object' for typed arrays and

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other constructors.\n\n var tag = baseGetTag(value);\n return tag == funcTag || tag == genTag || tag == asyncTag
|| tag == proxyTag;\n}\n\nexport default isFunction;","/** Used as references for various `Number` constants.
*\nvar MAX_SAFE_INTEGER = 9007199254740991;\n/**\n * Checks if `value` is a valid array-like length.\n *\n * **Note:** This method is loosely based on `Array.prototype.length` (http://ecma-international.org/ecma-262/7.0/#sec-
tolength).\n
*\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to
check.\n * @returns {boolean} Returns `true` if `value` is a valid length, else `false`.\n * @example\n *\n *
_.isLength(3);\n * // => true\n *\n * _.isLength(Number.MIN_VALUE);\n * // => false\n *\n *
_.isLength(Infinity);\n * // => false\n *\n * _.isLength('3');\n * // => false\n *\n\nfunction isLength(value) {\n
return typeof value == 'number' && value > -1 && value % 1 == 0 && value <=
MAX_SAFE_INTEGER;\n}\n\nexport default isLength;","/** Used as references for various `Number` constants.
*\nvar MAX_SAFE_INTEGER = 9007199254740991;\n/** Used to detect unsigned integer values. *\n\nvar
reIsUint = /^(?:0|[1-9]\\d*)$/;\n/**\n * Checks if `value` is a valid array-like index.\n *\n * @private\n * @param
{number} value The value to check.\n * @param {number} [length=MAX_SAFE_INTEGER] The upper bounds of a
valid index.\n * @returns {boolean} Returns `true` if
`value` is a valid index, else `false`.\n *\n\nfunction isIndex(value, length) {\n var type = typeof value;\n length =
length == null ? MAX_SAFE_INTEGER : length;\n return !!length && (type == 'number' || type != 'symbol' &&
reIsUint.test(value)) && value > -1 && value % 1 == 0 && value < length;\n}\n\nexport default isIndex;","/**
Used for built-in method references. *\n\nvar objectProto = Object.prototype;\n/**\n * Checks if `value` is likely a
prototype object.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns
`true` if `value` is a prototype, else `false`.\n *\n\nfunction isPrototype(value) {\n var Ctor = value &&
value.constructor,\n proto = typeof Ctor == 'function' && Ctor.prototype || objectProto;\n return value ===
proto;\n}\n\nexport default isPrototype;","/**\n * This method returns the first argument it receives.\n *\n *
@static\n * @since 0.1.0\n * @memberOf _\n * @category Util\n * @param {*} value Any value.\n * @returns
{number} Returns `value`.\n * @example\n *\n * var object = { 'a': 1 };\n *\n * console.log(_.identity(object)) ===
object);\n * // => true\n *\n\nfunction identity(value) {\n return value;\n}\n\nexport default
identity;","module.exports = isPromise;\nmodule.exports.default = isPromise;\n\nfunction isPromise(obj) {\n return
!!obj && (typeof obj === 'object' || typeof obj === 'function') && typeof obj.then === 'function';\n}","/** Used to
stand-in for `undefined` hash values. *\n\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n/**\n * Adds
`value` to the array cache.\n *\n * @private\n * @name add\n * @memberOf SetCache\n * @alias push\n *
@param {*} value The value to cache.\n * @returns {Object} Returns the cache instance.\n *\n\nfunction
setCacheAdd(value) {\n this.__data__.set(value, HASH_UNDEFINED);\n}\n\nexport default
setCacheAdd;","/**\n * Checks if `value` is in the array cache.\n *\n * @private\n * @name has\n * @memberOf
SetCache\n * @param {*} value The value
to search for.\n * @returns {number} Returns `true` if `value` is found, else `false`.\n *\n\nfunction
setCacheHas(value) {\n return this.__data__.has(value);\n}\n\nexport default setCacheHas;","import MapCache
from './_MapCache.js';\nimport setCacheAdd from './_setCacheAdd.js';\nimport setCacheHas from
'./_setCacheHas.js';\n/**\n * Creates an array cache object to store unique values.\n *\n * @private\n *
@constructor\n * @param {Array} [values] The values to cache.\n *\n\nfunction SetCache(values) {\n var index =
-1,\n length = values == null ? 0 : values.length;\n this.__data__ = new MapCache();\n\n while (++index <
length) {\n this.add(values[index]);\n }\n} // Add methods to `SetCache`.\n\nSetCache.prototype.add =
SetCache.prototype.push = setCacheAdd;\nSetCache.prototype.has = setCacheHas;\n\nexport default
SetCache;","/**\n * A specialized version of `_.some` for arrays without support for iteratee\n * shorthands.\n *\n *
@private\n * @param {Array} [array]
The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns
{boolean} Returns `true` if any element passes the predicate check, else `false`.\n *\n\nfunction arraySome(array,
predicate) {\n var index = -1,\n length = array == null ? 0 : array.length;\n\n while (++index < length) {\n if
(predicate(array[index], index, array)) {\n return true;\n }\n }\n\n return false;\n}\n\nexport default
arraySome;

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arraySome;"/**\n * Checks if a `cache` value for `key` exists.\n *\n * @private\n * @param {Object} cache The
cache to query.\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an
entry for `key` exists, else `false`.\n */\nfunction cacheHas(cache, key) {\n  return cache.has(key);\n}\n\n\nexport
default cacheHas;","import SetCache from './_SetCache.js';\nimport arraySome from './_arraySome.js';\nimport
cacheHas from './_cacheHas.js';\n/** Used to compose bitmasks for value comparisons.
*\n\nvar COMPARE_PARTIAL_FLAG = 1,\n  COMPARE_UNORDERED_FLAG = 2;\n/**\n * A specialized
version of `baseIsEqualDeep` for arrays with support for\n * partial deep comparisons.\n *\n * @private\n *
@param {Array} array The array to compare.\n * @param {Array} other The other array to compare.\n * @param
{number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The
function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of
values.\n * @param {Object} stack Tracks traversed `array` and `other` objects.\n * @returns {boolean} Returns
`true` if the arrays are equivalent, else `false`.\n */\nfunction equalArrays(array, other, bitmask, customizer,
equalFunc, stack) {\n  var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n    arrLength = array.length,\n
othLength = other.length;\n\n  if (arrLength !== othLength && !(isPartial && othLength > arrLength)) {\n
  return false;\n } // Check that
cyclic values are equal.\n\n  var arrStacked = stack.get(array);\n  var othStacked = stack.get(other);\n  if
(arrStacked && othStacked) {\n    return arrStacked === other && othStacked === array;\n  }\n\n  var index = -1,\n
result = true,\n    seen = bitmask & COMPARE_UNORDERED_FLAG ? new SetCache() : undefined;\n\n  stack.set(array,
other);\n  stack.set(other, array); // Ignore non-index properties.\n\n  while (++index < arrLength) {\n
  var arrValue = array[index],\n    othValue = other[index];\n\n    if (customizer) {\n      var compared = isPartial ?
customizer(othValue, arrValue, index, other, array, stack) : customizer(arrValue, othValue, index, array, other,
stack);\n    }\n\n    if (compared !== undefined) {\n      if (compared) {\n        continue;\n      }\n\n      result = false;\n
      break;\n    } // Recursively compare arrays (susceptible to call stack limits).\n\n    if (seen) {\n      if
(!arraySome(other, function (othValue, othIndex) {\n        if (!cacheHas(seen,
othIndex) && (arrValue === othValue || equalFunc(arrValue, othValue, bitmask, customizer, stack))) {\n
return seen.push(othIndex);\n        }\n      }))) {\n      result = false;\n      break;\n    }\n  } else if
(!(arrValue === othValue || equalFunc(arrValue, othValue, bitmask, customizer, stack))) {\n    result = false;\n
break;\n  }\n\n  stack['delete'](array);\n  stack['delete'](other);\n  return result;\n}\n\n\nexport default
equalArrays;"/**\n * Converts `map` to its key-value pairs.\n *\n * @private\n * @param {Object} map The map to
convert.\n *\n * @returns {Array} Returns the key-value pairs.\n */\nfunction mapToArray(map) {\n  var index =
-1,\n    result = Array(map.size);\n\n  map.forEach(function (value, key) {\n    result[++index] = [key, value];\n
});\n\n  return result;\n}\n\n\nexport default mapToArray;"/**\n * Converts `set` to an array of its values.\n *\n *
@private\n * @param {Object} set The set to convert.\n *\n * @returns {Array} Returns the values.\n */\nfunction
setToArray(set) {\n  var index = -1,\n    result = Array(set.size);\n\n  set.forEach(function (value) {\n    result[
++index] = value;\n  });\n\n  return result;\n}\n\n\nexport default setToArray;","import Symbol from './_Symbol.js';\nimport Uint8Array from './_Uint8Array.js';\nimport eq from
'./eq.js';\nimport equalArrays from './_equalArrays.js';\nimport mapToArray from './_mapToArray.js';\nimport
setToArray from './_setToArray.js';\n/** Used to compose bitmasks for value comparisons.
*\n\nvar COMPARE_PARTIAL_FLAG = 1,\n  COMPARE_UNORDERED_FLAG = 2;\n/** `Object#toString` result
references.
*\n\nvar boolTag = '[object Boolean]',\n  dateTag = '[object Date]',\n  errorTag = '[object Error]',\n  mapTag =
'[object Map]',\n  numberTag = '[object Number]',\n  regexpTag = '[object RegExp]',\n  setTag = '[object Set]',\n
stringTag = '[object String]',\n  symbolTag = '[object Symbol]';\nvar arrayBufferTag = '[object
ArrayBuffer]',\n  dataViewTag = '[object DataView]';\n/** Used to convert symbols to primitives and strings.
*\n\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n  symbolValueOf = symbolProto ? symbolProto.valueOf :
undefined;\n/**\n * A specialized version of `baseIsEqualDeep` for comparing objects of\n * the same `toStringTag`.
*\n * Note: **This function only supports comparing values with tags of\n * `Boolean`, `Date`, `Error`, `Number`, `RegExp`, or
`String`.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The

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other object to compare.\n * @param {string} tag The `toStringTag` of the objects to compare.\n * @param
{number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The
function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of
values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns
`true`
if the objects are equivalent, else `false`.\n */\nfunction equalByTag(object, other, tag, bitmask, customizer,
equalFunc, stack) {\n  switch (tag) {\n    case DataViewTag:\n      if (object.byteLength !== other.byteLength ||
object.byteOffset !== other.byteOffset) {\n        return false;\n      }\n      object = object.buffer;\n      other =
other.buffer;\n    case ArrayBufferTag:\n      if (object.byteLength !== other.byteLength || !equalFunc(new
Uint8Array(object), new Uint8Array(other))) {\n        return false;\n      }\n      return true;\n    case BoolTag:\n
case DateTag:\n    case NumberTag:\n      // Coerce booleans to `1` or `0` and dates to milliseconds.\n      // Invalid
dates are coerced to `NaN`.\n      return eq(+object, +other);\n    case ErrorTag:\n      return object.name ===
other.name && object.message === other.message;\n    case RegExpTag:\n    case StringTag:\n      // Coerce regexes
to strings and treat strings, primitives and objects,\n      // as
equal. See http://www.ecma-international.org/ecma-262/7.0/#sec-regexp.prototype.toString\n      // for more
details.\n      return object === other + "";\n    case MapTag:\n      var convert = mapToArray;\n    case SetTag:\n
var isPartial = bitmask & COMPARE_PARTIAL_FLAG;\n      convert || (convert = setToArray);\n    if
(object.size !== other.size && !isPartial) {\n        return false;\n      } // Assume cyclic values are equal.\n    var
stacked = stack.get(object);\n    if (stacked) {\n      return stacked === other;\n    }\n    bitmask |=
COMPARE_UNORDERED_FLAG; // Recursively compare objects (susceptible to call stack limits).\n    stack.set(object,
other);\n    var result = equalArrays(convert(object), convert(other), bitmask, customizer,
equalFunc, stack);\n    stack['delete'](object);\n    return result;\n    case SymbolTag:\n      if (symbolValueOf)
{\n        return symbolValueOf.call(object) === symbolValueOf.call(other);\n      }\n    }\n    return false;\n  }\n}\nexport default equalByTag;"/**\n * Appends the elements of `values` to `array`.\n *\n * @private\n * @param {Array} array The array to modify.\n * @param {Array} values The values to append.\n *
@return {Array} Returns `array`.\n */\nfunction arrayPush(array, values) {\n  var index = -1,\n      length =
values.length,\n      offset = array.length;\n  while (++index < length) {\n    array[offset + index] = values[index];\n
  }\n  return array;\n}\nexport default arrayPush;"/**\n * The base implementation of `getAllKeys` and `getAllKeysIn` which uses\n * `keysFunc` and
`symbolsFunc` to get the enumerable property names and\n * symbols of `object`.\n *\n * @private\n * @param
{Object} object The object to query.\n * @param {Function} keysFunc The function to get the keys of `object`.\n *
@param {Function} symbolsFunc The function to get the symbols of `object`.\n * @returns
{Array} Returns the array of property names and symbols.\n */\nfunction baseGetAllKeys(object, keysFunc,
symbolsFunc) {\n  var result = keysFunc(object);\n  return isArray(object) ? result : arrayPush(result,
symbolsFunc(object));\n}\nexport default baseGetAllKeys;"/**\n * A specialized version of `_.filter` for arrays
without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate
over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {Array} Returns the new
filtered array.\n */\nfunction arrayFilter(array, predicate) {\n  var index = -1,\n      length = array == null ? 0 :
array.length,\n      resIndex = 0,\n      result = [];\n  while (++index < length) {\n    var value = array[index];\n    if
(predicate(value, index, array)) {\n      result[resIndex++] = value;\n    }\n  }\n  return result;\n}\nexport
default arrayFilter;"/**\n * This method returns a new empty array.\n *\n * @static\n *
@memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {Array} Returns the new empty array.\n *
@example\n *\n * var arrays = _.times(2, _.stubArray);\n *\n * console.log(arrays);\n * // => [], []\n *\n *
console.log(arrays[0] === arrays[1]);\n * // => false\n */\nfunction stubArray() {\n  return [];\n}\nexport default
stubArray;"/**\n * Used for built-in method references. *\n * nvar objectProto = Object.prototype;\n */\n * Built-in value references. *\n * nvar
propertyIsEnumerable = objectProto.propertyIsEnumerable;\n */\n * Built-in method references for those with the same
name as other `lodash` methods. *\n * nvar nativeGetSymbols = Object.getOwnPropertySymbols;\n */\n * Creates

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an array of the own enumerable symbols of `object`.
\n * @private
\n * @param {Object} object The object to query.
\n * @returns {Array} Returns the array of symbols.
\n */
\nvar getSymbols = !nativeGetSymbols ?
stubArray
: function (object) {
\n if (object == null) {
\n return [];
\n }
\n object = Object(object);
\n return
arrayFilter(nativeGetSymbols(object), function (symbol) {
\n return propertyIsEnumerable.call(object, symbol);
\n });
\n };
\nexport default getSymbols;
\n", "import baseGetAllKeys from './_baseGetAllKeys.js';
\nimport getSymbols from './_getSymbols.js';
\nimport keys from './keys.js';
\n/**
\n * Creates an array of own enumerable property names
and symbols of `object`.
\n * @private
\n * @param {Object} object The object to query.
\n * @returns {Array}
Returns the array of property names and symbols.
\n */
\nfunction getAllKeys(object) {
\n return
baseGetAllKeys(object, keys, getSymbols);
\n }
\nexport default getAllKeys;
\n", "import getAllKeys from
'./_getAllKeys.js';
\n/**
\n * Used to compose bitmasks for value comparisons.
\n */
\nvar COMPARE_PARTIAL_FLAG = 1;
\n/**
\n * Used for built-in method references.
\n */
\nvar objectProto = Object.prototype;
\n/**
\n * Used to check objects
for own properties.
\n */
\nvar
hasOwnProperty = objectProto.hasOwnProperty;
\n/**
\n * A specialized version of `baseIsEqualDeep` for objects
with support for
\n * partial deep comparisons.
\n * @private
\n * @param {Object} object The object to
compare.
\n * @param {Object} other The other object to compare.
\n * @param {number} bitmask The bitmask
flags. See `baseIsEqual` for more details.
\n * @param {Function} customizer The function to customize
comparisons.
\n * @param {Function} equalFunc The function to determine equivalents of values.
\n * @param
{Object} stack Tracks traversed `object` and `other` objects.
\n * @returns {boolean} Returns `true` if the objects are
equivalent, else `false`.
\n */
\nfunction equalObjects(object, other, bitmask, customizer, equalFunc, stack) {
\n var
isPartial = bitmask & COMPARE_PARTIAL_FLAG,
\n objProps = getAllKeys(object),
\n objLength =
objProps.length,
\n othProps = getAllKeys(other),
\n othLength = othProps.length;
\n if (objLength !=
othLength && !isPartial)
\n return false;
\n }
\n var index = objLength;
\n while (index--) {
\n var key = objProps[index];
\n if
(!isPartial ? key in other : hasOwnProperty.call(other, key)) {
\n return false;
\n }
\n } // Check that cyclic
values are equal.
\n\n var objStacked = stack.get(object);
\n var othStacked = stack.get(other);
\n if (objStacked
&& othStacked) {
\n return objStacked == other && othStacked == object;
\n }
\n var result = true;
\n stack.set(object, other);
\n stack.set(other, object);
\n var skipCtor = isPartial;
\n while (++index < objLength) {
\n
key = objProps[index];
\n var objValue = object[key],
\n othValue = other[key];
\n if (customizer) {
\n var
compared = isPartial ? customizer(othValue, objValue, key, other, object, stack) : customizer(objValue, othValue,
key, object, other, stack);
\n } // Recursively compare objects (susceptible to call stack limits).
\n if
(!compared === undefined ? objValue === othValue ||
equalFunc(objValue, othValue, bitmask, customizer, stack) : compared) {
\n result = false;
\n break;
\n }
\n skipCtor || (skipCtor = key == 'constructor');
\n }
\n if (result && !skipCtor) {
\n var objCtor =
object.constructor,
\n othCtor = other.constructor;
\n // Non `Object` object instances with different constructors are
not equal.
\n if (objCtor != othCtor && 'constructor' in object && 'constructor' in other && !(typeof objCtor ==
'function' && objCtor instanceof objCtor && typeof othCtor == 'function' && othCtor instanceof othCtor)) {
\n
result = false;
\n }
\n }
\n stack['delete'](object);
\n stack['delete'](other);
\n return result;
\n }
\nexport default
equalObjects;
\n", "import getNative from './_getNative.js';
\nimport root from './_root.js';
\n/**
\n * Built-in method references
that are verified to be native.
\n */
\nvar DataView = getNative(root, 'DataView');
\nexport default DataView;
\n", "import
getNative from './_getNative.js';
\nimport root from './_root.js';
\n/**
\n * Built-in method references
that are verified to be native.
\n */
\nvar Promise = getNative(root, 'Promise');
\nexport
default Promise;
\n", "import getNative from './_getNative.js';
\nimport root from './_root.js';
\n/**
\n * Built-in method
references that are verified to be native.
\n */
\nvar Set = getNative(root, 'Set');
\nexport default Set;
\n", "import
getNative from './_getNative.js';
\nimport root from './_root.js';
\n/**
\n * Built-in method references
that are verified to be
native.
\n */
\nvar WeakMap = getNative(root, 'WeakMap');
\nexport default WeakMap;
\n", "import DataView from
'./_DataView.js';
\nimport Map from './_Map.js';
\nimport Promise from './_Promise.js';
\nimport Set from
'./_Set.js';
\nimport WeakMap from './_WeakMap.js';
\nimport baseGetTag from './_baseGetTag.js';
\nimport toSource

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from './_toSource.js';\n/** `Object#toString` result references. *\n\nvar mapTag = '[object Map]',\n    objectTag = '[object Object]',\n    promiseTag = '[object Promise]',\n    setTag = '[object Set]',\n    weakMapTag = '[object WeakMap]';\nvar dataViewTag = '[object DataView]';\n/** Used to detect maps, sets, and weakmaps. *\n\nvar dataViewCtorString = toSource(DataView),\n    mapCtorString = toSource(Map),\n    promiseCtorString = toSource(Promise),\n    setCtorString = toSource(Set),\n    weakMapCtorString = toSource(WeakMap);\n\n * Gets the `toStringTag` of `value`. *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`. *\n\n\nvar getTag = baseGetTag; // Fallback for data views, maps, sets, and weak maps in IE 11 and promises in Node.js < 6.\n\nif (DataView && getTag(new DataView(new ArrayBuffer(1))) != dataViewTag || Map && getTag(new Map()) != mapTag || Promise && getTag(Promise.resolve()) != promiseTag || Set && getTag(new Set()) != setTag || WeakMap && getTag(new WeakMap()) != weakMapTag) {\n  getTag = function getTag(value) {\n    var result = baseGetTag(value),\n        Ctor = result == objectTag ? value.constructor : undefined,\n        ctorString = Ctor ? toSource(Ctor) : '';\n\n    if (ctorString) {\n      switch (ctorString) {\n        case dataViewCtorString:\n          return dataViewTag;\n        case mapCtorString:\n          return mapTag;\n        case promiseCtorString:\n          return promiseTag;\n        case setCtorString:\n          return setTag;\n        case weakMapCtorString:\n          return weakMapTag;\n        default:\n          return result;\n      }\n    }\n\n    return result;\n  };*\n\n\nexport default getTag;\n\nimport Stack from './_Stack.js';\nimport equalArrays from './_equalArrays.js';\nimport equalByTag from './_equalByTag.js';\nimport equalObjects from './_equalObjects.js';\nimport getTag from './_getTag.js';\nimport isArray from './isArray.js';\nimport isBuffer from './isBuffer.js';\nimport isTypedArray from './isTypedArray.js';\n\n/** Used to compose bitmasks for value comparisons. *\n\nvar COMPARE_PARTIAL_FLAG = 1;\n\n`Object#toString` result references. *\n\nvar argsTag = '[object Arguments]',\n    arrayTag = '[object Array]',\n    objectTag = '[object Object]';\n\n/** Used for built-in method references. *\n\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. *\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n * A specialized version of `baseIsEqual` for arrays and objects which performs *\n * deep comparisons and tracks traversed objects enabling objects with circular *\n * references to be compared. *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} [stack] Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`. *\n\n\nfunction baseIsEqualDeep(object, other, bitmask, customizer, equalFunc, stack) {\n  var objIsArr = isArray(object),\n      othIsArr = isArray(other),\n      objTag = objIsArr ? arrayTag : getTag(object),\n      othTag = othIsArr ? arrayTag : getTag(other);\n\n  objTag = objTag == argsTag ? objectTag : objTag;\n  othTag = othTag == argsTag ? objectTag : othTag;\n\n  var objIsObj = objTag == objectTag,\n      othIsObj = othTag == objectTag,\n      isSameTag = objTag == othTag;\n\n  if (isSameTag && isBuffer(object)) {\n    if (!isBuffer(other)) {\n      return false;\n    }\n\n    objIsArr = true;\n    objIsObj = false;\n  }\n\n  if (isSameTag && !objIsObj) {\n    stack || (stack = new Stack());\n    return objIsArr || isTypedArray(object) ? equalArrays(object, other, bitmask, customizer, equalFunc, stack) : equalByTag(object, other, objTag, bitmask, customizer, equalFunc, stack);\n  }\n\n  if (!(bitmask & COMPARE_PARTIAL_FLAG)) {\n    var objIsWrapped = objIsObj && hasOwnProperty.call(object, '__wrapped__'),\n        othIsWrapped = othIsObj && hasOwnProperty.call(other, '__wrapped__');\n\n    if (objIsWrapped || othIsWrapped) {\n      var objUnwrapped = objIsWrapped ? object.value() : object,\n          othUnwrapped = othIsWrapped ? other.value() : other;\n\n      stack || (stack = new Stack());\n      return equalFunc(objUnwrapped, othUnwrapped, bitmask, customizer, stack);\n    }\n\n    if (!isSameTag) {\n      return false;\n    }\n\n    stack || (stack = new Stack());\n    return equalObjects(object, other, bitmask, customizer, equalFunc, stack);\n  }\n\n  export default baseIsEqualDeep;\n\nimport baseIsEqualDeep from './_baseIsEqualDeep.js';\nimport isObjectLike from './isObjectLike.js';\n\n * The base implementation of `_isEqual` which supports partial comparisons *\n * and tracks traversed objects. *\n * @private\n * @param {*} value The value to compare.\n * @param {*} other The

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other value to compare.\n * @param {boolean} bitmask The bitmask flags.\n * 1 - Unordered comparison\n * 2 - Partial comparison\n * @param {Function} [customizer] The function to customize comparisons.\n * @param {Object} [stack] Tracks traversed `value` and `other` objects.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n */\nfunction baseIsEqual(value, other, bitmask, customizer, stack) {\n if (value === other) {\n return true;\n }\n if (value == null || other == null || !isObjectLike(value) && !isObjectLike(other)) {\n return value !== value && other !== other;\n }\n return baseIsEqualDeep(value, other, bitmask, customizer, baseIsEqual, stack);\n}\n\nexport default baseIsEqual;","import baseGetTag from './_baseGetTag.js';\nimport isLength from './isLength.js';\nimport isObjectLike from './isObjectLike.js';\n/**\n * `Object#toString` result references. *\n */\nvar argsTag = '[object Arguments]',\n arrayTag = '[object Array]',\n boolTag = '[object Boolean]',\n dateTag = '[object Date]',\n errorTag = '[object Error]',\n funcTag = '[object Function]',\n mapTag = '[object Map]',\n numberTag = '[object Number]',\n objectTag = '[object Object]',\n regexpTag = '[object RegExp]',\n setTag = '[object Set]',\n stringTag = '[object String]',\n weakMapTag = '[object WeakMap]';\nvar arrayBufferTag = '[object ArrayBuffer]',\n dataViewTag = '[object DataView]',\n float32Tag = '[object Float32Array]',\n float64Tag = '[object Float64Array]',\n int8Tag = '[object Int8Array]',\n int16Tag = '[object Int16Array]',\n int32Tag = '[object Int32Array]',\n uint8Tag = '[object Uint8Array]',\n uint8ClampedTag = '[object Uint8ClampedArray]',\n uint16Tag = '[object Uint16Array]',\n uint32Tag = '[object Uint32Array]';\n/**\n * Used to identify `toStringTag` values of typed arrays. *\n */\nvar typedArrayTags = {};\ntypedArrayTags[float32Tag] = typedArrayTags[float64Tag] = typedArrayTags[int8Tag] =\ntypedArrayTags[int16Tag] = typedArrayTags[int32Tag] = typedArrayTags[uint8Tag] =\ntypedArrayTags[uint8ClampedTag] =\ntypedArrayTags[uint16Tag] = typedArrayTags[uint32Tag] = true;\ntypedArrayTags[argsTag] =\ntypedArrayTags[arrayTag] = typedArrayTags[arrayBufferTag] = typedArrayTags[boolTag] =\ntypedArrayTags[dataViewTag] = typedArrayTags[dateTag] = typedArrayTags[errorTag] =\ntypedArrayTags[funcTag] = typedArrayTags[mapTag] = typedArrayTags[numberTag] =\ntypedArrayTags[objectTag] = typedArrayTags[regexpTag] = typedArrayTags[setTag] = typedArrayTags[stringTag] =\ntypedArrayTags[weakMapTag] = false;\n/**\n * The base implementation of `_.isArray` without Node.js optimizations.\n */\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n */\nfunction baseIsTypedArray(value) {\n return isObjectLike(value) && isLength(value.length) && !!typedArrayTags[baseGetTag(value)];\n}\n\nexport default baseIsTypedArray;","/**\n * The base implementation of `_.unary` without support for storing metadata.\n */\n * @private\n * @param {Function} func The function to cap arguments for.\n * @returns {Function} Returns the new capped function.\n */\nfunction baseUnary(func) {\n return function (value) {\n return func(value);\n };}\n\nexport default baseUnary;","import baseIsTypedArray from './_baseIsTypedArray.js';\nimport baseUnary from './_baseUnary.js';\nimport nodeUtil from './_nodeUtil.js';\n/**\n * Node.js helper references. *\n */\nvar nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;\n/**\n * Checks if `value` is classified as a typed array.\n */\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n * @example\n */\n * _isTypedArray(new Uint8Array);\n * // => true\n * _isTypedArray([]);\n * // => false\n */\nvar isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;\n\nexport default isTypedArray;","import overArg from './_overArg.js';\n/**\n * Built-in method references for those with the same name as other `lodash` methods. *\n */\nvar nativeKeys = overArg(Object.keys, Object);\n\nexport default nativeKeys;","import isPrototype from './_isPrototype.js';\nimport nativeKeys from './_nativeKeys.js';\n/**\n * Used for built-in method references. *\n */\nvar objectProto = Object.prototype;\n/**\n * Used to check objects for own properties. *\n */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * The base implementation of `_.keys` which doesn't treat sparse arrays as dense.\n */\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\nfunction baseKeys(object) {\n if (!isPrototype(object)) {\n return nativeKeys(object);\n }\n

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}\n\n var result = [];\n\n for (var key in Object(object)) {\n  if (hasOwnProperty.call(object, key) && key !=
'constructor') {\n   result.push(key);\n  }\n }\n\n return result;\n}\n\nexport default baseKeys;","import
arrayLikeKeys from
'./_arrayLikeKeys.js';\nimport baseKeys from './_baseKeys.js';\nimport isArrayLike from './isArrayLike.js';\n/**\n *
Creates an array of the own enumerable property names of `object`.\n *\n * **Note:** Non-object values are
coerced to objects. See the\n * [ES spec](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * for more
details.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Object\n * @param {Object} object The
object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo()
{\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _keys(new Foo);\n * // => ['a', 'b']
(iteration order is not guaranteed)\n *\n * _keys('hi');\n * // => ['0', '1']\n */\nfunction keys(object) {\n return
isArrayLike(object) ? arrayLikeKeys(object) : baseKeys(object);\n}\n\nexport default keys;","import root from
'./_root.js';\n/** Built-in value references. */\nvar Uint8Array = root.Uint8Array;\nexport
default Uint8Array;","import getNative from './_getNative.js';\n\nvar defineProperty = function () {\n try {\n  var
func = getNative(Object, 'defineProperty');\n  func({}, {}, {});\n  return func;\n } catch (e) {\n }\n};\n\nexport
default defineProperty;","module.exports = function (bitmap, value) {\n return {\n  enumerable: !(bitmap & 1),\n
configurable: !(bitmap & 2),\n  writable: !(bitmap & 4),\n  value: value\n };};","// 19.1.2.14 / 15.2.3.14
Object.keys(O)\nvar $keys = require('./_object-keys-internal');\n\nvar enumBugKeys = require('./_enum-bug-
keys');\n\nmodule.exports = Object.keys || function keys(O) {\n return $keys(O, enumBugKeys);\n};","use
strict";\n\nexports.__esModule = true;\n\nvar _iterator = require("../core-js/symbol/iterator");\n\nvar _iterator2 =
_interopRequireDefault(_iterator);\n\nvar _symbol = require("../core-js/symbol");\n\nvar _symbol2 =
_interopRequireDefault(_symbol);\n\nvar _typeof = typeof _symbol2.default === "function"
&& typeof _iterator2.default === "symbol" ? function (obj) {\n return typeof obj;\n } : function (obj) {\n return
obj && typeof _symbol2.default === "function" && obj.constructor === _symbol2.default && obj !==
_symbol2.default.prototype ? "symbol" : typeof obj;\n };;\n\nfunction _interopRequireDefault(obj) {\n return obj
&& obj.__esModule ? obj : {\n  default: obj\n };;\n}\n\nexports.default = typeof _symbol2.default === "function"
&& _typeof(_iterator2.default) === "symbol" ? function (obj) {\n return typeof obj === "undefined" ?
"undefined" : _typeof(obj);\n } : function (obj) {\n return obj && typeof _symbol2.default === "function" &&
obj.constructor === _symbol2.default && obj !== _symbol2.default.prototype ? "symbol" : typeof obj ===
"undefined" ? "undefined" : _typeof(obj);\n };;","use strict";\n\nexports.__esModule = true;\n\nvar _extends =
Object.assign || function (target) {\n  for (var i = 1; i < arguments.length; i++) {\n    var source = arguments[i];\n\n    for (var key in source) {\n      if (Object.prototype.hasOwnProperty.call(source, key)) {\n        target[key] =
source[key];\n      }\n    }\n  }\n  return target;\n};\n\nvar _chainFunction = require('chain-function');\n\nvar
_chainFunction2 = _interopRequireDefault(_chainFunction);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nvar _ChildMapping = require('./utils/ChildMapping');\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n  default: obj\n };;\n}\n\nfunction
_classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n  throw new
TypeError("Cannot call a class as a function");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if
(!self) {\n  throw new ReferenceError("this
hasn't been initialised - super() hasn't been called");\n }\n\n return call && (typeof call === "object" || typeof
call === "function") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !==
"function" && superClass !== null) {\n  throw new TypeError("Super expression must either be null or a
function, not '" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass &&
superClass.prototype, {\n  constructor: {\n    value: subClass,\n    enumerable: false,\n    writable: true,\n
configurable: true\n  }\n });\n\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass,
superClass) : subClass.__proto__ = superClass;\n}\n\nvar propTypes = {\n  component: _propTypes2.default.any,\n
childFactory: _propTypes2.default.func,\n  children: _propTypes2.default.node\n};\n\nvar defaultProps = {\n

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component: 'span',
  childFactory: function childFactory(child) {
    return child;
  }
};
var TransitionGroup = function (_React$Component) {
  _inherits(TransitionGroup, _React$Component);

  function TransitionGroup(props, context) {
    _classCallCheck(this, TransitionGroup);

    var _this = _possibleConstructorReturn(this, _React$Component.call(this, props, context));

    _this.performAppear = function (key, component) {
      _this.currentlyTransitioningKeys[key] = true;

      if (component.componentWillAppear) {
        component.componentWillAppear(_this._handleDoneAppearing.bind(_this, key, component));
      } else {
        _this._handleDoneAppearing(key, component);
      }
    };

    _this._handleDoneAppearing = function (key, component) {
      if (component.componentDidAppear) {
        component.componentDidAppear();
      }

      delete _this.currentlyTransitioningKeys[key];

      var currentChildMapping = (0, _ChildMapping.getChildMapping)(_this.props.children);

      if (!currentChildMapping || !currentChildMapping.hasOwnProperty(key)) {
        // This was removed before it had fully appeared. Remove it.
        _this.performLeave(key, component);
      }
    };

    _this.performEnter = function (key, component) {
      _this.currentlyTransitioningKeys[key] = true;

      if (component.componentWillEnter) {
        component.componentWillEnter(_this._handleDoneEntering.bind(_this, key, component));
      } else {
        _this._handleDoneEntering(key, component);
      }
    };

    _this._handleDoneEntering = function (key, component) {
      if (component.componentDidEnter) {
        component.componentDidEnter();
      }

      delete _this.currentlyTransitioningKeys[key];

      var currentChildMapping = (0, _ChildMapping.getChildMapping)(_this.props.children);

      if (!currentChildMapping || !currentChildMapping.hasOwnProperty(key)) {
        // This was removed before it had fully entered. Remove it.
        _this.performLeave(key, component);
      }
    };

    _this.performLeave = function (key, component) {
      _this.currentlyTransitioningKeys[key] = true;

      if (component.componentWillLeave) {
        component.componentWillLeave(_this._handleDoneLeaving.bind(_this, key, component));
      } else {
        // Note that this is somewhat dangerous b/c it calls setState() // again, effectively mutating the component before all the work // is done.
        _this._handleDoneLeaving(key, component);
      }
    };

    _this._handleDoneLeaving = function (key, component) {
      if (component.componentDidLeave) {
        component.componentDidLeave();
      }

      delete _this.currentlyTransitioningKeys[key];

      var currentChildMapping = (0, _ChildMapping.getChildMapping)(_this.props.children);

      if (currentChildMapping && currentChildMapping.hasOwnProperty(key)) {
        // This entered again before it fully left. Add it again.
        _this.keysToEnter.push(key);
      } else {
        _this.setState(function (state) {
          var newChildren = _extends({}, state.children);

          delete newChildren[key];

          return {
            children: newChildren
          };
        });

        _this.childRefs = Object.create(null);

        _this.state = {
          children: (0, _ChildMapping.getChildMapping)(props.children)
        };

        return _this;
      }
    };

    TransitionGroup.prototype.componentWillMount = function componentWillMount() {
      this.currentlyTransitioningKeys = {};

      this.keysToEnter = [];

      this.keysToLeave = [];
    };

    TransitionGroup.prototype.componentDidMount = function componentDidMount() {
      var initialChildMapping = this.state.children;

      for (var key in initialChildMapping) {
        if (initialChildMapping[key]) {
          this.performAppear(key, this.childRefs[key]);
        }
      }
    };

    TransitionGroup.prototype.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {
      var nextChildMapping = (0, _ChildMapping.getChildMapping)(nextProps.children);

      var prevChildMapping = this.state.children;

      this.setState({
        children: (0, _ChildMapping.mergeChildMappings)(prevChildMapping, nextChildMapping)
      });

      for (var key in nextChildMapping) {
        var hasPrev = prevChildMapping && prevChildMapping.hasOwnProperty(key);

        if (nextChildMapping[key] && !hasPrev && !this.currentlyTransitioningKeys[key]) {
          this.keysToEnter.push(key);
        }
      }

      for (var _key in prevChildMapping) {
        var hasNext = nextChildMapping && nextChildMapping.hasOwnProperty(_key);
      }
    }
  }
};

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if (prevChildMapping[_key] && !hasNext && !this.currentlyTransitioningKeys[_key]) {\n
  this.keysToLeave.push(_key);\n  } // If we want to someday check for reordering, we could do it here.\n\n
};\n\n
TransitionGroup.prototype.componentDidUpdate = function componentDidUpdate() {\n  var _this2 =
this;\n\n  var keysToEnter = this.keysToEnter;\n\n  this.keysToEnter = [];\n  keysToEnter.forEach(function (key) {\n    return _this2.performEnter(key,
_this2.childRefs[key]);\n  });\n  var keysToLeave = this.keysToLeave;\n  this.keysToLeave = [];\n
keysToLeave.forEach(function (key) {\n    return _this2.performLeave(key, _this2.childRefs[key]);\n  });\n\n
};\n\n
TransitionGroup.prototype.render = function render() {\n  var _this3 = this; // TODO: we could get rid of
the need for the wrapper node\n  // by cloning a single child\n\n\n  var childrenToRender = [];\n  var _loop =
function _loop(key) {\n    var child = _this3.state.children[key];\n\n    if (child) {\n      var isCallbackRef =
typeof child.ref !== 'string';\n      var factoryChild = _this3.props.childFactory(child);\n      var ref = function
ref(r) {\n        _this3.childRefs[key] = r;\n      };\n\n      process.env.NODE_ENV !== 'production' ? (0,
_warning2.default)(isCallbackRef, 'string refs are not supported
on children of TransitionGroup and will be ignored. ' + 'Please use a callback ref instead:
https://facebook.github.io/react/docs/refs-and-the-dom.html#the-ref-callback-attribute') : void 0; // Always chaining
the refs leads to problems when the childFactory\n      // wraps the child. The child ref callback gets called twice
with the\n      // wrapper and the child. So we only need to chain the ref if the\n      // factoryChild is not different
from child.\n      if (factoryChild === child && isCallbackRef) {\n        ref = (0,
_chainFunction2.default)(child.ref, ref);\n      } // You may need to apply reactive updates to a child as it is
leaving.\n      // The normal React way to do it won't work since the child will have\n      // already been removed.
In case you need this behavior you can provide\n      // a childFactory function to wrap every child, even the ones
that are\n      // leaving.\n\n\n      childrenToRender.push(_react2.default.cloneElement(factoryChild,
{\n        key: key,\n        ref: ref\n      }));\n    }\n  }; for (var key in this.state.children) {\n
_loop(key);\n  } // Do not forward TransitionGroup props to primitive DOM nodes\n\n\n  var props =
_extends({}, this.props);\n  delete props.transitionLeave;\n  delete props.transitionName;\n  delete
props.transitionAppear;\n  delete props.transitionEnter;\n  delete props.childFactory;\n  delete
props.transitionLeaveTimeout;\n  delete props.transitionEnterTimeout;\n  delete
props.transitionAppearTimeout;\n  delete props.component;\n  return
_react2.default.createElement(this.props.component, props, childrenToRender);\n  };\n\n  return
TransitionGroup;\n})(_react2.default.Component);\n\nTransitionGroup.displayName =
'TransitionGroup';\nTransitionGroup.propTypes = process.env.NODE_ENV !== \"production\" ? propTypes :
{};\nTransitionGroup.defaultProps = defaultProps;\nexports.default = TransitionGroup;\nmodule.exports =
exports['default'];\n\n\"use
strict\";\n\nexports.__esModule = true;\n\nvar _from = require(\"../core-js/array/from\");\n\nvar _from2 =
_interopRequireDefault(_from);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj :
{\n    default: obj\n  };\n}\n\nexports.default = function (arr) {\n  if (Array.isArray(arr)) {\n    for (var i = 0, arr2 =
Array(arr.length); i < arr.length; i++) {\n      arr2[i] = arr[i];\n    }\n    return arr2;\n  } else {\n    return (0,
_from2.default)(arr);\n  };\n};\n\n\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value:
true\n});\n\nexports.default = undefined;\n\nvar _Checkbox = require(\"./Checkbox\");\n\nvar _Checkbox2 =
_interopRequireDefault(_Checkbox);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n  default: obj\n };\n}\n\nexports.default = _Checkbox2.default;\n\n\"use
strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nexports.defaultUtils =
undefined;\n\nexports.dateFormat
= dateFormat;\n\nexports.getYear = getYear;\n\nexports.setYear = setYear;\n\nexports.addDays =
addDays;\n\nexports.addMonths = addMonths;\n\nexports.addYears = addYears;\n\nexports.cloneDate =
cloneDate;\n\nexports.cloneAsDate = cloneAsDate;\n\nexports.getDaysInMonth =
getDaysInMonth;\n\nexports.getFirstDayOfMonth = getFirstDayOfMonth;\n\nexports.getFirstDayOfWeek =
getFirstDayOfWeek;\n\nexports.getWeekArray = getWeekArray;\n\nexports.localizedWeekday =

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localizedWeekday;\nexports.formatIso = formatIso;\nexports.isEqualDate = isEqualDate;\nexports.isBeforeDate =
isBeforeDate;\nexports.isAfterDate = isAfterDate;\nexports.isBetweenDates = isBetweenDates;\nexports.monthDiff
= monthDiff;\nexports.yearDiff = yearDiff;\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };}\n\nvar dayAbbreviation = ['S', 'M', 'T', 'W', 'T', 'F', 'S'];\n\nvar
dayList = ['Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat'];\n\nvar monthList = ['Jan', 'Feb', 'Mar', 'Apr', 'May', 'Jun', 'Jul',
'Aug', 'Sep', 'Oct', 'Nov', 'Dec'];\n\nvar monthLongList = ['January', 'February', 'March', 'April', 'May', 'June', 'July',
'August', 'September', 'October', 'November', 'December'];\n\nfunction dateTimeFormat(locale, options) {\n
process.env.NODE_ENV !== "production" ? (0, _warning2.default)(locale === 'en-US', 'Material-UI: The ' +
locale + ' locale is not supported by the built-in DateTimeFormat.\n Use the `DateTimeFormat` prop to supply an
alternative implementation.') : void 0;\n\n  this.format = function (date) {\n    if (options.month === 'short' &&
options.weekday === 'short' && options.day === '2-digit') {\n      return dayList[date.getDay()] + ', ' +
monthList[date.getMonth()] + ' ' + date.getDate();\n    } else if (options.year === 'numeric' && options.month ===
'numeric' && options.day === 'numeric') {\n      return date.getMonth() + 1 + '/' +
date.getDate() + '/' + date.getFullYear();\n    } else if (options.year === 'numeric' && options.month === 'long') {\n
return monthLongList[date.getMonth()] + ' ' + date.getFullYear();\n    } else if (options.weekday === 'narrow')
{\n      return dayAbbreviation[date.getDay()];\n    } else if (options.year === 'numeric') {\n      return
date.getFullYear().toString();\n    } else if (options.day === 'numeric') {\n      return date.getDate();\n    } else {\n
process.env.NODE_ENV !== "production" ? (0, _warning2.default)(false, 'Material-UI: Wrong usage of
DateTimeFormat') : void 0;\n    }\n  };}\n\nfunction getYear(d) {\n  return d.getFullYear();}\n\nfunction
setYear(d, year) {\n  var newDate = cloneDate(d);\n  newDate.setFullYear(year);\n  return newDate;}\n\nfunction
addDays(d, days) {\n  var newDate = cloneDate(d);\n  newDate.setDate(d.getDate() + days);\n  return
newDate;}\n\nfunction addMonths(d, months) {\n  var newDate = cloneDate(d);\n
newDate.setMonth(d.getMonth()
+ months);\n  return newDate;}\n\nfunction addYears(d, years) {\n  var newDate = cloneDate(d);\n
newDate.setFullYear(d.getFullYear() + years);\n  return newDate;}\n\nfunction cloneDate(d) {\n  return new
Date(d.getTime());}\n\nfunction cloneAsDate(d) {\n  var clonedDate = cloneDate(d);\n  clonedDate.setHours(0, 0, 0);\n
return clonedDate;}\n\nfunction getDaysInMonth(d) {\n  var resultDate = getFirstDayOfMonth(d);\n
resultDate.setMonth(resultDate.getMonth() + 1);\n  resultDate.setDate(resultDate.getDate() - 1);\n  return
resultDate.getDate();}\n\nfunction getFirstDayOfMonth(d) {\n  return new Date(d.getFullYear(), d.getMonth(),
1);}\n\nfunction getFirstDayOfWeek() {\n  var now = new Date();\n  return new Date(now.setDate(now.getDate()
- now.getDay()));}\n\nfunction getWeekArray(d, firstDayOfWeek) {\n  var dayArray = [];\n  var daysInMonth =
getDaysInMonth(d);\n  var weekArray = [];\n  var week = [];\n\n  for (var i = 1; i <= daysInMonth; i++) {\n
dayArray.push(new
Date(d.getFullYear(), d.getMonth(), i));\n  }\n\n  var addWeek = function addWeek(week) {\n    var emptyDays = 7
- week.length;\n\n    for (var _i = 0; _i < emptyDays; ++_i) {\n      week[weekArray.length ? 'push' :
'unshift'](null);\n    }\n\n    weekArray.push(week);\n  };}\n\n  dayArray.forEach(function (day) {\n    if (week.length
> 0 && day.getDay() === firstDayOfWeek) {\n      addWeek(week);\n      week = [];\n    }\n\n    week.push(day);\n\n    if (dayArray.indexOf(day) === dayArray.length - 1) {\n      addWeek(week);\n    }\n  });\n\n  return weekArray;}\n\nfunction localizedWeekday(DateTimeFormat, locale, day, firstDayOfWeek) {\n  var
weekdayFormatter = new DateTimeFormat(locale, {\n    weekday: 'narrow'\n  });\n  var firstDayDate =
getFirstDayOfWeek();\n  return weekdayFormatter.format(addDays(firstDayDate, day + firstDayOfWeek));}\n\n//
Convert date to ISO 8601 (YYYY-MM-DD) date string, accounting for current timezone\n\nfunction
formatIso(date) {\n  return new Date(date.toDateString()
+ ' 12:00:00 +0000').toISOString().substring(0, 10);}\n\nfunction isEqualDate(d1, d2) {\n  return d1 && d2 &&
d1.getFullYear() === d2.getFullYear() && d1.getMonth() === d2.getMonth() && d1.getDate() ===
d2.getDate();}\n\nfunction isBeforeDate(d1, d2) {\n  var date1 = cloneAsDate(d1);\n  var date2 =
cloneAsDate(d2);\n  return date1.getTime() < date2.getTime();}\n\nfunction isAfterDate(d1, d2) {\n  var date1 =

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cloneAsDate(d1);\n var date2 = cloneAsDate(d2);\n return date1.getTime() > date2.getTime();\n}\n\nfunction
isBetweenDates(dateToCheck, startDate, endDate) {\n return !isBeforeDate(dateToCheck, startDate) &&
!isAfterDate(dateToCheck, endDate);\n}\n\nfunction monthDiff(d1, d2) {\n var m = void 0;\n m =
(d1.getFullYear() - d2.getFullYear()) * 12;\n m += d1.getMonth();\n m -= d2.getMonth();\n return
m;\n}\n\nfunction yearDiff(d1, d2) {\n return ~~(monthDiff(d1, d2) / 12);\n}\n\nvar defaultUtils =
exports.defaultUtils = {\n getYear: getYear,\n setYear:
setYear,\n addDays: addDays,\n addMonths: addMonths,\n addYears: addYears,\n getFirstDayOfMonth:
getFirstDayOfMonth,\n getWeekArray: getWeekArray,\n monthDiff: monthDiff\n};\n\n""use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nexports.default = undefined;\n\nvar
_FlatButton = require('./FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default
= _FlatButton2.default;\n\n""use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar
_extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj)
{\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var
tableRowColumn = context.muiTheme.tableRowColumn;\n var styles = {\n root: {\n paddingLeft:
tableRowColumn.spacing,\n paddingRight: tableRowColumn.spacing,\n height: tableRowColumn.height,\n
textAlign: 'left',\n fontSize: 13,\n overflow: 'hidden',\n whiteSpace: 'nowrap',\n textOverflow: 'ellipsis'\n
}\n };\n\n if (_react2.default.Children.count(props.children) === 1 && !isNaN(props.children)) {\n
styles.textAlign = 'right';\n }\n\n return styles;\n}\n\nvar TableRowColumn = function (_Component) {\n (0,
_inherits3.default)(TableRowColumn, _Component);\n\n function TableRowColumn() {\n var _ref;\n var
_temp, _this, _ret;\n (0, _classCallCheck3.default)(this, TableRowColumn);\n\n for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n
}\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
TableRowColumn.__proto__ || (0, _getPrototypeOf2.default)(TableRowColumn)).call.apply(_ref,
[this].concat(args))), _this), _this.state = {\n hovered: false\n }, _this.onClick = function (event) {\n if
(_this.props.onClick) {\n _this.props.onClick(event, _this.props.columnNumber);\n }\n },
_this.onMouseEnter = function (event) {\n if (_this.props.hoverable) {\n _this.setState({\n hovered:
true\n });\n }\n\n if (_this.props.onHover) {\n _this.props.onHover(event, _this.props.columnNumber);\n
}\n }\n }, _this.onMouseLeave = function (event) {\n if (_this.props.hoverable) {\n _this.setState({\n
hovered: false\n });\n\n if (_this.props.onHoverExit) {\n _this.props.onHoverExit(event,
_this.props.columnNumber);\n }\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this,
_ret);\n }\n\n (0, _createClass3.default)(TableRowColumn, [{\n key: 'render',\n value: function render() {\n
var _props = this.props,\n children = _props.children,\n className = _props.className,\n
columnNumber = _props.columnNumber,\n hoverable = _props.hoverable,\n onClick =

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_props.onClick,\n      onHover = _props.onHover,\n      onHoverExit = _props.onHoverExit,\n      style =\n      _props.style,\n      other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className',\n      'columnNumber', 'hoverable', 'onClick', 'onHover', 'onHoverExit', 'style']);\n      var prepareStyles =\n      this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      var handlers = {\n      onClick: this.onClick,\n      onMouseEnter: this.onMouseEnter,\n      onMouseLeave: this.onMouseLeave\n      };\n      return _react2.default.createElement('td', (0, _extends3.default)({\n      className: className,\n      style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n      },\n      handlers, other), children);\n    }]);\n  return\n  TableRowColumn;\n})(_react.Component);\n\nTableRowColumn.defaultProps = {\n  hoverable:\n  false\n};\n\nTableRowColumn.contextTypes = {\n  muiTheme:\n  _propTypes2.default.object.isRequired\n};\n\nTableRowColumn.propTypes = process.env.NODE_ENV !==\n  \"production\" ? {\n  children: _propTypes2.default.node,\n  /**\n   * The css class name of the root element.\n   */\n  className: _propTypes2.default.string,\n  /**\n   * @ignore\n   * Number to identify the header row. This\n   * property\n   * is automatically populated when used with TableHeader.\n   */\n  columnNumber:\n  _propTypes2.default.number,\n  /**\n   * @ignore\n   * If true, this column responds to hover events.\n   */\n  hoverable: _propTypes2.default.bool,\n  /**\n   * @ignore\n   * onClick: _propTypes2.default.func,\n  /**\n   * @ignore\n   * onHover: _propTypes2.default.func,\n  /**\n   * @ignore\n   * Callback function for hover exit event.\n   */\n  onHoverExit: _propTypes2.default.func,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n  } :\n  {};\n\nexports.default = TableRowColumn;\",\"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nexports.addHours = addHours;\nexports.addMinutes = addMinutes;\nexports.addSeconds =\n  addSeconds;\nexports.formatTime = formatTime;\nexports.rad2deg =\n  rad2deg;\nexports.getTouchEventOffsetValues = getTouchEventOffsetValues;\nexports.isInner =\n  isInner;\n\nfunction addHours(d, hours) {\n  var newDate = clone(d);\n  newDate.setHours(d.getHours() + hours);\n  return newDate;\n}\n\nfunction addMinutes(d, minutes) {\n  var newDate = clone(d);\n  newDate.setMinutes(d.getMinutes() + minutes);\n  return newDate;\n}\n\nfunction addSeconds(d, seconds) {\n  var\n  newDate = clone(d);\n  newDate.setSeconds(d.getMinutes() + seconds);\n  return newDate;\n}\n\nfunction clone(d) {\n  return new Date(d.getTime());\n}\n\n/**\n * @param date [Date] A\n  Date object.\n  * @param format [String] One of 'ampm', '24hr', defaults to 'ampm'.\n  * @param pedantic [Boolean]\n  Check time-picker/time-picker.jsx file.\n  * @return String A string representing the formatted time.\n  */\n\nfunction formatTime(date) {\n  var format = arguments.length > 1 && arguments[1] !== undefined ?\n  arguments[1] : 'ampm';\n  var pedantic = arguments.length > 2 && arguments[2] !== undefined ?\n  arguments[2] :\n  false;\n  if (!date) return \"\";\n  var hours = date.getHours();\n  var mins = date.getMinutes().toString();\n  if (format\n  === 'ampm') {\n    var isAM = hours < 12;\n    hours = hours % 12;\n    var additional = isAM ? ' am' : ' pm';\n    hours = (hours || 12).toString();\n    if (mins.length < 2) mins = '0' + mins;\n    if (pedantic) {\n      // Treat\n      midday/midnight specially http://www.nist.gov/pml/div688/times.cfm\n      if (hours === '12' &&\n      mins === '00') {\n        return additional === ' pm' ? '12 noon' : '12 midnight';\n      }\n    }\n    return hours +\n    (mins === '00' ? '' : ':' + mins) + additional;\n  }\n  hours = hours.toString();\n  if (hours.length < 2) hours = '0' +\n  hours;\n  if (mins.length < 2) mins = '0' + mins;\n  return hours + ':' + mins;\n}\n\nfunction rad2deg(rad) {\n  return\n  rad * 57.29577951308232;\n}\n\nfunction getTouchEventOffsetValues(event) {\n  var el = event.target;\n  var\n  boundingRect = el.getBoundingClientRect();\n  return {\n    offsetX: event.clientX - boundingRect.left,\n    offsetY:\n    event.clientY - boundingRect.top\n  };\n}\n\nfunction isInner(props) {\n  if (props.type !== 'hour') {\n    return\n    false;\n  }\n  return\n  props.value < 1 || props.value > 12;\n}\",\"import baseIsEqual from './_baseIsEqual.js';\n\n/**\n * This method is like `_.isEqual` except that it accepts `customizer` which\n  * is invoked to compare values. If\n  `customizer` returns `undefined`, comparisons\n  * are handled by\n  the method instead. The `customizer` is invoked with up to\n  * six arguments: (objValue, othValue [, index|key,\n  object, other, stack]).\n  * @static\n  * @memberOf _\n  * @since 4.0.0\n  * @category Lang\n  * @param {*} value The value to compare.\n  * @param {*} other The other value to compare.\n  * @param {Function}

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[customizer] The function to customize comparisons.\n * @returns {boolean} Returns `true` if the values are
equivalent, else `false`.\n * @example\n *\n * function isGreeting(value) {\n *   return /^h(?:i|ello)$/.test(value);\n * }\n *\n * function customizer(objValue, othValue) {\n *   if (isGreeting(objValue) && isGreeting(othValue)) {\n *     return true;\n *   }\n * }\n *\n * var array = ['hello', 'goodbye'];\n * var other = ['hi', 'goodbye'];\n *\n * _isEqualWith(array, other, customizer);\n * // => true\n *\n * function isEqualWith(value, other, customizer) {\n *   customizer = typeof customizer == 'function' ? customizer : undefined;\n *   var result = customizer ?\n *     customizer(value,\n *       other) : undefined;\n *   return result === undefined ? baseIsEqual(value, other, undefined, customizer) :\n *     !result;\n * }\n *\n * export default isEqualWith;","import baseFor from './_baseFor.js';\n * import keys from './keys.js';\n * /**\n * The base implementation of `_.forOwn` without support for iteratee shorthands.\n * *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Object} Returns `object`.\n * *\n * function baseForOwn(object, iteratee) {\n *   return object && baseFor(object, iteratee, keys);\n * }\n *\n * export default baseForOwn;","import Stack from './_Stack.js';\n * import baseIsEqual from './_baseIsEqual.js';\n * /**\n * Used to compose bitmasks for value comparisons.\n * *\n * var COMPARE_PARTIAL_FLAG = 1,\n *     COMPARE_UNORDERED_FLAG = 2;\n * /**\n * The base implementation of `_.isMatch` without support for iteratee shorthands.\n * *\n * @private\n * @param {Object} object The object to inspect.\n * @param {Object} source The object of property values to match.\n * @param {Array} matchData The property names, values, and compare flags to match.\n * @param {Function} [customizer] The function to customize comparisons.\n * @returns {boolean} Returns `true` if `object` is a match, else `false`.\n * *\n * function baseIsMatch(object, source, matchData, customizer) {\n *   var index = matchData.length,\n *       length = index,\n *       noCustomizer = !customizer;\n *   if (object == null) {\n *     return !length;\n *   }\n *   object = Object(object);\n *   while (index--)\n *     var data = matchData[index],\n *         if (noCustomizer && data[2] ? data[1] !== object[data[0]] : !(data[0] in object))\n *       {\n *         return false;\n *       }\n *   while (++index < length) {\n *     data = matchData[index];\n *     var key = data[0],\n *         objValue = object[key],\n *         srcValue = data[1];\n *     if (noCustomizer && data[2]) {\n *       if (objValue ===\n *         undefined && !(key in object)) {\n *         return false;\n *       }\n *     }\n *     else {\n *       var stack = new Stack();\n *       if (customizer) {\n *         var result = customizer(objValue, srcValue, key,\n *           object, source, stack);\n *       }\n *       if (!(result === undefined ? baseIsEqual(srcValue, objValue,\n *         COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG, customizer, stack) : result)) {\n *         return false;\n *       }\n *     }\n *   }\n *   return true;\n * }\n *\n * export default baseIsMatch;","import isObject from './isObject.js';\n * /**\n * Checks if `value` is suitable for strict equality comparisons, i.e. `===`.\n * *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is suitable for strict\n * equality comparisons, else `false`.\n * *\n * function isStrictComparable(value) {\n *   return value === value &&\n *     !isObject(value);\n * }\n *\n * export default isStrictComparable;","import isStrictComparable from './_isStrictComparable.js';\n * import keys from './keys.js';\n * /**\n * Gets the property names, values, and compare flags of `object`.\n * *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the match data of\n * `object`.\n * *\n * function getMatchData(object) {\n *   var result = keys(object),\n *       length = result.length;\n *   while (length--)\n *     var key = result[length],\n *         value = object[key];\n *   result[length] = [key, value,\n *     isStrictComparable(value)];\n * }\n *\n * export default getMatchData;","/**\n * A specialized\n * version of `matchesProperty` for source values suitable\n * for strict equality comparisons, i.e. `===`.\n * *\n * @private\n * @param {string} key The key of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n * *\n * function matchesStrictComparable(key, srcValue) {\n *   return function (object) {\n *     if (object == null) {\n *       return false;\n *     }\n *     return object[key] === srcValue &&\n *       (srcValue !== undefined || key in Object(object));\n *   };}\n *\n * export default matchesStrictComparable;","import\n * baseIsMatch from './_baseIsMatch.js';\n * import getMatchData from './_getMatchData.js';\n * import\n * matchesStrictComparable from './_matchesStrictComparable.js';\n * /**\n * The base implementation of `_.matches`\n * which doesn't clone `source`.\n * *\n * @private\n * @param {Object} source The object of property values to

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`path` exists, else `false`.
 * @example
 * var object = _.create({ 'a': _.create({ 'b': 2 }) });
 *
 * _.hasIn(object, 'a'); // => true
 *
 * _.hasIn(object, 'a.b'); // => true
 *
 * _.hasIn(object, ['a', 'b']); // => true
 *
 * _.hasIn(object, 'b'); // => false
 *
function hasIn(object,
  path) {
  return object != null && hasPath(object, path, baseHasIn);
}

export default hasIn;

import
baseIsEqual from './_baseIsEqual.js';
import get from './get.js';
import hasIn from './hasIn.js';
import isKey from './_isKey.js';
import isStrictComparable from './_isStrictComparable.js';
import matchesStrictComparable from './_matchesStrictComparable.js';
import toKey from './_toKey.js';
/** Used to compose bitmasks for value comparisons.
 *
 * @var COMPARE_PARTIAL_FLAG = 1,
 * COMPARE_UNORDERED_FLAG = 2;
 */
 *
The base implementation of `_.matchesProperty` which doesn't clone `srcValue`.
 * @private
 * @param
 {string} path The path of the property to get.
 * @param {*} srcValue The value to match.
 * @returns
 {Function} Returns the new spec function.
 *
function baseMatchesProperty(path, srcValue) {
  if
(isKey(path) && isStrictComparable(srcValue)) {
    return matchesStrictComparable(toKey(path), srcValue);
  }

  return function (object) {
    var objValue = get(object, path);
    return objValue === undefined && objValue === srcValue ? hasIn(object,
path) : baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG);
  };
}

export default baseMatchesProperty;

 * The base implementation of `_.property` without support for
deep paths.
 * @private
 * @param {string} key The key of the property to get.
 * @returns {Function}
Returns the new accessor function.
 *
function baseProperty(key) {
  return function (object) {
    return object
== null ? undefined : object[key];
  };
}

export default baseProperty;

import baseGet from
 './_baseGet.js';
/**
 * A specialized version of `baseProperty` which supports deep paths.
 * @private
 * @param {Array|string} path The path of the property to get.
 * @returns {Function} Returns the new accessor
function.
 *
function basePropertyDeep(path) {
  return function (object) {
    return baseGet(object, path);
  };
}

export
default basePropertyDeep;

import baseProperty from './_baseProperty.js';
import basePropertyDeep from
 './_basePropertyDeep.js';
import isKey from './_isKey.js';
import toKey from './_toKey.js';
/**
 * Creates a
function that returns the value at `path` of a given object.
 * @static
 * @memberOf _
 * @since 2.4.0
 * @category Util
 * @param {Array|string} path The path of the property to get.
 * @returns {Function} Returns
the new accessor function.
 * @example
 * var objects = [
 *   { 'a': { 'b': 2 } },
 *   { 'a': { 'b': 1 } }
 * ];
 *
 * _.map(objects, _.property('a.b')); // => [2, 1]
 *
 * _.map(_.sortBy(objects, _.property(['a', 'b'])), 'a.b');
 * // => [1, 2]
 *
function property(path) {
  return isKey(path) ? baseProperty(toKey(path)) :
basePropertyDeep(path);
}

export default property;

import baseMatches from './_baseMatches.js';
import
baseMatchesProperty from './_baseMatchesProperty.js';
import identity from './identity.js';
import
isArray from './isArray.js';
import property from './property.js';
/**
 * The base implementation of `_.iteratee`.
 * @private
 * @param {*} [value=_identity] The value to convert to an iteratee.
 * @returns {Function}
Returns the iteratee.
 *
function baseIteratee(value) {
  // Don't store the `typeof` result in a variable to avoid a
JIT bug in Safari 9.
  // See https://bugs.webkit.org/show_bug.cgi?id=156034 for more details.
  if (typeof value
== 'function') {
    return value;
  }

  if (value == null) {
    return identity;
  }

  if (typeof value ==
'object') {
    return isArray(value) ? baseMatchesProperty(value[0], value[1]) : baseMatches(value);
  }

  return
property(value);
}

export default baseIteratee;

import baseAssignValue from './_baseAssignValue.js';
import
baseForOwn from './_baseForOwn.js';
import baseIteratee from './_baseIteratee.js';
/**
 * Creates an object with
the same keys as `object` and values generated
 *
by running each own enumerable string keyed property of `object` thru `_.iteratee`. The iteratee is invoked with
three arguments:
 * (value, key, object)
 * @static
 * @memberOf _
 * @since 2.4.0
 * @category
Object
 * @param {Object} object The object to iterate over.
 * @param {Function} [iteratee=_identity] The
function invoked per iteration.
 * @returns {Object} Returns the new mapped object.
 * @see _.mapKeys
 * @example
 * var users = {
 *   'fred': { 'user': 'fred', 'age': 40 },
 *   'pebbles': { 'user': 'pebbles', 'age': 1 }
 * };
 *
 * _.mapValues(users, function(o) { return o.age; }); // => { 'fred': 40, 'pebbles': 1 }
 * (iteration order is
not guaranteed)
 *
 * // The `_.property` iteratee shorthand.
 * _.mapValues(users, 'age'); // => { 'fred': 40,

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'pebbles': 1 } (iteration order is not guaranteed)\n *\n\nfunction mapValues(object, iteratee) {\n  var result = {};\n  iteratee = baseIteratee(iteratee, 3);\n  baseForOwn(object, function\n    (value, key, object) {\n      baseAssignValue(result, key, iteratee(value, key, object));\n    });\n  return\n  result;\n}\n\nexport default mapValues;","use strict";\n\nvar _slicedToArray =\n  require(\"\\Users/jamesbloom/git/mockserver/mockserver-ui/node_modules/babel-preset-react-\n  app/node_modules/@babel/runtime/helpers/slicedToArray\");\n\nvar _toConsumableArray =\n  require(\"\\Users/jamesbloom/git/mockserver/mockserver-ui/node_modules/babel-preset-react-\n  app/node_modules/@babel/runtime/helpers/toConsumableArray\");\n\nfunction _createForOfIteratorHelper(o,\n  allowArrayLike) { var it = typeof Symbol !== \"undefined\" && o[Symbol.iterator] || o[\"@@iterator\"]; if (!it) { if\n  (Array.isArray(o) || (it = _unsupportedIterableToArray(o)) || allowArrayLike && o && typeof o.length ===\n  \"number\") { if (it) o = it; var i = 0; var F = function F() {}; return { s: F, n: function n() { if (i >= o.length) return\n  { done: true }; return { done: false, value: o[i++] }; }, e: function e(_e) { throw _e; }, f: F\n  }; } throw new TypeError(\"Invalid attempt to iterate non-iterable instance.\\nIn order to be iterable, non-array\n  objects must have a [Symbol.iterator]() method.\"); } var normalCompletion = true, didErr = false, err; return { s:\n  function s() { it = it.call(o); }, n: function n() { var step = it.next(); normalCompletion = step.done; return step; }, e:\n  function e(_e2) { didErr = true; err = _e2; }, f: function f() { try { if (!normalCompletion && it.return !== null)\n  it.return(); } finally { if (didErr) throw err; } } }; }\n\nfunction _unsupportedIterableToArray(o, minLen) { if (!o)\n  return; if (typeof o === \"string\") return _arrayLikeToArray(o, minLen); var n =\n  Object.prototype.toString.call(o).slice(8, -1); if (n === \"Object\" && o.constructor) n = o.constructor.name; if (n\n  === \"Map\" || n === \"Set\") return Array.from(o); if (n === \"Arguments\" ||\n  /^(?:Ui|D)nt(?:8|16|32)(?:Clamped)?Array$/.test(n)) return _arrayLikeToArray(o, minLen); }\n\nfunction\n  _arrayLikeToArray(arr, len) { if\n  (len == null || len > arr.length) len = arr.length; for (var i = 0, arr2 = new Array(len); i < len; i++) { arr2[i] = arr[i]; }\n  return arr2; }\n\nvar strictUriEncode = require('strict-uri-encode');\nvar decodeComponent = require('decode-uri-\n  component');\nvar splitOnFirst = require('split-on-first');\nvar filterObject = require('filter-obj');\nvar\n  isNullOrUndefined = function isNullOrUndefined(value) {\n    return value === null || value ===\n    undefined;\n  };\n\nfunction encoderForArrayFormat(options) {\n  switch (options.arrayFormat) {\n    case 'index':\n      return function (key) {\n        return function (result, value) {\n          var index = result.length;\n          if (value\n            === undefined || options.skipNull && value === null || options.skipEmptyString && value === \"\") {\n            return\n            result;\n          }\n          if (value === null) {\n            return [].concat(_toConsumableArray(result), [[encode(key,\n            options), ']', index, ']].join(\")\");\n          }\n          return [].concat(_toConsumableArray(result), [[encode(key, options), '[', encode(index, options), ']=',\n            encode(value, options)].join(\")\");\n        }; \n      }\n    case 'bracket':\n      return function (key) {\n        return\n        function (result, value) {\n          if (value === undefined || options.skipNull && value === null ||\n            options.skipEmptyString && value === \"\") {\n            return result;\n          }\n          if (value === null) {\n            return\n            [].concat(_toConsumableArray(result), [[encode(key, options), '[]'].join(\")\");\n          }\n          return\n            [].concat(_toConsumableArray(result), [[encode(key, options), '['=, encode(value, options)].join(\")\");\n        }; \n      }\n    case 'comma':\n    case 'separator':\n      return function (key) {\n        return function (result, value) {\n          if (value === null || value === undefined || value.length === 0) {\n            return result;\n          }\n          if\n            (result.length === 0)\n          {\n            return [[encode(key, options), '=', encode(value, options)].join(\")\");\n          }\n          return [[result,\n            encode(value, options)].join(options.arrayFormatSeparator)];\n        }; \n      }\n    default:\n      return function\n        (key) {\n          return function (result, value) {\n            if (value === undefined || options.skipNull && value === null\n              || options.skipEmptyString && value === \"\") {\n              return result;\n            }\n            if (value === null) {\n              return\n              [].concat(_toConsumableArray(result), [encode(key, options)]);\n            }\n            return\n              [].concat(_toConsumableArray(result), [[encode(key, options), '=', encode(value, options)].join(\")\");\n          }; \n        }\n      }\n  }\n}\n\nfunction parserForArrayFormat(options) {\n  var result;\n  switch (options.arrayFormat) {\n    case\n    'index':\n      return function (key, value, accumulator) {\n        result = /\[\(\[d*\)\]\]/$.exec(key);\n        key =

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key.replace(/\\[\\d*\\]$/, "");\n\n
    if (!result) {\n        accumulator[key] = value;\n        return;\n    }\n    if (accumulator[key] ===
undefined) {\n        accumulator[key] = {};\n    }\n    accumulator[key][result[1]] = value;\n    };\n    case
'bracket':\n    return function (key, value, accumulator) {\n        result = /\\[\\]$/ .exec(key);\n        key =
key.replace(/\\[\\]$/, "");\n        if (!result) {\n            accumulator[key] = value;\n            return;\n        }\n        if
(accumulator[key] === undefined) {\n            accumulator[key] = [value];\n            return;\n        }\n        accumulator[key] = [].concat(accumulator[key], value);\n    };\n    case 'comma':\n    case 'separator':\n    return
function (key, value, accumulator) {\n        var isArray = typeof value === 'string' &&
value.includes(options.arrayFormatSeparator);\n        var isEncodedArray = typeof value === 'string' && !isArray
&& decode(value, options).includes(options.arrayFormatSeparator);\n
        value = isEncodedArray ? decode(value, options) : value;\n        var newValue = isArray || isEncodedArray ?
value.split(options.arrayFormatSeparator).map(function (item) {\n            return decode(item, options);\n        }) :
value === null ? value : decode(value, options);\n        accumulator[key] = newValue;\n    };\n    default:\n    return function (key, value, accumulator) {\n        if (accumulator[key] === undefined) {\n            accumulator[key] =
value;\n            return;\n        }\n        accumulator[key] = [].concat(accumulator[key], value);\n    };\n
}\n\nfunction validateArrayFormatSeparator(value) {\n    if (typeof value !== 'string' || value.length !== 1) {\n
throw new TypeError('arrayFormatSeparator must be single character string');\n    }\n}\n\nfunction encode(value,
options) {\n    if (options.encode) {\n        return options.strict ? strictUriEncode(value) :
encodeURIComponent(value);\n    }\n    return value;\n}\n\nfunction decode(value,
options) {\n    if (options.decode) {\n        return decodeComponent(value);\n    }\n    return value;\n}\n\nfunction
keysSorter(input) {\n    if (Array.isArray(input)) {\n        return input.sort();\n    }\n    if (typeof input === 'object') {\n
return keysSorter(Object.keys(input)).sort(function (a, b) {\n        return Number(a) - Number(b);\n    }).map(function
(key) {\n        return input[key];\n    });\n}\n\nreturn input;\n}\n\nfunction removeHash(input) {\n    var hashStart =
input.indexOf('#');\n    if (hashStart !== -1) {\n        input = input.slice(0, hashStart);\n    }\n    return
input;\n}\n\nfunction getHash(url) {\n    var hash = "";\n    var hashStart = url.indexOf('#');\n    if (hashStart !== -1) {\n
hash = url.slice(hashStart);\n    }\n    return hash;\n}\n\nfunction extract(input) {\n    input = removeHash(input);\n
var queryStart = input.indexOf('?');\n    if (queryStart === -1) {\n        return "";\n    }\n    return input.slice(queryStart +
1);\n}\n\nfunction parseValue(value,
options) {\n    if (options.parseNumbers && !Number.isNaN(Number(value)) && typeof value === 'string' &&
value.trim() !== "") {\n        value = Number(value);\n    } else if (options.parseBooleans && value !== null &&
(value.toLowerCase() === 'true' || value.toLowerCase() === 'false')) {\n        value = value.toLowerCase() === 'true';\n
}\n    return value;\n}\n\nfunction parse(query, options) {\n    options = Object.assign({\n        decode: true,\n        sort:
true,\n        arrayFormat: 'none',\n        arrayFormatSeparator: ',',\n        parseNumbers: false,\n        parseBooleans: false\n    },
options);\n    validateArrayFormatSeparator(options.arrayFormatSeparator);\n    var formatter =
parserForArrayFormat(options); // Create an object with no prototype\n\n    var ret = Object.create(null);\n\n    if
(typeof query !== 'string') {\n        return ret;\n    }\n\n    query = query.trim().replace(/^[?#&]/, "");\n\n    if (!query) {\n
return ret;\n    }\n\n    var _iterator = _createForOfIteratorHelper(query.split('&')),\n        _step;\n\n    try {\n        for (_iterator.s(); !(_step = _iterator.n()).done;) {\n            var param = _step.value;\n            if (param === "")
{\n                continue;\n            }\n            var _splitOnFirst = splitOnFirst(options.decode ? param.replace(/\\+/, ' ') : param,
'='),\n                _splitOnFirst2 = _slicedToArray(_splitOnFirst, 2),\n                _key = _splitOnFirst2[0],\n                _value =
_splitOnFirst2[1]; // Missing `=` should be `null`:\n            // http://w3.org/TR/2012/WD-url-20120524/#collect-url-
parameters\n\n            _value = _value === undefined ? null : ['comma', 'separator'].includes(options.arrayFormat) ?
_value : decode(_value, options);\n            formatter(decode(_key, options), _value, ret);\n        }\n    } catch (err) {\n
_iterator.e(err);\n    } finally {\n        _iterator.f();\n    }\n\n    for (var _i = 0, _Object$keys = Object.keys(ret); _i <
_Object$keys.length; _i++) {\n        var key = _Object$keys[_i];\n        var value = ret[key];\n        if (typeof value ===
'object' && value !== null) {\n            for
            (var _i2 = 0, _Object$keys2 = Object.keys(value); _i2 < _Object$keys2.length; _i2++) {\n                var k =
_Object$keys2[_i2];\n                value[k] = parseValue(value[k], options);\n            }\n        } else {\n            ret[key] =

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parseValue(value, options);\n  }\n }\n\n if (options.sort === false) {\n  return ret;\n }\n\n return (options.sort\n === true ? Object.keys(ret).sort() : Object.keys(ret).sort(options.sort)).reduce(function (result, key) {\n  var value =\n ret[key];\n\n  if (Boolean(value) && typeof value === 'object' && !Array.isArray(value)) {\n    // Sort object\n keys, not values\n    result[key] = keysSorter(value);\n  } else {\n    result[key] = value;\n  }\n\n return\n result;\n }, Object.create(null));\n}\n\nexports.extract = extract;\nexports.parse = parse;\nexports.stringify =\n function (object, options) {\n  if (!object) {\n    return ";\n  }\n\n options = Object.assign({\n  encode: true,\n strict: true,\n arrayFormat: 'none',\n arrayFormatSeparator:\n ',\n }, options);\n\n validateArrayFormatSeparator(options.arrayFormatSeparator);\n\n var shouldFilter = function\n shouldFilter(key) {\n  return options.skipNull && isNullOrUndefined(object[key]) || options.skipEmptyString &&\n object[key] === ";\n };\n\n var formatter = encoderForArrayFormat(options);\n var objectCopy = {};\n\n for (var\n _i3 = 0, _Object$keys3 = Object.keys(object); _i3 < _Object$keys3.length; _i3++) {\n  var key =\n _Object$keys3[_i3];\n\n  if (!shouldFilter(key)) {\n    objectCopy[key] = object[key];\n  }\n }\n\n var keys =\n Object.keys(objectCopy);\n\n if (options.sort !== false) {\n  keys.sort(options.sort);\n }\n\n return\n keys.map(function (key) {\n  var value = object[key];\n\n  if (value === undefined) {\n    return ";\n  }\n\n  if\n (value === null) {\n    return encode(key, options);\n  }\n\n  if (Array.isArray(value)) {\n    return\n value.reduce(formatter(key, []).join('&');\n }\n\n return encode(key, options) + '='\n + encode(value, options);\n }).filter(function (x) {\n  return x.length > 0;\n }).join('&');\n};\n\nexports.parseUrl =\n function (url, options) {\n  options = Object.assign({\n  decode: true\n }, options);\n\n var _splitOnFirst3 =\n splitOnFirst(url, '#'),\n _splitOnFirst4 = _slicedToArray(_splitOnFirst3, 2),\n url_ = _splitOnFirst4[0],\n hash = _splitOnFirst4[1];\n\n return Object.assign({\n  url: url_.split('?')[0] || "",\n query: parse(extract(url),\n options)\n }, options) && options.parseFragmentIdentifier && hash ? {\n  fragmentIdentifier: decode(hash,\n options)\n } : {};\n};\n\nexports.stringifyUrl = function (object, options) {\n  options = Object.assign({\n  encode:\n true,\n strict: true\n }, options);\n\n var url = removeHash(object.url).split('?')[0] || ";\n var queryFromUrl =\n exports.extract(object.url);\n var parsedQueryFromUrl = exports.parse(queryFromUrl, {\n  sort: false\n });\n var\n query = Object.assign(parsedQueryFromUrl, object.query);\n\n  var queryString = exports.stringify(query, options);\n\n  if (queryString) {\n    queryString =\n \"?\".concat(queryString);\n  }\n\n  var hash = getHash(object.url);\n\n  if (object.fragmentIdentifier) {\n    hash =\n \"#\".concat(encode(object.fragmentIdentifier, options));\n  }\n\n  return\n \"\".concat(url).concat(queryString).concat(hash);\n};\n\nexports.pick = function (input, filter, options) {\n  options\n = Object.assign({\n  parseFragmentIdentifier: true\n }, options);\n\n var _exports$parseUrl =\n exports.parseUrl(input, options),\n url = _exports$parseUrl.url,\n query = _exports$parseUrl.query,\n\n fragmentIdentifier = _exports$parseUrl.fragmentIdentifier;\n\n return exports.stringifyUrl({\n  url: url,\n query:\n filterObject(query, filter),\n fragmentIdentifier: fragmentIdentifier\n }, options);\n};\n\nexports.exclude =\n function (input, filter, options) {\n  var exclusionFilter = Array.isArray(filter) ? function (key) {\n  return\n !filter.includes(key);\n\n  } : function (key, value) {\n  return !filter(key, value);\n };\n\n return exports.pick(input, exclusionFilter,\n options);\n};\n\n\"module.exports = true;\",\n\nvar id = 0;\n\nvar px = Math.random();\n\nmodule.exports = function (key)\n {\n  return 'Symbol(' .concat(key === undefined ? \" : key, ')_\", (++id + px).toString(36));\n};\n\n\"exports.f =\n { }\n .propertyIsEnumerable;\",\n\n\"use strict;\",\n\nvar $at = require('./_string-at')(true); // 21.1.3.27\n\nString.prototype[ @@iterator ]()\n\nrequire('./_iter-define')(String, 'String', function (iterated) {\n  this._t =\n String(iterated); // target\n\n  this._i = 0; // next index\n\n  // 21.1.5.2.1 %StringIteratorPrototype%.next()\n}, function\n () {\n  var O = this._t;\n  var index = this._i;\n  var point;\n\n  if (index >= O.length) return {\n  value: undefined,\n done: true\n };\n\n  point = $at(O, index);\n  this._i += point.length;\n  return {\n  value: point,\n done: false\n\n };\n});\n\n\"use strict;\",\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nexports.default = {\n  once: function once(el, type, callback) {\n    var typeArray = type ?\n type.split(' ') : [];\n\n    var recursiveFunction = function recursiveFunction(event) {\n      event.target.removeEventListener(event.type, recursiveFunction);\n\n      return callback(event);\n    };\n\n    for (var i\n = typeArray.length - 1; i >= 0; i--) {\n      this.on(el, typeArray[i], recursiveFunction);\n    }\n  },\n  on: function

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on(el, type, callback) {\n  if (el.addEventListener) {\n    el.addEventListener(type, callback);\n  } else {\n    //
IE8+ Support\n    el.attachEvent('on' + type, function () {\n      callback.call(el);\n    });\n  }\n},\n off: function
off(el, type, callback) {\n  if (el.removeEventListener) {\n    el.removeEventListener(type, callback);\n  } else
{\n    // IE8+ Support\n    el.detachEvent('on' + type, callback);\n  }\n },\n isKeyboard: function
isKeyboard(event) {\n  return ['keydown', 'keypress',
'keyup'].indexOf(event.type) !== -1;\n };\n};","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n
value: true\n});\n\nexports.default = undefined;\n\nvar _FontIcon = require('./FontIcon');\n\nvar _FontIcon2 =
_interopRequireDefault(_FontIcon);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nexports.default = _FontIcon2.default;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _toArray2 =
require('babel-runtime/helpers/toArray');\n\nvar _toArray3 = _interopRequireDefault(_toArray2);\n\nvar
_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 =
_interopRequireDefault(_reactDom);\n\nvar
_shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 =
_interopRequireDefault(_shallowEqual);\n\nvar _ClickAwayListener =
require('./internal/ClickAwayListener');\n\nvar _ClickAwayListener2 =
_interopRequireDefault(_ClickAwayListener);\n\nvar _keyCode = require('keycode');\n\nvar _keyCode2 =
_interopRequireDefault(_keyCode);\n\nvar _propTypes3 = require('./utils/propTypes');\n\nvar _propTypes4 =
_interopRequireDefault(_propTypes3);\n\nvar _List = require('./List/List');\n\nvar _List2 =
_interopRequireDefault(_List);\n\nvar _menuUtils = require('./menuUtils');\n\nfunction _interopRequireDefault(obj)
{\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var
desktop = props.desktop,\n  maxHeight = props.maxHeight,\n  width = props.width;\n  var muiTheme =
context.muiTheme;\n  var styles = {\n    root: {\n      // Nested div because the List scales x faster than
it scales y\n      zIndex: muiTheme.zIndex.menu,\n      maxHeight: maxHeight,\n      overflowY: maxHeight ? 'auto'
: null\n    },\n    divider: {\n      marginTop: 7,\n      marginBottom: 8\n    },\n    list: {\n      display: 'table-cell',\n
paddingBottom: desktop ? 16 : 8,\n      paddingTop: desktop ? 16 : 8,\n      userSelect: 'none',\n      width: width\n
    },\n    selectedItem: {\n      color: muiTheme.menuItem.selectedTextColor\n    }\n  };\n  return
styles;\n}\n\nvar Menu = function (_Component) {\n  (0, _inherits3.default)(Menu, _Component);\n  function
Menu(props, context) {\n    (0, _classCallCheck3.default)(this, Menu);\n\n    var _this = (0,
_possibleConstructorReturn3.default)(this, (Menu.__proto__ || (0, _getPrototypeOf2.default)(Menu)).call(this,
props, context));\n\n    _this.initialiseProps.call(_this);\n\n    var filteredChildren =
_this.getFilteredChildren(props.children);\n\n    var selectedIndex = _this.getLastSelectedIndex(props,
filteredChildren);\n\n    var newFocusIndex = props.disableAutoFocus ? -1 : selectedIndex >= 0 ? selectedIndex : 0;\n\n    if
(newFocusIndex !== -1 && props.onMenuItemFocusChange) {\n      props.onMenuItemFocusChange(null,

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newFocusIndex);\n }\n\n _this.state = {\n  focusIndex: newFocusIndex,\n  isKeyboardFocused:
props.initiallyKeyboardFocused,\n  keyWidth: props.desktop ? 64 : 56\n  };\n\n _this.hotKeyHolder = new
_menuUtils.HotKeyHolder();\n\n return _this;\n }\n\n (0, _createClass3.default)(Menu, [{\n  key:
'componentDidMount',\n  value: function componentDidMount() {\n    if (this.props.autoWidth) {\n
this.setWidth();\n    }\n\n    this.setScollPosition();\n  }\n  }, {\n  key: 'componentWillReceiveProps',\n  value:
function componentWillReceiveProps(nextProps) {\n    var selectedIndex = void 0;\n    var filteredChildren =
this.getFilteredChildren(nextProps.children);\n\n    if (this.props.multiple !== true) {\n      selectedIndex =
this.getLastSelectedIndex(nextProps,
filteredChildren);\n    } else {\n      selectedIndex = this.state.focusIndex;\n    }\n\n    var newFocusIndex =
nextProps.disableAutoFocus ? -1 : selectedIndex >= 0 ? selectedIndex : 0;\n\n    if (newFocusIndex !==
this.state.focusIndex && this.props.onMenuItemFocusChange) {\n      this.props.onMenuItemFocusChange(null,
newFocusIndex);\n    }\n\n    this.setState({\n      focusIndex: newFocusIndex,\n      keyWidth:
nextProps.desktop ? 64 : 56\n    });\n  }\n  }, {\n  key: 'shouldComponentUpdate',\n  value: function
shouldComponentUpdate(nextProps, nextState, nextContext) {\n    return !(0, _shallowEqual2.default)(this.props,
nextProps) || !(0, _shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context,
nextContext);\n  }\n  }, {\n  key: 'componentDidUpdate',\n  value: function componentDidUpdate() {\n    if
(this.props.autoWidth) this.setWidth();\n  }\n  }, {\n  key: 'getValueLink',\n  // Do
not use outside of this component, it will be removed once valueLink is deprecated\n  value: function
getValueLink(props) {\n    return props.valueLink || {\n      value: props.value,\n      requestChange:
props.onChange\n    };\n  }\n  }, {\n  key: 'setKeyboardFocused',\n  value: function
setKeyboardFocused(keyboardFocused) {\n    this.setState({\n      isKeyboardFocused: keyboardFocused\n
});\n  }\n  }, {\n  key: 'getFilteredChildren',\n  value: function getFilteredChildren(children) {\n    var
filteredChildren = [];\n\n    _react2.default.Children.forEach(children, function (child) {\n      if (child) {\n
filteredChildren.push(child);\n      }\n    });\n\n    return filteredChildren;\n  }\n  }, {\n  key:
'cloneMenuItem',\n  value: function cloneMenuItem(child, childIndex, styles, index) {\n    var _this2 = this;\n\n    var childIsDisabled = child.props.disabled;\n    var selectedChildStyles = {};\n\n    if (!childIsDisabled)
{\n      var selected = this.isChildSelected(child, this.props);\n\n      if (selected) {\n        (0,
_simpleAssign2.default)(selectedChildStyles, styles.selectedMenuItem, this.props.selectedMenuItemStyle);\n
      }\n\n      var mergedChildStyles = (0, _simpleAssign2.default)({}, child.props.style,
this.props.menuItemStyle, selectedChildStyles);\n      var extraProps = {\n        desktop: this.props.desktop,\n
style: mergedChildStyles\n      };\n\n      if (!childIsDisabled) {\n        var isFocused = childIndex ===
this.state.focusIndex;\n        var focusState = 'none';\n\n        if (isFocused) {\n          focusState =
this.state.isKeyboardFocused ? 'keyboard-focused' : 'focused';\n        }\n\n        (0,
_simpleAssign2.default)(extraProps, {\n          focusState: focusState,\n          onClick: function onClick(event) {\n
_this2.handleMenuItemClick(event, child, index);\n          }\n          if (child.props.onClick)
child.props.onClick(event);\n        },\n        ref: isFocused ? 'focusedMenuItem' : null\n      });\n\n      return
_react2.default.cloneElement(child, extraProps);\n    }\n  }, {\n  key: 'decrementKeyboardFocusIndex',\n  value:
function decrementKeyboardFocusIndex(event) {\n    var index = this.state.focusIndex;\n    index--;\n    if (index
< 0) index = 0;\n    this.setFocusIndex(event, index, true);\n  }\n  }, {\n  key: 'getMenuItemCount',\n  value:
function getMenuItemCount(filteredChildren) {\n    var menuItemCount = 0;\n\n    filteredChildren.forEach(function (child) {\n      var childIsADivider = child.type && child.type.muiName ===
'Divider';\n      var childIsDisabled = child.props.disabled;\n      if (!childIsADivider && !childIsDisabled)
menuItemCount++;\n    });\n\n    return menuItemCount;\n  }\n  }, {\n  key: 'getLastSelectedIndex',\n  value:
function getLastSelectedIndex(props, filteredChildren) {\n    var _this3 = this;\n\n    var selectedIndex
= -1;\n    var menuItemIndex = 0;\n\n    filteredChildren.forEach(function (child) {\n      var childIsADivider =
child.type && child.type.muiName === 'Divider';\n      if (_this3.isChildSelected(child, props)) selectedIndex =
menuItemIndex;\n      if (!childIsADivider) menuItemIndex++;\n    });\n\n    return selectedIndex;\n  }\n  }, {\n

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key: 'setFocusIndexStartsWith',\n value: function setFocusIndexStartsWith(event, keys, filteredChildren) {\n
var foundIndex = -1;\n\n _react2.default.Children.forEach(filteredChildren, function (child, index) {\n if
(foundIndex >= 0) {\n return;\n }\n\n var primaryText = child.props.primaryText;\n\n if (typeof
primaryText === 'string' && primaryText.substr(0, keys.length).toLowerCase() === keys.toLowerCase()) {\n
foundIndex = index;\n }\n\n });\n\n if (foundIndex >= 0) {\n this.setFocusIndex(event, foundIndex,
true);\n return true;\n }\n\n
return false;\n }\n }, {\n key: 'handleMenuItemClick',\n value: function handleMenuItemClick(event, item,
index) {\n var children = this.props.children;\n var multiple = this.props.multiple;\n var valueLink =
this.getValueLink(this.props);\n var menuValue = valueLink.value;\n var itemValue = item.props.value;\n
var focusIndex = _react2.default.isValidElement(children) ? 0 : children.indexOf(item);\n
this.setFocusIndex(event, focusIndex, false);\n\n if (multiple) {\n menuValue = menuValue || [];\n var
itemIndex = menuValue.indexOf(itemValue);\n\n var _menuValue = menuValue,\n _menuValue2 = (0,
_toArray3.default)(_menuValue),\n newMenuValue = _menuValue2.slice(0);\n\n if (itemIndex === -1)
{\n newMenuValue.push(itemValue);\n } else {\n newMenuValue.splice(itemIndex, 1);\n }\n\n
valueLink.requestChange(event, newMenuValue);\n } else if (!multiple
&& itemValue !== menuValue) {\n valueLink.requestChange(event, itemValue);\n }\n\n
this.props.onItemClick(event, item, index);\n }\n }, {\n key: 'incrementKeyboardFocusIndex',\n value:
function incrementKeyboardFocusIndex(event, filteredChildren) {\n var index = this.state.focusIndex;\n var
maxIndex = this.getMenuItemCount(filteredChildren) - 1;\n index++;\n if (index > maxIndex) index =
maxIndex;\n this.setFocusIndex(event, index, true);\n }\n }, {\n key: 'isChildSelected',\n value: function
isChildSelected(child, props) {\n var menuValue = this.getValueLink(props).value;\n var childValue =
child.props.value;\n\n if (props.multiple) {\n return menuValue && menuValue.length &&
menuValue.indexOf(childValue) !== -1;\n } else {\n return child.props.hasOwnProperty('value') &&
menuValue === childValue;\n }\n }\n }, {\n key: 'setFocusIndex',\n value: function setFocusIndex(event,
newIndex, isKeyboardFocused) {\n if (this.props.onMenuItemFocusChange) {\n // Do this even if
`newIndex === this.state.focusIndex` to allow users\n // to detect up-arrow on the first MenuItem or down-
arrow on the last.\n this.props.onMenuItemFocusChange(event, newIndex);\n }\n\n this.setState({\n
focusIndex: newIndex,\n isKeyboardFocused: isKeyboardFocused\n });\n }\n }, {\n key:
'setScrollPosition',\n value: function setScrollPosition() {\n var desktop = this.props.desktop;\n var
focusedMenuItem = this.refs.focusedMenuItem;\n var menuItemHeight = desktop ? 32 : 48;\n\n if
(focusedMenuItem) {\n var selectedOffset = _reactDom2.default.findDOMNode(focusedMenuItem).offsetTop;\n
// Make the focused item be the 2nd item in the list the user sees\n\n var scrollTop = selectedOffset -
menuItemHeight;\n if (scrollTop < menuItemHeight) scrollTop = 0;\n
_reactDom2.default.findDOMNode(this.refs.scrollContainer).scrollTop
= scrollTop;\n }\n }\n }, {\n key: 'cancelScrollEvent',\n value: function cancelScrollEvent(event) {\n
event.stopPropagation();\n event.preventDefault();\n return false;\n }\n }, {\n key: 'setWidth',\n value:
function setWidth() {\n var el = _reactDom2.default.findDOMNode(this);\n\n var listEl =
_reactDom2.default.findDOMNode(this.refs.list);\n\n var elWidth = el.offsetWidth;\n var keyWidth =
this.state.keyWidth;\n var minWidth = keyWidth * 1.5;\n var keyIncrements = elWidth / keyWidth;\n var
newWidth = void 0;\n keyIncrements = keyIncrements <= 1.5 ? 1.5 : Math.ceil(keyIncrements);\n newWidth
= keyIncrements * keyWidth;\n if (newWidth < minWidth) newWidth = minWidth;\n el.style.width =
newWidth + 'px';\n listEl.style.width = newWidth + 'px';\n }\n }, {\n key: 'render',\n value: function
render() {\n var _this4 = this;\n\n var _props
= this.props,\n autoWidth = _props.autoWidth,\n children = _props.children,\n desktop =
_props.desktop,\n disableAutoFocus = _props.disableAutoFocus,\n initiallyKeyboardFocused =
_props.initiallyKeyboardFocused,\n listStyle = _props.listStyle,\n maxHeight = _props.maxHeight,\n
multiple = _props.multiple,\n onItemClick = _props.onItemClick,\n onEscKeyDown =
_props.onEscKeyDown,\n onMenuItemFocusChange = _props.onMenuItemFocusChange,\n

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};\n};\n\nMenu.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, the width of the
menu will be set automatically\n * according to the widths of its children,\n
* using proper keyline increments (64px for desktop,\n * 56px otherwise).\n */\n autoWidth:
_propTypes2.default.bool,\n\n /**\n * The content of the menu. This is usually used to pass `MenuItem`\n *
elements.\n */\n children: _propTypes2.default.node,\n\n /**\n * If true, the menu item will render with compact
desktop styles.\n */\n desktop: _propTypes2.default.bool,\n\n /**\n * If true, the menu will not be auto-
focused.\n */\n disableAutoFocus: _propTypes2.default.bool,\n\n /**\n * If true, the menu will be keyboard-
focused initially.\n */\n initiallyKeyboardFocused: _propTypes2.default.bool,\n\n /**\n * Override the inline-
styles of the underlying `List` element.\n */\n listStyle: _propTypes2.default.object,\n\n /**\n * The maximum
height of the menu in pixels. If specified,\n * the menu will be scrollable if it is taller than the provided\n *
height.\n */\n maxHeight: _propTypes2.default.number,\n\n /**\n * Override the
inline-styles of menu items.\n */\n menuItemStyle: _propTypes2.default.object,\n\n /**\n * If true, `value` must
be an array and the menu will support\n * multiple selections.\n */\n multiple: _propTypes2.default.bool,\n\n
/**\n * Callback function fired when a menu item with `value` not\n * equal to the current `value` of the menu is
clicked.\n */\n * @param {object} event Click event targeting the menu item.\n * @param {any} value If
`multiple` is true, the menu's `value`\n * array with either the menu item's `value` added (if\n * it wasn't already
selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n */\n onChange:
_propTypes2.default.func,\n\n /**\n * Callback function fired when the menu is focused and the *Esc* key\n * is
pressed.\n */\n * @param {object} event `keydown` event targeting the menu.\n */\n onEscKeyDown:
_propTypes2.default.func,\n\n /**\n * Callback function fired when a menu item
is clicked.\n */\n * @param {object} event Click event targeting the menu item.\n * @param {object} menuItem
The menu item.\n * @param {number} index The index of the menu item.\n */\n onItemClick:
_propTypes2.default.func,\n\n /**\n * @ignore */\n onKeyDown: _propTypes2.default.func,\n\n /**\n * Callback
function fired when the focus on a `MenuItem` is changed.\n * There will be some \"duplicate\" changes reported if
two different\n * focusing event happen, for example if a `MenuItem` is focused via\n * the keyboard and then it
is clicked on.\n */\n * @param {object} event The event that triggered the focus change.\n * The event can be
null since the focus can be changed for non-event\n * reasons such as prop changes.\n */\n * @param {number}
newFocusIndex The index of the newly focused\n * `MenuItem` or `-1` if focus was lost.\n */\n
onMenuItemFocusChange: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of selected menu
items.\n */\n
selectedMenuItemStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the root element.\n
*/\n style: _propTypes2.default.object,\n\n /**\n * If `multiple` is true, an array of the `value`s of the selected\n
* menu items. Otherwise, the `value` of the selected menu item.\n * If provided, the menu will be a controlled
component.\n * This component also supports valueLink.\n */\n value: _propTypes2.default.any,\n\n /**\n *
ValueLink for the menu's `value`.\n */\n valueLink: _propTypes2.default.object,\n\n /**\n * The width of the
menu. If not specified, the menu's width\n * will be set according to the widths of its children, using\n * proper
keyline increments (64px for desktop, 56px otherwise).\n */\n width: _propTypes4.default.stringOrNumber\n} :
{};\n\nexports.default = Menu;\",\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nexports.default = undefined;\n\nvar _MenuItem = require(\"./MenuItem\");\n\nvar
_MenuItem2 = _interopRequireDefault(_MenuItem);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _MenuItem2.default;\",\"use
strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _objectWithoutProperties2 =
require(\"babel-runtime/helpers/objectWithoutProperties\");\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _extends2 = require(\"babel-
runtime/helpers/extends\");\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf =
require(\"babel-runtime/core-js/object/get-prototype-of\");\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require(\"babel-
runtime/helpers/classCallCheck\");\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar

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_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-
dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual =
require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar
_colorManipulator = require('./utils/colorManipulator');\n\nvar _transitions = require('./styles/transitions');\n\nvar
_transitions2 = _interopRequireDefault(_transitions);\n\nvar
_EnhancedButton = require('./internal/EnhancedButton');\n\nvar _EnhancedButton2 =
_interopRequireDefault(_EnhancedButton);\n\nvar _IconButton = require('./IconButton');\n\nvar _IconButton2 =
_interopRequireDefault(_IconButton);\n\nvar _expandLess = require('./svg-icons/navigation/expand-less');\n\nvar
_expandLess2 = _interopRequireDefault(_expandLess);\n\nvar _expandMore = require('./svg-
icons/navigation/expand-more');\n\nvar _expandMore2 = _interopRequireDefault(_expandMore);\n\nvar
_NestedList = require('./NestedList');\n\nvar _NestedList2 = _interopRequireDefault(_NestedList);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getStyles(props, context, state) {\n  var autoGenerateNestedIndicator = props.autoGenerateNestedIndicator,\n  insetChildren = props.insetChildren,\n  leftAvatar = props.leftAvatar,\n  leftCheckbox = props.leftCheckbox,\n  leftIcon = props.leftIcon,\n  nestedItems = props.nestedItems,\n  nestedLevel = props.nestedLevel,\n  rightAvatar = props.rightAvatar,\n  rightIcon = props.rightIcon,\n  rightIconButton = props.rightIconButton,\n  rightToggle =
props.rightToggle,\n  secondaryText = props.secondaryText,\n  secondaryTextLines =
props.secondaryTextLines;\n  var muiTheme = context.muiTheme;\n  var listItem = muiTheme.listItem;\n  var
textColor = muiTheme.baseTheme.palette.textColor;\n  var hoverColor = props.hoverColor || (0,
_colorManipulator.fade)(textColor, 0.1);\n  var singleAvatar = !secondaryText && (leftAvatar || rightAvatar);\n  var
singleNoAvatar = !secondaryText && !(leftAvatar || rightAvatar);\n  var twoLine = secondaryText &&
secondaryTextLines === 1;\n  var threeLine = secondaryText && secondaryTextLines > 1;\n  var
isKeyboardFocused = (props.isKeyboardFocused !== undefined ? props : state).isKeyboardFocused;\n  var styles =
{\n    root: {\n      backgroundColor: (isKeyboardFocused
|| state.hovered) && !state.rightIconButtonHovered && !state.rightIconButtonKeyboardFocused ? hoverColor :
null,\n      color: textColor,\n      display: 'block',\n      fontSize: 16,\n      lineHeight: '16px',\n      position: 'relative',\n
      transition: _transitions2.default.easeOut()\n    },\n    // This inner div is needed so that ripples will span the entire
container\n    innerDiv: {\n      marginLeft: nestedLevel * listItem.nestedLevelDepth,\n      paddingLeft: leftIcon ||
leftAvatar || leftCheckbox || insetChildren ? 72 : 16,\n      paddingRight: rightIcon || rightAvatar || rightIconButton ||
nestedItems.length && autoGenerateNestedIndicator ? 56 : rightToggle ? 72 : 16,\n      paddingBottom:
singleAvatar ? 20 : 16,\n      paddingTop: singleNoAvatar || threeLine ? 16 : 20,\n      position: 'relative'\n    },\n    icons: {\n      height: 24,\n      width: 24,\n      display: 'block',\n      position: 'absolute',\n      top: twoLine ? 12 :
singleAvatar ? 4 : 0,\n      margin:
12\n    },\n    leftIcon: {\n      left: 4\n    },\n    rightIcon: {\n      right: 4\n    },\n    avatars: {\n      position:
'absolute',\n      top: singleAvatar ? 8 : 16\n    },\n    label: {\n      cursor: 'pointer'\n    },\n    leftAvatar: {\n      left:
16\n    },\n    rightAvatar: {\n      right: 16\n    },\n    leftCheckbox: {\n      position: 'absolute',\n      display: 'block',\n
      width: 24,\n      top: twoLine ? 24 : singleAvatar ? 16 : 12,\n      left: 16\n    },\n    primaryText: {},\n    rightIconButton: {\n      position: 'absolute',\n      display: 'block',\n      top: twoLine ? 12 : singleAvatar ? 4 : 0,\n
      right: 4\n    },\n    rightToggle: {\n      position: 'absolute',\n      display: 'block',\n      width: 54,\n      top: twoLine ?
25 : singleAvatar ? 17 : 13,\n      right: 8\n    },\n    secondaryText: {\n      fontSize: 14,\n      lineHeight: threeLine ?

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'18px': '16px',\n  height: threeLine ? 36 : 16,\n  margin: 0,\n  marginTop: 4,\n  color:
listItem.secondaryTextColor,\n  // needed for 2 and 3 line ellipsis\n  overflow: 'hidden',\n  textOverflow:
'ellipsis',\n  whiteSpace: threeLine ? null : 'nowrap',\n  display: threeLine ? '-webkit-box' : null,\n
WebkitLineClamp: threeLine ? 2 : null,\n  WebkitBoxOrient: threeLine ? 'vertical' : null\n  }\n  };\n  return
styles;\n}\n\nvar ListItem = function (_Component) {\n  (0, _inherits3.default)(ListItem, _Component);\n\n  function ListItem()\n  {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this,
ListItem);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n
args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = ListItem.__proto__ || (0,
_getPrototypeOf2.default)(ListItem)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
  hovered:
false,\n  isKeyboardFocused: false,\n
  open: false,\n  rightIconButtonHovered: false,\n  rightIconButtonKeyboardFocused: false,\n  touch:
false\n  }, _this.handleKeyboardFocus = function (event, isKeyboardFocused) {\n    _this.setState({\n
isKeyboardFocused: isKeyboardFocused\n    });\n\n    _this.props.onKeyboardFocus(event,
isKeyboardFocused);\n  }, _this.handleMouseEnter = function (event) {\n    if (!_this.state.touch)\n    _this.setState({\n      hovered: true\n    });\n\n    _this.props.onMouseEnter(event);\n  },
  _this.handleMouseLeave = function (event) {\n    _this.setState({\n      hovered: false\n    });\n\n
  _this.props.onMouseLeave(event);\n  }, _this.handleClick = function (event) {\n    if (_this.props.onClick) {\n
  _this.props.onClick(event);\n    }\n\n    if (_this.props.primaryTogglesNestedList) {\n
  _this.handleNestedListToggle(event);\n    }\n  }, _this.handleNestedListToggle = function (event) {\n    if
  (_this.props.leftCheckbox)\n    {\n      event.preventDefault();\n    }\n\n    event.stopPropagation();\n\n    if (_this.props.open === null) {\n
  _this.setState({\n      open: !_this.state.open\n    }, function () {\n
  _this.props.onNestedListToggle(_this);\n    });\n    } else {\n      // Exposing `this` in the callback is quite a bad
API.\n      // I'm doing a one level deep clone to expose a fake state.open.\n      _this.props.onNestedListToggle((0,
_extends3.default)({}, _this, {\n        state: {\n          open: !_this.state.open\n        }\n      }));\n    }\n  },
  _this.handleRightIconButtonKeyboardFocus = function (event, isKeyboardFocused) {\n    if (isKeyboardFocused)\n    {\n      _this.setState({\n        isKeyboardFocused: false,\n        rightIconButtonKeyboardFocused:
isKeyboardFocused\n      });\n    }\n\n    var iconButton = _this.props.rightIconButton;\n    if (iconButton &&
iconButton.props.onKeyboardFocus) iconButton.props.onKeyboardFocus(event,
isKeyboardFocused);\n  }, _this.handleRightIconButtonMouseLeave = function (event) {\n    var iconButton =
_this.props.rightIconButton;\n\n    _this.setState({\n      rightIconButtonHovered: false\n    });\n\n    if
  (iconButton && iconButton.props.onMouseLeave) iconButton.props.onMouseLeave(event);\n  },
  _this.handleRightIconButtonMouseEnter = function (event) {\n    var iconButton =
_this.props.rightIconButton;\n\n    _this.setState({\n      rightIconButtonHovered: true\n    });\n\n    if
  (iconButton && iconButton.props.onMouseEnter) iconButton.props.onMouseEnter(event);\n  },
  _this.handleRightIconButtonMouseUp = function (event) {\n    var iconButton = _this.props.rightIconButton;\n
event.stopPropagation();\n    if (iconButton && iconButton.props.onMouseUp)\n    iconButton.props.onMouseUp(event);\n  }, _this.handleRightIconButtonClick = function (event) {\n    var
iconButton = _this.props.rightIconButton; // Stop the event from bubbling
up to the list-item\n\n    event.stopPropagation();\n    if (iconButton && iconButton.props.onClick)\n    iconButton.props.onClick(event);\n  }, _this.handleTouchStart = function (event) {\n    _this.setState({\n
touch: true\n    });\n\n    _this.props.onTouchStart(event);\n  }, _this.handleTouchEnd = function (event) {\n
  _this.setState({\n    touch: true\n  });\n\n  _this.props.onTouchEnd(event);\n  }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(ListItem, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        open:
this.props.open === null ? this.props.initiallyOpen === true : this.props.open\n      });\n    }\n  }, {\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      // update the

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state when the component is controlled.\n    if (nextProps.open !== null) this.setState({\n      open:
nextProps.open\n    });\n    if (nextProps.disabled && this.state.hovered) this.setState({\n      hovered: false\n    });\n  }\n }, {\n   key: 'shouldComponentUpdate',\n   value: function shouldComponentUpdate(nextProps,
nextState, nextContext) {\n     return !(0, _shallowEqual2.default)(this.props, nextProps) || !(0,
_shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context, nextContext);\n   } // This
method is needed by the `MenuItem` component.\n\n }, {\n   key: 'applyFocusState',\n   value: function
applyFocusState(focusState) {\n     if (this.button) {\n       var buttonEl =
_reactDom2.default.findDOMNode(this.button);\n\n       switch (focusState) {\n         case 'none':\n           buttonEl.blur();\n           break;\n\n         case 'focused':\n           buttonEl.focus();\n           break;\n\n         case
'keyboard-focused':\n           this.button.setKeyboardFocus();\n           buttonEl.focus();\n           break;\n       }\n     }\n   }, {\n   key: 'createDisabledElement',\n   value: function
createDisabledElement(styles, contentChildren, additionalProps) {\n     var _props = this.props,\n     innerDivStyle = _props.innerDivStyle,\n     style = _props.style;\n     var mergedDivStyles = (0,
_simpleAssign2.default)({}, styles.root, styles.innerDiv, innerDivStyle, style);\n     return
_react2.default.createElement('div', (0, _extends3.default)({}, additionalProps, {\n       style:
this.context.muiTheme.prepareStyles(mergedDivStyles)\n     })), contentChildren);\n   }, {\n   key:
'createLabelElement',\n   value: function createLabelElement(styles, contentChildren, additionalProps) {\n     var
_props2 = this.props,\n     innerDivStyle = _props2.innerDivStyle,\n     style = _props2.style;\n     var
mergedLabelStyles = (0, _simpleAssign2.default)({}, styles.root, styles.innerDiv, innerDivStyle, styles.label,
style);\n     return _react2.default.createElement('label',
(0, _extends3.default)({}, additionalProps, {\n       style:
this.context.muiTheme.prepareStyles(mergedLabelStyles)\n     })), contentChildren);\n   }, {\n   key:
'createTextElement',\n   value: function createTextElement(styles, data, key) {\n     var prepareStyles =
this.context.muiTheme.prepareStyles;\n\n     if (_react2.default.isValidElement(data)) {\n       var style = (0,
_simpleAssign2.default)({}, styles, data.props.style);\n\n       if (typeof data.type === 'string') {\n         // if element
is a native dom node\n         style = prepareStyles(style);\n       }\n       return _react2.default.cloneElement(data,
{\n         key: key,\n         style: style\n       });\n     }\n     return _react2.default.createElement('div', {\n       key:
key,\n       style: prepareStyles(styles)\n     }, data);\n   }, {\n   key: 'pushElement',\n   value: function
pushElement(children, element, baseStyles, additionalProps) {\n     if (element) {\n       var styles = (0, _simpleAssign2.default)({}, baseStyles, element.props.style);\n       children.push(_react2.default.cloneElement(element, (0, _extends3.default)({\n         key: children.length,\n         style: styles\n       }, additionalProps)));\n     }\n   }, {\n   key: 'render',\n   value: function render() {\n     var
_this2 = this;\n     var _props3 = this.props,\n     autoGenerateNestedIndicator =
_props3.autoGenerateNestedIndicator,\n     children = _props3.children,\n     containerElement =
_props3.containerElement,\n     disabled = _props3.disabled,\n     disableKeyboardFocus =
_props3.disableKeyboardFocus,\n     hoverColor = _props3.hoverColor,\n     initiallyOpen =
_props3.initiallyOpen,\n     innerDivStyle = _props3.innerDivStyle,\n     insetChildren =
_props3.insetChildren,\n     leftAvatar = _props3.leftAvatar,\n     leftCheckbox = _props3.leftCheckbox,\n     leftIcon
= _props3.leftIcon,\n     nestedItems = _props3.nestedItems,\n     nestedLevel = _props3.nestedLevel,\n     nestedListStyle = _props3.nestedListStyle,\n     onKeyboardFocus = _props3.onKeyboardFocus,\n     isKeyboardFocused = _props3.isKeyboardFocused,\n     onMouseEnter = _props3.onMouseEnter,\n     onMouseLeave = _props3.onMouseLeave,\n     onNestedListToggle = _props3.onNestedListToggle,\n     onTouchStart = _props3.onTouchStart,\n     onClick = _props3.onClick,\n     rightAvatar =
_props3.rightAvatar,\n     rightIcon = _props3.rightIcon,\n     rightIconButton = _props3.rightIconButton,\n     rightToggle = _props3.rightToggle,\n     primaryText = _props3.primaryText,\n     primaryTogglesNestedList = _props3.primaryTogglesNestedList,\n     secondaryText =
_props3.secondaryText,\n     secondaryTextLines = _props3.secondaryTextLines,\n     style = _props3.style,\n

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other = (0, _objectWithoutProperties3.default)(_props3,
['autoGenerateNestedIndicator', 'children', 'containerElement', 'disabled', 'disableKeyboardFocus', 'hoverColor',
'initiallyOpen', 'innerDivStyle', 'insetChildren', 'leftAvatar', 'leftCheckbox', 'leftIcon', 'nestedItems', 'nestedLevel',
'nestedListStyle', 'onKeyboardFocus', 'isKeyboardFocused', 'onMouseEnter', 'onMouseLeave', 'onNestedListToggle',
'onTouchStart', 'onClick', 'rightAvatar', 'rightIcon', 'rightIconButton', 'rightToggle', 'primaryText',
'primaryTogglesNestedList', 'secondaryText', 'secondaryTextLines', 'style']);
var prepareStyles =
this.context.muiTheme.prepareStyles;
var styles = getStyles(this.props, this.context, this.state);
var contentChildren = [children];
if (leftIcon) {
var additionalProps = {
color: leftIcon.props.color ||
this.context.muiTheme.listItem.leftIconColor
};
this.pushElement(contentChildren, leftIcon, (0,
_simpleAssign2.default)({}, styles.icons, styles.leftIcon),
additionalProps);
}
if (rightIcon) {
var _additionalProps = {
color: rightIcon.props.color ||
this.context.muiTheme.listItem.rightIconColor
};
this.pushElement(contentChildren, rightIcon, (0,
_simpleAssign2.default)({}, styles.icons, styles.rightIcon), _additionalProps);
}
if (leftAvatar) {
this.pushElement(contentChildren, leftAvatar, (0, _simpleAssign2.default)({}, styles.avatars, styles.leftAvatar));
}
if (rightAvatar) {
this.pushElement(contentChildren, rightAvatar, (0, _simpleAssign2.default)({},
styles.avatars, styles.rightAvatar));
}
if (leftCheckbox) {
this.pushElement(contentChildren,
leftCheckbox, (0, _simpleAssign2.default)({}, styles.leftCheckbox));
} // RightIconButtonElement
var
hasNestListItems = nestedItems.length;
var hasRightElement = rightAvatar || rightIcon || rightIconButton ||
rightToggle;
var needsNestedIndicator = hasNestListItems && autoGenerateNestedIndicator && !hasRightElement;
if
(rightIconButton || needsNestedIndicator) {
var rightIconButtonElement = rightIconButton;
var
rightIconButtonHandlers = {
onKeyboardFocus: this.handleRightIconButtonKeyboardFocus,
onMouseEnter: this.handleRightIconButtonMouseEnter,
onMouseLeave:
this.handleRightIconButtonMouseLeave,
onClick: this.handleRightIconButtonClick,
onMouseDown:
this.handleRightIconButtonMouseDown,
onMouseUp: this.handleRightIconButtonMouseUp
}; // Create
a nested list indicator icon if we don't have an icon on the right
if (needsNestedIndicator) {
rightIconButtonElement = this.state.open ? _react2.default.createElement(_IconButton2.default, null,
_react2.default.createElement(_expandLess2.default, null)) : _react2.default.createElement(_IconButton2.default,
null, _react2.default.createElement(_expandMore2.default,
null));
rightIconButtonHandlers.onClick = this.handleNestedListToggle;
}
this.pushElement(contentChildren, rightIconButtonElement, (0, _simpleAssign2.default)({},
styles.rightIconButton), rightIconButtonHandlers);
}
if (rightToggle) {
this.pushElement(contentChildren, rightToggle, (0, _simpleAssign2.default)({}, styles.rightToggle));
}
if (primaryText) {
var primaryTextElement = this.createTextElement(styles.primaryText, primaryText,
'primaryText');
contentChildren.push(primaryTextElement);
}
if (secondaryText) {
var
secondaryTextElement = this.createTextElement(styles.secondaryText, secondaryText, 'secondaryText');
contentChildren.push(secondaryTextElement);
}
var nestedList = nestedItems.length ?
_react2.default.createElement(_NestedList2.default, {
nestedLevel: nestedLevel,
open:
this.state.open,
style: nestedListStyle
}, nestedItems) : undefined;
var simpleLabel = !primaryTogglesNestedList &&
(leftCheckbox || rightToggle);
return _react2.default.createElement('div', null, simpleLabel ?
this.createLabelElement(styles, contentChildren, other) : disabled ? this.createDisabledElement(styles,
contentChildren, other) : _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({
containerElement: containerElement
}, other, {
disableKeyboardFocus: disableKeyboardFocus ||
this.state.rightIconButtonKeyboardFocused,
onKeyboardFocus: this.handleKeyboardFocus,
onMouseLeave: this.handleMouseLeave,
onMouseEnter: this.handleMouseEnter,
onTouchStart:
this.handleTouchStart,
onTouchEnd: this.handleTouchEnd,
onClick: this.handleClick,
disabled:
disabled,
ref: function ref(node) {
return _this2.button = node;
},
style: (0,

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_simpleAssign2.default)({},
styles.root, style)\n )), _react2.default.createElement('div', {\n  style: prepareStyles((0,
_simpleAssign2.default)(styles.innerDiv, innerDivStyle))\n  }, contentChildren)), nestedList);\n  }\n });\n
return ListItem;\n}(_react.Component);\n\nListItem.muiName = 'ListItem';\nListItem.defaultProps = {\n
autoGenerateNestedIndicator: true,\n containerElement: 'span',\n disableKeyboardFocus: false,\n disabled: false,\n
initiallyOpen: false,\n insetChildren: false,\n nestedItems: [],\n nestedLevel: 0,\n onKeyboardFocus: function
onKeyboardFocus() {\n onmouseenter: function onmouseenter() {\n onmouseleave: function
onmouseleave() {\n onNestedListToggle: function onNestedListToggle() {\n ontouchend: function
ontouchend() {\n ontouchstart: function ontouchstart() {\n open: null,\n primaryTogglesNestedList: false,\n
secondaryTextLines: 1\n};\nListItem.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nListItem.propTypes
= process.env.NODE_ENV !== "production" ? {\n /**\n * If true, generate a nested-list-indicator icon when
nested list\n * items are detected. Note that an indicator will not be created\n * if a `rightIcon` or
`rightIconButton` has been provided to\n * the element.\n */\n autoGenerateNestedIndicator:
_propTypes2.default.bool,\n\n /**\n * Children passed into the `ListItem`. \n */\n children:
_propTypes2.default.node,\n\n /**\n * The element to use as the container for the ListItem. Either a string to\n *
use a DOM element or a ReactElement. This is useful for wrapping the\n * ListItem in a custom Link component.
If a ReactElement is given, ensure\n * that it passes all of its given props through to the underlying DOM\n *
element and renders its children prop for proper integration.\n */\n containerElement:
_propTypes2.default.oneOfType([\n _propTypes2.default.string,\n _propTypes2.default.element]),\n\n /**\n * If true,
the element will not
be able to be focused by the keyboard.\n */\n disableKeyboardFocus: _propTypes2.default.bool,\n\n /**\n * If
true, the element will not be clickable\n * and will not display hover effects.\n * This is automatically disabled if
either `leftCheckbox`\n * or `rightToggle` is set.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n *
Override the hover background color.\n */\n hoverColor: _propTypes2.default.string,\n\n /**\n * If true, the
nested `ListItem`s are initially displayed.\n */\n initiallyOpen: _propTypes2.default.bool,\n\n /**\n * Override
the inline-styles of the inner div element.\n */\n innerDivStyle: _propTypes2.default.object,\n\n /**\n * If true,
the children will be indented by 72px.\n * This is useful if there is no left avatar or left icon.\n */\n insetChildren:
_propTypes2.default.bool,\n\n /**\n * Use to control if the list item should render as keyboard focused. If\n *
undefined (default), this will be automatically managed.
If provided,\n * it will change the components style. Note that this will not change the\n * actual focus - and
should only be used when you want to simulate\n * keyboard focus (eg. in a rich text input autocomplete).\n */\n
isKeyboardFocused: _propTypes2.default.bool,\n\n /**\n * This is the `Avatar` element to be displayed on the left
side.\n */\n leftAvatar: _propTypes2.default.element,\n\n /**\n * This is the `Checkbox` element to be displayed
on the left side.\n */\n leftCheckbox: _propTypes2.default.element,\n\n /**\n * This is the `SvgIcon` or
`FontIcon` to be displayed on the left side.\n */\n leftIcon: _propTypes2.default.element,\n\n /**\n * An array of
`ListItem`s to nest underneath the current `ListItem`. \n */\n nestedItems:
_propTypes2.default.arrayOf(_propTypes2.default.element),\n\n /**\n * Controls how deep a `ListItem` appears.\n
* This property is automatically managed, so modify at your own risk.\n */\n nestedLevel:
_propTypes2.default.number,\n\n\n /**\n * Override the inline-styles of the nested items' `NestedList`. \n */\n
nestedListStyle:
_propTypes2.default.object,\n\n /**\n * Callback function fired when the list item is clicked.\n */\n * @param
{object} event Click event targeting the list item.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback
function fired when the `ListItem` is focused or blurred by the keyboard.\n */\n * @param {object} event `focus`
or `blur` event targeting the `ListItem`. \n * @param {boolean} isKeyboardFocused If true, the `ListItem` is
focused.\n */\n onKeyboardFocus: _propTypes2.default.func,\n\n /**\n * @ignore\n */\n onmouseenter:
_propTypes2.default.func,\n\n /**\n * @ignore\n */\n onmouseleave: _propTypes2.default.func,\n\n /**\n * Callback
function fired when the `ListItem` toggles its nested list.\n */\n * @param {object} listItem The `ListItem`. \n */\n

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onNestedListToggle: _propTypes2.default.func,\n\n /** @ignore */\n onTouchEnd:
  _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n * Control
toggle state of nested list.\n */\n open: _propTypes2.default.bool,\n\n /**\n * This is the block element that
contains the primary text.\n */\n * If a string is passed in, a div tag will be rendered.\n */\n primaryText:
  _propTypes2.default.node,\n\n /**\n * If true, clicking or tapping the primary text of the `ListItem`\n */\n * toggles
the nested list.\n */\n primaryTogglesNestedList: _propTypes2.default.bool,\n\n /**\n * This is the `Avatar`
element to be displayed on the right side.\n */\n rightAvatar: _propTypes2.default.element,\n\n /**\n * This is
the `SvgIcon` or `FontIcon` to be displayed on the right side.\n */\n rightIcon: _propTypes2.default.element,\n\n
/**\n * This is the `IconButton` to be displayed on the right side.\n */\n * Hovering over this button will remove the
`ListItem` hover.\n */\n * Also, clicking on this button will not trigger
  a\n * ripple on the `ListItem`; the event will be stopped and prevented\n * from bubbling up to cause a `ListItem`
click.\n */\n rightIconButton: _propTypes2.default.element,\n\n /**\n * This is the `Toggle` element to display
on the right side.\n */\n rightToggle: _propTypes2.default.element,\n\n /**\n * This is the block element that
contains the secondary text.\n */\n * If a string is passed in, a div tag will be rendered.\n */\n secondaryText:
  _propTypes2.default.node,\n\n /**\n * Can be 1 or 2. This is the number of secondary\n */\n * text lines before
ellipsis will show.\n */\n secondaryTextLines: _propTypes2.default.oneOf([1, 2]),\n\n /**\n * Override the
inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\n\nexports.default =
ListItem;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nexports.default =
undefined;\n\nvar _Dialog = require('./Dialog');\n\nvar _Dialog2 = _interopRequireDefault(_Dialog);\n\nfunction
  _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nexports.default = _Dialog2.default;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
  _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
  _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
  _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
  _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
  _possibleConstructorReturn2
  = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
  _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
  require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
  require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
  _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Tooltip = require('../internal/Tooltip');\n\nvar
  _Tooltip2 = _interopRequireDefault(_Tooltip);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
  obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var tableHeaderColumn
  = context.muiTheme.tableHeaderColumn;\n  return {\n    root: {\n      fontWeight: 'normal',\n      fontSize: 12,\n      paddingLeft: tableHeaderColumn.spacing,\n
      paddingRight: tableHeaderColumn.spacing,\n      height: tableHeaderColumn.height,\n      textAlign: 'left',\n      whiteSpace: 'nowrap',\n      textOverflow: 'ellipsis',\n      color: tableHeaderColumn.textColor,\n      position:
      'relative'\n    },\n    tooltip: {\n      boxSizing: 'border-box',\n      marginTop: tableHeaderColumn.height / 2\n    }
  };\n}\n\nvar TableHeaderColumn = function (_Component) {\n  (0, _inherits3.default)(TableHeaderColumn,
  _Component);\n\n  function TableHeaderColumn()\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
    _classCallCheck3.default)(this, TableHeaderColumn);\n\n    for (var _len = arguments.length, args = Array(_len),
    _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
    _possibleConstructorReturn3.default)(this, (_ref = TableHeaderColumn.__proto__ || (0,

```



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_getPrototypeOf2.default)(TableHeaderColumn)).call.apply(_ref, [this].concat(args)), _this),
_this.state = {\n  hovered: false\n }, _this.onMouseEnter = function () {\n  if (_this.props.tooltip !==
undefined) {\n    _this.setState({\n      hovered: true\n    });\n  }\n }, _this.onMouseLeave = function ()
{\n  if (_this.props.tooltip !== undefined) {\n    _this.setState({\n      hovered: false\n    });\n  }\n },
_this.onClick = function (event) {\n  if (_this.props.onClick) {\n    _this.props.onClick(event,
_this.props.columnNumber);\n  }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n\n(0,
_createClass3.default)(TableHeaderColumn, [{\n  key: 'render',\n  value: function render() {\n    var _props =
this.props,\n        children = _props.children,\n        className = _props.className,\n        columnNumber =
_props.columnNumber,\n        hoverable = _props.hoverable,\n        onClick = _props.onClick,\n        onHover =
_props.onHover,\n        onHoverExit =
_props.onHoverExit,\n        style = _props.style,\n        tooltip = _props.tooltip,\n        tooltipStyle =
_props.tooltipStyle,\n        other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className',
'columnNumber', 'hoverable', 'onClick', 'onHover', 'onHoverExit', 'style', 'tooltip', 'tooltipStyle']);\n    var
prepareStyles = this.context.muiTheme.prepareStyles;\n    var styles = getStyles(this.props, this.context);\n    var
handlers = {\n      onMouseEnter: this.onMouseEnter,\n      onMouseLeave: this.onMouseLeave,\n      onClick:
this.onClick\n    };\n    var tooltipNode = void 0;\n    if (tooltip !== undefined) {\n      tooltipNode =
_react2.default.createElement(_Tooltip2.default, {\n        label: tooltip,\n        show: this.state.hovered,\n
style: (0, _simpleAssign2.default)(styles.tooltip, tooltipStyle)\n      });\n    }\n    return
_react2.default.createElement('th', (0, _extends3.default)({\n      className:
className,\n      style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n    }, handlers, other),
tooltipNode, children);\n  }\n }]);\n  return
TableHeaderColumn;\n})(_react.Component);\n\nTableHeaderColumn.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nTableHeaderColumn.propTypes = process.env.NODE_ENV !==
"production" ? {\n  children: _propTypes2.default.node,\n\n  /**\n   * The css class name of the root element.\n
*/\n  className: _propTypes2.default.string,\n\n  /**\n   * Number to identify the header row. This property\n   * is
automatically populated when used with TableHeader.\n  */\n  columnNumber: _propTypes2.default.number,\n\n
/**\n   * @ignore\n   * Not used here but we need to remove it from the root element.\n  */\n  hoverable:
_propTypes2.default.bool,\n\n  /** @ignore */\n  onClick: _propTypes2.default.func,\n\n  /**\n   * @ignore\n   *
Not used here but we need to remove it from the root element.\n  */\n  onHover: _propTypes2.default.func,\n\n
/**\n   * @ignore\n   * Not used here but we need to remove it from the
root element.\n  */\n  onHoverExit: _propTypes2.default.func,\n\n  /**\n   * Override the inline-styles of the root
element.\n  */\n  style: _propTypes2.default.object,\n\n  /**\n   * The string to supply to the tooltip. If not\n   *
string is supplied no tooltip will be shown.\n  */\n  tooltip: _propTypes2.default.string,\n\n  /**\n   * Additional
styling that can be applied to the tooltip.\n  */\n  tooltipStyle: _propTypes2.default.object\n} : {};\n\nexports.default =
TableHeaderColumn;","module.exports = function (originalModule) {\n  if (!originalModule.webpackPolyfill) {\n
var module = Object.create(originalModule); // module.parent = undefined by default\n\n  if (!module.children)
module.children = [];\n  Object.defineProperty(module, "loaded", {\n    enumerable: true,\n    get: function get()
{\n      return module.l;\n    }\n  });\n  Object.defineProperty(module,
"__id", {\n    enumerable: true,\n    get: function get() {\n      return module.i;\n    }\n  });\n  Object.defineProperty(module, "exports", {\n    enumerable: true\n });\n  module.webpackPolyfill = 1;\n }\n\nreturn module;\n};","/**\n * A specialized version of `_.map` for arrays without support for iteratee\n *
shorthands.\n */\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee
The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n */\nfunction
arrayMap(array, iteratee) {\n  var index = -1,\n      length = array == null ? 0 : array.length,\n      result =
Array(length);\n\n  while (++index < length) {\n    result[index] = iteratee(array[index], index, array);\n  }\n\nreturn result;\n}\n\n\nexport default arrayMap;","/** Detect free variable `global` from Node.js. */\nvar freeGlobal =
typeof global == 'object' && global && global.Object === Object && global;\n

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default freeGlobal;"/**\n * Copies the values of `source` to `array`.\n *\n * @private\n * @param {Array} source
The array to copy values from.\n *\n * @param {Array} [array=[]] The array to copy values to.\n *\n * @returns {Array}
Returns `array`.\n */\nfunction copyArray(source, array) {\n  var index = -1,\n      length = source.length;\n  array ||\n  (array = Array(length));\n  while (++index < length) {\n    array[index] = source[index];\n  }\n  return
array;\n}\n\nexport default copyArray;"/**\n * Creates a unary function that invokes `func` with its argument
transformed.\n *\n * @private\n * @param {Function} func The function to wrap.\n *\n * @param {Function}
transform The argument transform.\n *\n * @returns {Function} Returns the new function.\n */\nfunction overArg(func,
transform) {\n  return function (arg) {\n    return func(transform(arg));\n  };\n}\n\nexport default overArg;","var
isEvent = function isEvent(candidate) {\n  return !(candidate && candidate.stopPropagation &&
candidate.preventDefault);\n};\n\nexport
default isEvent;","import MapCache from './_MapCache.js';\n\n/** Error message constants. */\n\nvar
FUNC_ERROR_TEXT = 'Expected a function';\n\n/**\n * Creates a function that memoizes the result of `func`. If
`resolver` is\n * provided, it determines the cache key for storing the result based on the\n * arguments provided to
the memoized function. By default, the first argument\n * provided to the memoized function is used as the map
cache key. The `func`\n * is invoked with the `this` binding of the memoized function.\n *\n * **Note:** The cache
is exposed as the `cache` property on the memoized\n * function. Its creation may be customized by replacing the
`_.memoize.Cache`\n * constructor with one whose instances implement the\n * [Map](http://ecma-
international.org/ecma-262/7.0/#sec-properties-of-the-map-prototype-object)\n * method interface of `clear`,
`delete`, `get`, `has`, and `set`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category
Function\n *\n * @param {Function} func The function to have its output memoized.\n *\n * @param {Function}
[resolver] The function to resolve the cache key.\n *\n * @returns {Function} Returns the new memoized function.\n *
@example\n *\n * var object = { 'a': 1, 'b': 2 };
var other = { 'c': 3, 'd': 4 };
var values =
_.memoize(_.values);\n * values(object);\n * // => [1, 2]\n * values(other);\n * // => [3, 4]\n * object.a = 2;\n *
values(object);\n * // => [1, 2]\n * // Modify the result cache.\n * values.cache.set(object, ['a', 'b']);\n *
values(object);\n * // => ['a', 'b']\n * // Replace `_.memoize.Cache`.\n * _.memoize.Cache = WeakMap;\n *
\nfunction memoize(func, resolver) {\n  if (typeof func != 'function' || resolver != null && typeof resolver !=
'function') {\n    throw new TypeError(FUNC_ERROR_TEXT);\n  }\n  var memoized = function memoized() {\n
var args = arguments,\n      key = resolver ? resolver.apply(this, args) : args[0],\n      cache =
memoized.cache;\n\n  if (cache.has(key)) {\n    return cache.get(key);\n  }\n  var result = func.apply(this,
args);\n  memoized.cache = cache.set(key, result) || cache;\n  return result;\n};\n  memoized.cache = new
(memoize.Cache || MapCache)();\n  return memoized;\n} // Expose `MapCache`.\n_.memoize.Cache =
MapCache;\n\nexport default memoize;","import memoize from './memoize.js';\n\n/** Used as the maximum memoize
cache size. */\n\nvar MAX_MEMOIZE_SIZE = 500;\n\n/**\n * A specialized version of `_.memoize` which clears
the memoized function's\n * cache when it exceeds `MAX_MEMOIZE_SIZE`.\n *\n * @private\n * @param
{Function} func The function to have its output memoized.\n *\n * @returns {Function} Returns the new memoized
function.\n */\nfunction memoizeCapped(func) {\n  var result = memoize(func, function (key) {\n    if (cache.size
=== MAX_MEMOIZE_SIZE) {\n      cache.clear();\n    }\n    return key;\n });\n  var cache = result.cache;\n
return result;\n}\n\nexport
default memoizeCapped;","import memoizeCapped from './_memoizeCapped.js';\n\n/** Used to match property
names within property paths. */\n\nvar rePropName = /^[^.\[\]]+|\[\(?:(-
?\d+(?:\.\d+)?)\)|"(?:?!\\2)[^\\]\\.)*?\\2\\]|(?:\\.(?!\\.)(?:\\.\\.\\.|$))/g;\n\n/** Used to match backslashes in
property paths. */\n\nvar reEscapeChar = /\\(\\|\\/|\\.|\\$)/g;\n\n/**\n * Converts `string` to a property path
array.\n *\n * @private\n * @param {string} string The string to convert.\n *\n * @returns {Array} Returns the
property path array.\n */\nvar stringToPath = memoizeCapped(function (string) {\n  var result = [];\n  if (string.charCodeAt(0) ===
46\n /* `.` */)\n    result.push('.');\n  string.replace(rePropName, function (match, number, quote, subString)\n    {\n      result.push(quote ? subString.replace(reEscapeChar, '$1') : number || match);\n    });\n  return
result;\n});\n\nexport default stringToPath;","import Symbol from './_Symbol.js';\n\nimport arrayMap from
'./_arrayMap.js';\n\nimport

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isArray from './isArray.js';\nimport isSymbol from './isSymbol.js';\n/** Used as references for various `Number`
constants. */\n\nvar INFINITY = 1 / 0;\n/** Used to convert symbols to primitives and strings. */\n\nvar
symbolProto = Symbol ? Symbol.prototype : undefined,\n    symbolToString = symbolProto ? symbolProto.toString
: undefined;\n/**\n * The base implementation of `_.toString` which doesn't convert nullish\n * values to empty
strings.\n * *\n * @private\n * @param {*} value The value to process.\n * @returns {string} Returns the string.\n
*/\n\nfunction baseToString(value) {\n  // Exit early for strings to avoid a performance hit in some environments.\n
if (typeof value == 'string') {\n    return value;\n  }\n  if (isArray(value)) {\n    // Recursively convert values
(susceptible to call stack limits).\n    return arrayMap(value, baseToString) + '';\n  }\n  if (isSymbol(value)) {\n
return symbolToString ? symbolToString.call(value) : '';\n  }\n  var result = value
+ '';\n  return result == '0' && 1 / value == -INFINITY ? '-0' : result;\n}\n\nexport default baseToString;","import
baseToString from './_baseToString.js';\n/**\n * Converts `value` to a string. An empty string is returned for `null`\n
* and `undefined` values. The sign of `-0` is preserved.\n * *\n * @static\n * @memberOf _\n * @since 4.0.0\n
* @category Lang\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n
* @example\n *\n * _.toString(null);\n * // => ''\n *\n * _.toString(-0);\n * // => '-0'\n *\n * _.toString([1, 2, 3]);\n
* // => '1,2,3'\n */\n\nfunction toString(value) {\n  return value == null ? '' : baseToString(value);\n}\n\nexport default
toString;","/**\n * Creates a base function for methods like `_.forIn` and `_.forOwn`.\n * *\n * @private\n * @param
{boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base
function.\n */\n\nfunction createBaseFor(fromRight) {\n  return function
(object, iteratee, keysFunc) {\n    var index = -1,\n        iterable = Object(object),\n        props = keysFunc(object),\n
        length = props.length;\n\n    while (length-->0) {\n      var key = props[fromRight ? length : ++index];\n      if
(iteratee(iterable[key], key, iterable) === false) {\n        break;\n      }\n    }\n    return object;\n  };\n}\n\nexport
default createBaseFor;","import createBaseFor from './_createBaseFor.js';\n/**\n * The base implementation of
`baseForOwn` which iterates over `object`\n * properties returned by `keysFunc` and invokes `iteratee` for each
property.\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n * *\n * @private\n * @param
{Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n
* @param {Function} keysFunc The function to get the keys of `object`.\n * @returns {Object} Returns `object`.\n
*/\n\nvar baseFor = createBaseFor();\nexport default baseFor;","/**\n * The base implementation of `_.times` without support for iteratee shorthands\n
* or max array length checks.\n * *\n * @private\n * @param {number} n The number of times to invoke `iteratee`.\n
* @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the array of results.\n
*/\n\nfunction baseTimes(n, iteratee) {\n  var index = -1,\n      result = Array(n);\n\n  while (++index < n) {\n    result[index] = iteratee(index);\n
}\n\n  return result;\n}\n\nexport default baseTimes;","import baseTimes from './_baseTimes.js';\nimport
isArguments from './isArguments.js';\nimport isArray from './isArray.js';\nimport isBuffer from
'./isBuffer.js';\nimport isIndex from './isIndex.js';\nimport isTypedArray from './isTypedArray.js';\n/** Used for
built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties.
*/\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * Creates an array of the enumerable
property names of the array-like `value`.\n * *\n * @private\n * @param {*} value The value to query.\n * @param
{boolean} inherited Specify returning inherited property names.\n * @returns {Array} Returns the array of property
names.\n */\n\nfunction arrayLikeKeys(value, inherited) {\n  var isArr = isArray(value),\n      isArg = !isArr &&
isArguments(value),\n      isBuff = !isArr && !isArg && isBuffer(value),\n      isType = !isArr && !isArg &&
!isBuff && isTypedArray(value),\n      skipIndexes = isArr || isArg || isBuff || isType,\n      result = skipIndexes ?
baseTimes(value.length, String) : [],\n      length = result.length;\n\n  for (var key in value) {\n    if ((inherited ||
hasOwnProperty.call(value, key)) && !(skipIndexes && ( // Safari 9 has enumerable `arguments.length` in strict
mode.\n    key == 'length' || // Node.js 0.10 has enumerable non-index properties on buffers.\n    isBuff && (key ==
'offset' || key == 'parent') || // PhantomJS 2 has enumerable non-index properties
on typed arrays.\n    isType && (key == 'buffer' || key == 'byteLength' || key == 'byteOffset') || // Skip index
properties.\n    isIndex(key, length)))) {\n      result.push(key);\n    }\n  }\n\n  return result;\n}\n\nexport default
arrayLikeKeys;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _react =

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require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('./../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\nvar ContentAdd = function ContentAdd(props) {\n  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n    d: 'M19 13h-6v6h-2v-6H5v-2h6V5h2v6h6v2z'\n  }));}\n\nContentAdd = (0, _pure2.default)(ContentAdd);\n\nContentAdd.displayName = 'ContentAdd';\n\nContentAdd.muiName = 'SvgIcon';\n\nexports.default = ContentAdd;"},"use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('./../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\nvar ContentRemove = function ContentRemove(props) {\n  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n    d: 'M19 13H5v-2h14v2z'\n  }));}\n\nContentRemove = (0, _pure2.default)(ContentRemove);\n\nContentRemove.displayName = 'ContentRemove';\n\nContentRemove.muiName = 'SvgIcon';\n\nexports.default = ContentRemove;"},"var isHotReloading = function isHotReloading() {\n  return !(typeof module !== 'undefined' && module.hot && typeof module.hot.status === 'function' && module.hot.status() === 'apply');}\n\n\nexport default isHotReloading;"},"// optional / simple context binding\n\nvar aFunction = require('./_a-function');\n\nmodule.exports = function (fn, that, length) {\n  aFunction(fn);\n  if (that === undefined) return fn;\n  switch (length) {\n    case 1:\n      return function (a) {\n        return fn.call(that, a);\n      };\n    case 2:\n      return function (a, b) {\n        return fn.call(that, a, b);\n      };\n    case 3:\n      return function (a, b, c) {\n        return fn.call(that, a, b, c);\n      };\n  }\n  return function\n    /* ...args *\n  ( ) {\n    return fn.apply(that, arguments);\n  };\n};"},"// 7.1.1 ToPrimitive(input [, PreferredType])\n\nvar isObject = require('./_is-object');\n\n// instead of the ES6 spec version, we didn't implement @@toPrimitive case\n// and the second argument - flag - preferred type is a string\n\nmodule.exports = function (it, S) {\n  if (!isObject(it)) return it;\n  var fn, val;\n  if (S && typeof (fn = it.toString) === 'function' && !isObject(val = fn.call(it))) return val;\n  if (typeof (fn = it.valueOf) === 'function' && !isObject(val = fn.call(it))) return val;\n  if (!S && typeof (fn = it.toString) === 'function' && !isObject(val = fn.call(it))) return val;\n  throw TypeError("Can't convert object to primitive value");}\n\n\nvar toString = {}.toString;\n\nmodule.exports = function (it) {\n  return toString.call(it).slice(8, -1);}\n\n\n// 7.2.1\n\nRequireObjectCoercible(argument)\n\nmodule.exports = function (it) {\n  if (it === undefined) throw TypeError("Can't call method on " + it);\n  return it;}\n\n\n// 7.1.4 ToInteger\n\nvar ceil = Math.ceil;\n\nvar floor = Math.floor;\n\nmodule.exports = function (it) {\n  return isNaN(it = +it) ? 0 : (it > 0 ? floor : ceil)(it);}\n\n\nvar shared = require('./_shared')('keys');\n\nvar uid = require('./_uid');\n\nmodule.exports = function (key) {\n  return shared[key]\n  || (shared[key] = uid(key));}\n\n\nvar core = require('./_core');\n\nvar global = require('./_global');\n\nvar SHARED = '__core-js_shared__';\n\nvar store = global[SHARED] || (global[SHARED] = {});\n\n(module.exports = function (key, value) {\n  return store[key] || (store[key] = value !== undefined ? value : {});})(versions, []).push({\n  version: core.version,\n  mode: require('./_library') ? 'pure' : 'global',\n  copyright: '© 2020 Denis Pushkarev (zloirock.ru)'});\n\n\n// IE 8- don't enum bug keys\n\nmodule.exports = 'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf'.split(',')\n\n\nexports.f = Object.getOwnPropertySymbols;\n\n\n// 19.1.2.2 / 15.2.3.5 Object.create(O [, Properties])\n\nvar anObject = require('./_an-object');\n\nvar dPs = require('./_object-dps');\n\nvar enumBugKeys = require('./_enum-bug-keys');\n\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\n\nvar Empty = function Empty() {\n  /* empty */\n};\n\nvar PROTOTYPE = 'prototype';\n\n// Create object with fake `null` prototype: use iframe Object with cleared prototype\n\nvar _createDict = function createDict() {\n  // Thrash, waste and sodomy: IE GC bug\n  var iframe = require('./_dom-

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create')(iframe');\n\n var i = enumBugKeys.length;\n var lt = '<';\n var gt = '>';\n var iframeDocument;\n
iframe.style.display = 'none';\n\n require('./_html').appendChild(iframe);\n\n iframe.src = 'javascript: // eslint-
disable-line no-script-url\n // createDict = iframe.contentWindow.Object;\n // html.removeChild(iframe);\n\n
iframeDocument = iframe.contentWindow.document;\n iframeDocument.open();\n iframeDocument.write(lt +
'script' + gt + 'document.F=Object' + lt + '/script' + gt);\n iframeDocument.close();\n _createDict =
iframeDocument.F;\n\n while (i--) {\n delete _createDict[PROTOTYPE][enumBugKeys[i]];\n }\n\n return
_createDict();\n};\n\nmodule.exports = Object.create || function create(O, Properties) {\n var result;\n\n if (O !==
null)
  {\n Empty[PROTOTYPE] = anObject(O);\n result = new Empty();\n Empty[PROTOTYPE] = null; // add
'__proto__' for Object.getPrototypeOf polyfill\n\n result[IE_PROTO] = O;\n } else result = _createDict();\n\n
return Properties === undefined ? result : dPs(result, Properties);\n};", "var def = require('./_object-dp').f;\n\nvar has
= require('./_has');\n\nvar TAG = require('./_wks')('toStringTag');\n\nmodule.exports = function (it, tag, stat) {\n if
(it && !has(it = stat ? it : it.prototype, TAG)) def(it, TAG, {\n configurable: true,\n value: tag\n
});\n};", "require('./es6.array.iterator');\n\nvar global = require('./_global');\n\nvar hide = require('./_hide');\n\nvar
Iterators = require('./_iterators');\n\nvar TO_STRING_TAG = require('./_wks')('toStringTag');\n\nvar DOMIterables
= ('CSSRuleList,CSSStyleDeclaration,CSSValueList,ClientRectList,DOMRectList,DOMStringList,' +
'DOMTokenList,DataTransferItemList,FileList,HTMLAllCollection,HTMLCollection,HTMLFormElement,HTML
SelectElement,'
+
'MediaList,MimeTypeArray,NamedNodeMap,NodeList,PaintRequestList,Plugin,PluginArray,SVGLengthList,SVG
NumberList,' +
'SVGPathSegList,SVGPointList,SVGStringList,SVGTransformList,SourceBufferList,StyleSheetList,TextTrackCue
List,' + 'TextTrackList,TouchList').split(',');\n\nfor (var i = 0; i < DOMIterables.length; i++) {\n var NAME =
DOMIterables[i];\n var Collection = global[NAME];\n var proto = Collection && Collection.prototype;\n if (proto
&& !proto[TO_STRING_TAG]) hide(proto, TO_STRING_TAG, NAME);\n Iterators[NAME] =
Iterators.Array;\n};", "exports.f = require('./_wks');", "var global = require('./_global');\n\nvar core =
require('./_core');\n\nvar LIBRARY = require('./_library');\n\nvar wksExt = require('./_wks-ext');\n\nvar
defineProperty = require('./_object-dp').f;\n\nmodule.exports = function (name) {\n var $Symbol = core.Symbol ||
(core.Symbol = LIBRARY ? {} : global.Symbol || {});\n if (name.charAt(0) != '_' && !(name in $Symbol))
defineProperty($Symbol, name,
  {\n value: wksExt.f(name)\n });\n};", "use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value:
true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2
= _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar
_react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 =
_interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar
_shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _autoPrefix = require('./utils/autoPrefix');\n\nvar
_autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('./styles/transitions');\n\nvar
_transitions2 = _interopRequireDefault(_transitions);\n\nvar _ScaleIn = require('./ScaleIn');\n\nvar _ScaleIn2 =
_interopRequireDefault(_ScaleIn);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ?

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obj : {
  default: obj
};
var pulsateDuration = 750;
var FocusRipple = function (_Component) {
  (0,
  _inherits3.default)(FocusRipple, _Component);
  function FocusRipple() {
    var _ref;
    var _temp, _this,
    _ret;
    (0, _classCallCheck3.default)(this, FocusRipple);
    for (var _len = arguments.length, args =
    Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }
    return _ret = (_temp =
    (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FocusRipple.__proto__ || (0,
    _getPrototypeOf2.default)(FocusRipple)).call.apply(_ref, [this].concat(args))), _this), _this.pulsate = function () {
      var innerCircle = _reactDom2.default.findDOMNode(_this.refs.innerCircle);
      if (!innerCircle) return;
      var startScale = 'scale(1)';
      var endScale = 'scale(0.85)';
      var currentScale = innerCircle.style.transform ||
      startScale;
      var nextScale = currentScale === startScale ? endScale : startScale;
      _autoPrefix2.default.set(innerCircle.style, 'transform', nextScale);
      _this.timeout = setTimeout(_this.pulsate,
      pulsateDuration);
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }
  (0, _createClass3.default)(FocusRipple, [{
    key: 'componentDidMount',
    value: function
    componentDidMount() {
      if (this.props.show) {
        this.setRippleSize();
        this.pulsate();
      }
    }, {
    key: 'shouldComponentUpdate',
    value: function
    shouldComponentUpdate(nextProps, nextState) {
      return !(0, _shallowEqual2.default)(this.props, nextProps) || !(0, _shallowEqual2.default)(this.state, nextState);
    }, {
    key: 'componentDidUpdate',
    value: function
    componentDidMountUpdate() {
      if (this.props.show) {
        this.setRippleSize();
        this.pulsate();
      } else {
        if (this.timeout) clearTimeout(this.timeout);
      }
    }, {
    key: 'componentWillUnmount',
    value: function
    componentWillUnmount() {
      clearTimeout(this.timeout);
    }, {
    key: 'getRippleElement',
    value: function
    getRippleElement(props) {
      var color = props.color,
      innerStyle = props.innerStyle,
      opacity = props.opacity;
      var _context$muiTheme = this.context.muiTheme,
      prepareStyles =
      _context$muiTheme.prepareStyles,
      ripple = _context$muiTheme.ripple;
      var innerStyles = (0,
      _simpleAssign2.default)({
        position: 'absolute',
        height: '100%',
        width: '100%',
        borderRadius: '50%',
        opacity: opacity ? opacity : 0.16,
        backgroundColor: color || ripple.color,
        transition: _transitions2.default.easeOut(pulsateDuration + 'ms', 'transform', null,
        _transitions2.default.easeInOutFunction)
      }, innerStyle);
      return _react2.default.createElement('div', {
        ref: 'innerCircle',
        style: prepareStyles((0, _simpleAssign2.default)({}, innerStyles))
      });
    }, {
    key: 'setRippleSize',
    value: function
    setRippleSize() {
      var el =
      _reactDom2.default.findDOMNode(this.refs.innerCircle);
      var height = el.offsetHeight;
      var width =
      el.offsetWidth;
      var size = Math.max(height, width);
      var oldTop = 0; // For browsers that don't support
      endsWith()
      if (el.style.top.indexOf('px', el.style.top.length - 2) !== -1) {
        oldTop =
        parseInt(el.style.top);
      }
      el.style.height = size + 'px';
      el.style.top = height / 2 - size / 2 + oldTop +
      'px';
    }, {
    key: 'render',
    value: function
    render() {
      var _props = this.props,
      show =
      _props.show,
      style = _props.style;
      var mergedRootStyles = (0, _simpleAssign2.default)({
        height:
        '100%',
        width: '100%',
        position: 'absolute',
        top: 0,
        left: 0
      }, style);
      var ripple =
      show ? this.getRippleElement(this.props) : null;
      return _react2.default.createElement(_ScaleIn2.default, {
        maxScale: 0.85,
        style: mergedRootStyles
      }, ripple);
    }
  }]);
  return
  FocusRipple;
})(_react.Component);
FocusRipple.contextTypes
= {
  muiTheme: _propTypes2.default.object.isRequired
};
FocusRipple.propTypes = process.env.NODE_ENV
!== "production" ? {
  color: _propTypes2.default.string,
  innerStyle: _propTypes2.default.object,
  opacity:
  _propTypes2.default.number,
  show: _propTypes2.default.bool,
  style: _propTypes2.default.object
} :
{};
exports.default = FocusRipple;
"use strict";
Object.defineProperty(exports, "__esModule", {
  value:
  true
});
exports.default = undefined;
var _AutoComplete = require('./AutoComplete');
var _AutoComplete2
= _interopRequireDefault(_AutoComplete);
function _interopRequireDefault(obj) {
  return obj &&
  obj.__esModule ? obj : {
    default: obj
  };
}
exports.default = _AutoComplete2.default;
"use
strict";
Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = exports.MenuItem
= exports.Menu = undefined;
var _Menu2 = require('./Menu');
var _Menu3 =
_interopRequireDefault(_Menu2);
var

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_MenuItem2 = require('./MenuItem');\n\nvar _MenuItem3 = _interopRequireDefault(_MenuItem2);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\n\nexports.Menu
= _Menu3.default;\n\nexports.MenuItem = _MenuItem3.default;\n\nexports.default = _Menu3.default;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\n\nvar
_inherits2 = require('babel-runtime/helpers/inherits');\n\n\nvar _inherits3 =
_interopRequireDefault(_inherits2);\n\n\nvar _react = require('react');\n\n\nvar _propTypes = require('prop-
types');\n\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\n\nvar _reactDom = require('react-
dom');\n\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\n\nvar _events = require('./utils/events');\n\n\nvar
_events2 = _interopRequireDefault(_events);\n\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\n\nvar isDescendant = function isDescendant(el, target) {\n if
(target !== null) {\n return el === target || isDescendant(el, target.parentNode);\n }\n\n return false;\n};\n\n\nvar
clickAwayEvents = ['mouseup', 'touchend'];\n\n\nvar bind = function bind(callback) {\n return
clickAwayEvents.forEach(function (event) {\n return _events2.default.on(document, event, callback);\n
});\n};\n\n\nvar unbind = function unbind(callback)
{\n return clickAwayEvents.forEach(function (event) {\n return _events2.default.off(document, event,
callback);\n });\n};\n\n\nvar ClickAwayListener = function (_Component) {\n (0,
_inherits3.default)(ClickAwayListener, _Component);\n\n\n function ClickAwayListener() {\n var _ref;\n\n var
_temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, ClickAwayListener);\n\n for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n
}\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
ClickAwayListener.__proto__ || (0, _getPrototypeOf2.default)(ClickAwayListener)).call.apply(_ref,
[this].concat(args))), _this), _this.handleClickAway = function (event) {\n if (event.defaultPrevented) {\n
return;\n } // IE11 support, which trigger the handleClickAway even after the unbind\n\n\n if
(_this.isCurrentlyMounted) {\n var el = _reactDom2.default.findDOMNode(_this);\n\n
if (document.documentElement.contains(event.target) && !isDescendant(el, event.target)) {\n
_this.props.onClickAway(event);\n } }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this,
_ret);\n }\n\n (0, _createClass3.default)(ClickAwayListener, [{\n key: 'componentDidMount',\n value: function
componentDidMount() {\n this.isCurrentlyMounted = true;\n\n if (this.props.onClickAway) {\n
bind(this.handleClickAway);\n } }\n }, {\n key: 'componentDidUpdate',\n value: function
componentDidUpdate(prevProps) {\n if (prevProps.onClickAway !== this.props.onClickAway) {\n
unbind(this.handleClickAway);\n\n if (this.props.onClickAway) {\n bind(this.handleClickAway);\n
}\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n
this.isCurrentlyMounted = false;\n unbind(this.handleClickAway);\n }\n
}, {\n key: 'render',\n value: function render() {\n return this.props.children;\n }\n }]);\n\n return
ClickAwayListener;\n})(_react.Component);\n\n\nClickAwayListener.propTypes = process.env.NODE_ENV !==
"production" ? {\n children: _propTypes2.default.element,\n onClickAway: _propTypes2.default.func\n } :
{};\n\n\nexports.default = ClickAwayListener;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n
value: true\n});\n\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\n\nvar _getPrototypeOf = require('babel-runtime/core-

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js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Subheader =
require('./Subheader');\n\nvar _Subheader2 = _interopRequireDefault(_Subheader);\n\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar List
= function (_Component) {\n  (0, _inherits3.default)(List, _Component);\n\n  function List() {\n    (0,
_classCallCheck3.default)(this, List);\n    return (0, _possibleConstructorReturn3.default)(this, (List.__proto__ || (0,
_getPrototypeOf2.default)(List)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(List, [{\n    key:
'render',\n    value: function render() {\n      var _props = this.props,\n          children = _props.children,\n          style
= _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'style']);\n      var
prepareStyles = this.context.muiTheme.prepareStyles;\n      var hasSubheader = false;\n\n      var firstChild =
_react.Children.toArray(children)[0];\n\n      if ((0, _react.isValidElement)(firstChild) && firstChild.type ===
_Subheader2.default) {\n        hasSubheader = true;\n      }\n\n      var styles = {\n        root: {\n          padding:
(hasSubheader ? 0 : 8) + 'px 0px 8px 0px'\n        }\n      };\n\n      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n      }), children);\n    }\n  }]);\n  return
List;\n}(_react.Component);\n\nList.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nList.propTypes = process.env.NODE_ENV !== "production" ? {\n
/**\n * These are usually `ListItem`s that are passed to\n * be part of the list.\n */\n children:
_propTypes2.default.node,\n\n /**\n * Override the inline-styles of the root element.\n */\n style:
_propTypes2.default.object\n} : {};\n\nexports.default = List;","use strict";\n\nObject.defineProperty(exports,
"__esModule", {\n  value: true\n});\n\nexports.default = undefined;\n\nvar _Subheader =
require('./Subheader');\n\nvar _Subheader2 = _interopRequireDefault(_Subheader);\n\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nexports.default
= _Subheader2.default;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar
_extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 =
_interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 =
_interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _ReactDOM = require('react-dom');\n\nvar _ReactDOM2 =
_interopRequireDefault(_ReactDOM);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar

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_shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _Popover = require('./Popover/Popover');\n\nvar\n_Popover2 = _interopRequireDefault(_Popover);\n\nvar _check = require('./svg-icons/navigation/check');\n\nvar\n_check2 = _interopRequireDefault(_check);\n\nvar _ListItem = require('./List/ListItem');\n\nvar _ListItem2 =\n_interopRequireDefault(_ListItem);\n\nvar _Menu = require('./Menu/Menu');\n\nvar\n_Menu2 = _interopRequireDefault(_Menu);\n\nvar _propTypes3 = require('./utils/propTypes');\n\nvar\n_propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&\n  obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar nestedMenuStyle = {\n  position: 'relative'\n};\n\nfunction\ngetStyles(props, context) {\n  var disabledColor = context.muiTheme.baseTheme.palette.disabledColor;\n  var\n  textColor = context.muiTheme.baseTheme.palette.textColor;\n  var indent = props.desktop ? 64 : 72;\n  var\n  sidePadding = props.desktop ? 24 : 16;\n  var styles = {\n    root: {\n      color: props.disabled ? disabledColor :\n      textColor,\n      cursor: props.disabled ? 'default' : 'pointer',\n      minHeight: props.desktop ? '32px' : '48px',\n      lineHeight: props.desktop ? '32px' : '48px',\n      fontSize: props.desktop ? 15 : 16,\n      whiteSpace: 'nowrap'\n    },\n    innerDivStyle: {\n      paddingLeft: props.leftIcon || props.insetChildren ||\n      props.checked ? indent : sidePadding,\n      paddingRight: props.rightIcon ? indent : sidePadding,\n      paddingBottom: 0,\n      paddingTop: 0\n    },\n    secondaryText: {\n      float: 'right'\n    },\n    leftIconDesktop: {\n      margin: 0,\n      left: 24,\n      top: 4\n    },\n    rightIconDesktop: {\n      margin: 0,\n      right: 24,\n      top: 4,\n      fill: context.muiTheme.menuItem.rightIconDesktopFill\n    }\n  };\n  return styles;\n}\n\nvar MenuItem = function\n(_Component) {\n  (0, _inherits3.default)(MenuItem, _Component);\n\n  function MenuItem() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, MenuItem);\n\n    for (var _len = arguments.length,\n    args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret =\n    (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = MenuItem.__proto__ || (0,\n    _getPrototypeOf2.default)(MenuItem)).call.apply(_ref, [this].concat(args))),\n    _this), _this.state = {\n      open: false\n    }, _this.cloneMenuItem = function (item) {\n      return\n      _react2.default.cloneElement(item, {\n        onClick: function onClick(event) {\n          if (!item.props.menuItems)\n          {\n            _this.handleRequestClose();\n          }\n\n          if (item.props.onClick) {\n            item.props.onClick(event);\n          }\n        }\n      }, _this.handleClick = function (event) {\n        event.preventDefault();\n\n        _this.setState({\n          open: true,\n          anchorEl:\n          _reactDom2.default.findDOMNode(_this)\n        });\n\n        if (_this.props.onClick) {\n          _this.props.onClick(event);\n        }\n      }, _this.handleRequestClose = function () {\n        _this.setState({\n          open:\n          false,\n          anchorEl: null\n        });\n      }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n    }\n\n    (0, _createClass3.default)(MenuItem, [{\n      key: 'componentDidMount',\n      value: function componentDidMount()\n      {\n        this.applyFocusState();\n      }\n    }, {\n      key: 'componentWillReceiveProps',\n      value: function\n      componentWillReceiveProps(nextProps) {\n        if (this.state.open && nextProps.focusState === 'none') {\n          this.handleRequestClose();\n        }\n      }\n    }, {\n      key: 'shouldComponentUpdate',\n      value: function\n      shouldComponentUpdate(nextProps, nextState, nextContext) {\n        return !(0, _shallowEqual2.default)(this.props,\n        nextProps) || !(0, _shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context,\n        nextContext);\n      }\n    }, {\n      key: 'componentDidUpdate',\n      value: function\n      componentDidUpdate() {\n        this.applyFocusState();\n      }\n    }, {\n      key: 'componentWillUnmount',\n      value: function\n      componentWillUnmount() {\n        if (this.state.open) {\n          this.setState({\n            open: false\n          });\n        }\n      }\n    }, {\n      key: 'applyFocusState',\n      value: function\n      applyFocusState() {\n        this.refs.listItem.applyFocusState(this.props.focusState);\n      }\n    }, {\n      key: 'render',\n      value: function\n      render() {\n        var _props = this.props,\n            checked =\n            _props.checked,\n            children = _props.children,\n            desktop = _props.desktop,\n            disabled =\n            _props.disabled,\n            focusState = _props.focusState,\n            innerDivStyle = _props.innerDivStyle,\n            insetChildren = _props.insetChildren,\n            leftIcon = _props.leftIcon,\n            menuItems = _props.menuItems,\n            rightIcon = _props.rightIcon,\n            secondaryText = _props.secondaryText,\n            style = _props.style,\n            animation = _props.animation,\n            anchorOrigin = _props.anchorOrigin,\n            targetOrigin =\n            _props.targetOrigin,\n            value = _props.value,\n            other = (0, _objectWithoutProperties3.default)(_props,\n
```

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['checked', 'children', 'desktop', 'disabled', 'focusState', 'innerDivStyle', 'insetChildren', 'leftIcon', 'menuItems',
'rightIcon',
'secondaryText', 'style', 'animation', 'anchorOrigin', 'targetOrigin', 'value']);\n    var prepareStyles =
this.context.muiTheme.prepareStyles;\n    var styles = getStyles(this.props, this.context);\n    var
mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n    var mergedInnerDivStyles = (0,
_simpleAssign2.default)(styles.innerDivStyle, innerDivStyle); // Left Icon\n\n    var leftIconElement = leftIcon ?
leftIcon : checked ? _react2.default.createElement(_check2.default, null) : null;\n\n    if (leftIconElement) {\n
var mergedLeftIconStyles = desktop ? (0, _simpleAssign2.default)(styles.leftIconDesktop,
leftIconElement.props.style) : leftIconElement.props.style;\n    leftIconElement =
_react2.default.cloneElement(leftIconElement, {\n        style: mergedLeftIconStyles\n    });\n    } // Right
Icon\n\n    var rightIconElement = void 0;\n\n    if (rightIcon) {\n        var mergedRightIconStyles = desktop ?
(0, _simpleAssign2.default)(styles.rightIconDesktop,
rightIcon.props.style) : rightIcon.props.style;\n        rightIconElement = _react2.default.cloneElement(rightIcon, {\n
style: mergedRightIconStyles\n    });\n    } // Secondary Text\n\n\n    var secondaryTextElement = void
0;\n\n    if (secondaryText) {\n        var secondaryTextIsAnElement =
_react2.default.isValidElement(secondaryText);\n\n        var mergedSecondaryTextStyles =
secondaryTextIsAnElement ? (0, _simpleAssign2.default)(styles.secondaryText, secondaryText.props.style) : null;\n
        secondaryTextElement = secondaryTextIsAnElement ? _react2.default.cloneElement(secondaryText, {\n
style: mergedSecondaryTextStyles\n    }) : _react2.default.createElement('div', {\n        style:
prepareStyles(styles.secondaryText)\n    }, secondaryText);\n    }\n\n    var childMenuPopover = void 0;\n\n
if (menuItems) {\n        childMenuPopover = _react2.default.createElement(_Popover2.default, {\n            animation:
animation,\n            anchorOrigin: anchorOrigin,\n            anchorEl: this.state.anchorEl,\n            open: this.state.open,\n
targetOrigin: targetOrigin,\n            useLayerForClickAway: false,\n            onRequestClose:
this.handleRequestClose\n        }, _react2.default.createElement(_Menu2.default, {\n            desktop: desktop,\n
disabled: disabled,\n            style: nestedMenuStyle\n        }, _react2.default.Children.map(menuItems,
this.cloneMenuItem));\n        other.onClick = this.handleClick;\n    }\n\n    return
_react2.default.createElement(_ListItem2.default, (0, _extends3.default)({}, other, {\n        disabled: disabled,\n
hoverColor: this.context.muiTheme.menuItem.hoverColor,\n        innerDivStyle: mergedInnerDivStyles,\n
insetChildren: insetChildren,\n        leftIcon: leftIconElement,\n        ref: 'menuItem',\n        rightIcon:
rightIconElement,\n        role: 'menuItem',\n        style: mergedRootStyles\n    })), children,
secondaryTextElement, childMenuPopover);\n    }\n});\n\nreturn
MenuItem;\n})(_react.Component);\n\nMenuItem.muiName = 'MenuItem';\nMenuItem.defaultProps = {\n
anchorOrigin: {\n    horizontal: 'right',\n    vertical: 'top'\n },\n checked: false,\n desktop: false,\n disabled: false,\n
focusState: 'none',\n insetChildren: false,\n targetOrigin: {\n    horizontal: 'left',\n    vertical: 'top'\n
}\n};\nMenuItem.contextTypes = {\n    muiTheme:
_propTypes2.default.object.isRequired\n};\nMenuItem.propTypes = process.env.NODE_ENV !== "production" ?
{\n    /**\n     * Location of the anchor for the popover of nested `MenuItem`\n     * elements.\n     * Options:\n     *
horizontal: [left, middle, right]\n     * vertical: [top, center, bottom].\n     */\n    anchorOrigin:
_propTypes4.default.origin,\n\n    /**\n     * Override the default animation component used.\n     */\n    animation:
_propTypes2.default.func,\n\n    /**\n     * If true, a left check mark will be rendered.\n     */\n    checked:
_propTypes2.default.bool,\n\n    /**\n     * Elements passed as children to the underlying `ListItem`.\n     */\n    children: _propTypes2.default.node,\n\n
/**\n     * @ignore\n     * If true, the menu item will render with compact desktop\n     * styles.\n     */\n    desktop:
_propTypes2.default.bool,\n\n    /**\n     * If true, the menu item will be disabled.\n     */\n    disabled:
_propTypes2.default.bool,\n\n    /**\n     * The focus state of the menu item. This prop is used to set the focus\n     *
state of the underlying `ListItem`.\n     */\n    focusState: _propTypes2.default.oneOf(['none', 'focused', 'keyboard-
focused']),\n\n    /**\n     * Override the inline-styles of the inner div.\n     */\n    innerDivStyle:
_propTypes2.default.object,\n\n    /**\n     * If true, the children will be indented.\n     * This is only needed when there

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label));\n);\n\nBottomNavItem.propTypes = process.env.NODE_ENV
!=="production" ? {\n /**\n * Set the icon representing the view for this item.\n */\n icon:
_propTypes2.default.node,\n /**\n * Set the label describing the view for this item.\n */\n label:
_propTypes2.default.node,\n /**\n * @ignore\n * Override the inline-styles of the root element.\n */\n style:
_propTypes2.default.object\n} : {};\n\nBottomNavItem.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nexports.default = BottomNavItem;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Avatar = require('./Avatar');\n\nvar
_Avatar2 = _interopRequireDefault(_Avatar);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction
getStyles(props, context) {\n var card = context.muiTheme.card;\n return {\n root: {\n padding: 16,\n
fontWeight: card.fontWeight,\n boxSizing: 'border-box',\n position: 'relative',\n whiteSpace: 'nowrap'\n
},\n text: {\n display: 'inline-block',\n verticalAlign: 'top',\n whiteSpace: 'normal',\n paddingRight:
'90px'\n },\n avatar: {\n marginRight: 16\n },\n title: {\n color: props.titleColor || card.titleColor,\n
display: 'block',\n fontSize: 15\n },\n subtitle: {\n color: props.subtitleColor || card.subtitleColor,\n
display: 'block',\n fontSize: 14\n }\n };\n}\n\nvar CardHeader = function (_Component) {\n (0,
_inherits3.default)(CardHeader, _Component);\n\n function CardHeader() {\n (0, _classCallCheck3.default)(this,
CardHeader);\n return (0,
_possibleConstructorReturn3.default)(this, (_classCallCheck3.__proto__ || (0,
_getPrototypeOf2.default)(CardHeader)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CardHeader,
[{\n key: 'render',\n value: function render() {\n var _props = this.props,\n actAsExpander =
_proprops.actAsExpander,\n avatarProp = _props.avatar,\n children = _props.children,\n closeIcon =
_proprops.closeIcon,\n expandable = _props.expandable,\n openIcon = _props.openIcon,\n
showExpandableButton = _props.showExpandableButton,\n style = _props.style,\n subtitle =
_proprops.subtitle,\n subtitleColor = _props.subtitleColor,\n subtitleStyle = _props.subtitleStyle,\n
textStyle = _props.textStyle,\n title = _props.title,\n titleColor = _props.titleColor,\n titleStyle =
_proprops.titleStyle,\n iconStyle = _props.iconStyle,\n other = (0,
_objectWithoutProperties3.default)(_props,
['actAsExpander', 'avatar', 'children', 'closeIcon', 'expandable', 'openIcon', 'showExpandableButton', 'style', 'subtitle',
'subtitleColor', 'subtitleStyle', 'textStyle', 'title', 'titleColor', 'titleStyle', 'iconStyle']);\n var prepareStyles =
this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var avatar =
avatarProp;\n\n if ((0, _react.isValidElement)(avatarProp)) {\n avatar = _react2.default.cloneElement(avatar,
{\n style: (0, _simpleAssign2.default)(styles.avatar, avatar.props.style)\n });\n } else if (avatar !== null)
{\n avatar = _react2.default.createElement(_Avatar2.default, {\n src: avatarProp,\n style:
styles.avatar\n });\n }\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n

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    style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n    }), avatar,
  _react2.default.createElement('div',
    {\n    style: prepareStyles((0, _simpleAssign2.default)(styles.text, textStyle))\n    },
    _react2.default.createElement('span', {\n    style: prepareStyles((0, _simpleAssign2.default)(styles.title,
    textStyle))\n    }, title), _react2.default.createElement('span', {\n    style: prepareStyles((0,
    _simpleAssign2.default)(styles.subtitle, subtitleStyle))\n    }, subtitle)), children);\n  }\n  });\n  return
  CardHeader;\n})(_react.Component);\n\nCardHeader.muiName = 'CardHeader';\nCardHeader.defaultProps = {\n
  avatar: null\n};\nCardHeader.contextTypes = {\n  muiTheme:
  _propTypes2.default.object.isRequired;\n};\nCardHeader.propTypes = process.env.NODE_ENV !== "production"
  ? {\n  /**\n   * If true, a click on this card component expands the card.\n   */\n  actAsExpander:
  _propTypes2.default.bool,\n  /**\n   * This is the [Avatar](/#/components/avatar) element to be displayed on the
  Card Header.\n   * If `avatar` is an `Avatar` or other element, it will be
  rendered.\n   * If `avatar` is a string, it will be used as the image `src` for an `Avatar`.\n   */\n  avatar:
  _propTypes2.default.node,\n  /**\n   * Can be used to render elements inside the Card Header.\n   */\n  children:
  _propTypes2.default.node,\n  /**\n   * Can be used to pass a closeIcon if you don't like the default expandable
  close Icon.\n   */\n  closeIcon: _propTypes2.default.node,\n  /**\n   * If true, this card component is expandable.\n
  */\n  expandable: _propTypes2.default.bool,\n  /**\n   * Override the iconStyle of the Icon Button.\n   */\n
  iconStyle: _propTypes2.default.object,\n  /**\n   * Can be used to pass a openIcon if you don't like the default
  expandable open Icon.\n   */\n  openIcon: _propTypes2.default.node,\n  /**\n   * If true, this card component will
  include a button to expand the card.\n   */\n  showExpandableButton: _propTypes2.default.bool,\n  /**\n   *
  Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n  /**\n   * Can be used to render a subtitle in Card Header.\n   */\n  subtitle: _propTypes2.default.node,\n  /**\n   *
  Override the subtitle color.\n   */\n  subtitleColor: _propTypes2.default.string,\n  /**\n   * Override the inline-
  styles of the subtitle.\n   */\n  subtitleStyle: _propTypes2.default.object,\n  /**\n   * Override the inline-styles of
  the text.\n   */\n  textStyle: _propTypes2.default.object,\n  /**\n   * Can be used to render a title in Card Header.\n
  */\n  title: _propTypes2.default.node,\n  /**\n   * Override the title color.\n   */\n  titleColor:
  _propTypes2.default.string,\n  /**\n   * Override the inline-styles of the title.\n   */\n  titleStyle:
  _propTypes2.default.object\n} : {};\n\nexports.default = CardHeader;","use strict";\n\nObject.defineProperty(exports,
  "__esModule", {\n  value: true\n});\n\nvar _extends2 = require("babel-runtime/helpers/extends");\n\nvar _extends3
  = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2
  = require("babel-runtime/helpers/objectWithoutProperties");\n\nvar _objectWithoutProperties3 =
  _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require("babel-runtime/core-
  js/object/get-prototype-of");\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
  _classCallCheck2 = require("babel-runtime/helpers/classCallCheck");\n\nvar _classCallCheck3 =
  _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require("babel-
  runtime/helpers/createClass");\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
  _possibleConstructorReturn2 = require("babel-runtime/helpers/possibleConstructorReturn");\n\nvar
  _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
  require("babel-runtime/helpers/inherits");\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
  _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
  _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
  types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n
  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n
  var card = context.muiTheme.card;\n  return {\n    root: {\n      padding: 16,\n      position: 'relative'\n    },\n    title: {\n
      fontSize: 24,\n      color: props.titleColor || card.titleColor,\n      display: 'block',\n      lineHeight: '36px'\n    },\n
    subtitle: {\n      fontSize: 14,\n      color: props.subtitleColor || card.subtitleColor,\n      display: 'block'\n    }\n
  };\n}\n\nvar CardTitle = function (_Component) {\n  (0, _inherits3.default)(CardTitle, _Component);\n  function
  CardTitle()\n    (0, _classCallCheck3.default)(this, CardTitle);\n    return (0,

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_possibleConstructorReturn3.default)(this, (CardTitle.__proto__ || (0,
_getPrototypeOf2.default)(CardTitle)).apply(this,
arguments));\n }\n\n (0, _createClass3.default)(CardTitle, [{\n key: 'render',\n value: function render() {\n
var _props = this.props,\n      actAsExpander = _props.actAsExpander,\n      children = _props.children,\n
closeIcon = _props.closeIcon,\n      expandable = _props.expandable,\n      showExpandableButton =
_props.showExpandableButton,\n      style = _props.style,\n      subtitle = _props.subtitle,\n      subtitleColor
= _props.subtitleColor,\n      subtitleStyle = _props.subtitleStyle,\n      title = _props.title,\n      titleColor =
_props.titleColor,\n      titleStyle = _props.titleStyle,\n      other = (0,
_objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'closeIcon', 'expandable',
'showExpandableButton', 'style', 'subtitle', 'subtitleColor', 'subtitleStyle', 'title', 'titleColor', 'titleStyle']);\n var
prepareStyles = this.context.muiTheme.prepareStyles;\n
var styles = getStyles(this.props, this.context);\n var rootStyle = (0, _simpleAssign2.default)({}, styles.root,
style);\n var extendedTitleStyle = (0, _simpleAssign2.default)({}, styles.title, titleStyle);\n var
extendedSubtitleStyle = (0, _simpleAssign2.default)({}, styles.subtitle, subtitleStyle);\n return
_react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles(rootStyle)\n })),
_react2.default.createElement('span', {\n style: prepareStyles(extendedTitleStyle)\n }, title),
_react2.default.createElement('span', {\n style: prepareStyles(extendedSubtitleStyle)\n }, subtitle),
children);\n }\n }]);\n return CardTitle;\n}(_react.Component);\n\nCardTitle.muiName =
'CardTitle';\nCardTitle.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nCardTitle.propTypes = process.env.NODE_ENV !== "production" ?
{\n /**\n * If true, a click on this card
component expands the card.\n */\n actAsExpander: _propTypes2.default.bool,\n\n /**\n * Can be used to
render elements inside the Card Title.\n */\n children: _propTypes2.default.node,\n\n /**\n * Can be used to pass
a closeIcon if you don't like the default expandable close Icon.\n */\n closeIcon: _propTypes2.default.node,\n\n
/**\n * If true, this card component is expandable.\n */\n expandable: _propTypes2.default.bool,\n\n /**\n * If
true, this card component will include a button to expand the card.\n */\n showExpandableButton:
_propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style:
_propTypes2.default.object,\n\n /**\n * Can be used to render a subtitle in the Card Title.\n */\n subtitle:
_propTypes2.default.node,\n\n /**\n * Override the subtitle color.\n */\n subtitleColor:
_propTypes2.default.string,\n\n /**\n * Override the inline-styles of the subtitle.\n */\n subtitleStyle:
_propTypes2.default.object,\n\n
/**\n * Can be used to render a title in the Card Title.\n */\n title: _propTypes2.default.node,\n\n /**\n *
Override the title color.\n */\n titleColor: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the
title.\n */\n titleStyle: _propTypes2.default.object\n} : {};\n\nexports.default = CardTitle;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar

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_propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&\n  obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var cardMedia =\n  context.muiTheme.cardMedia;\n  return {\n    root: {\n      position: 'relative'\n    },\n    overlayContainer: {\n      position: 'absolute',\n      top: 0,\n      bottom: 0,\n      right: 0,\n      left: 0\n    },\n    overlay: {\n      height: '100%',\n      position: 'relative'\n    },\n    overlayContent: {\n      position: 'absolute',\n      bottom: 0,\n      right: 0,\n      left: 0,\n      paddingTop: 8,\n      background:\n      cardMedia.overlayContentBackground\n    },\n    media: {},\n    mediaChild: {\n      verticalAlign: 'top',\n      maxWidth: '100%',\n      minWidth: '100%',\n      width: '100%'\n    }\n  };\n}\n\nvar CardMedia = function\n  (_Component) {\n    (0, _inherits3.default)(CardMedia, _Component);\n    function CardMedia() {\n      (0,\n      _classCallCheck3.default)(this, CardMedia);\n      return (0, _possibleConstructorReturn3.default)(this,\n      (CardMedia.__proto__ || (0, _getPrototypeOf2.default)(CardMedia)).apply(this, arguments));\n    }\n    (0,\n    _createClass3.default)(CardMedia, [{\n      key: 'render',\n      value: function render() {\n        var _props = this.props,\n            actAsExpander = _props.actAsExpander,\n            children = _props.children,\n            expandable = _props.expandable,\n            mediaStyle = _props.mediaStyle,\n            overlay = _props.overlay,\n            overlayContainerStyle = _props.overlayContainerStyle,\n            overlayContentStyle =\n            _props.overlayContentStyle,\n            overlayStyle = _props.overlayStyle,\n            style = _props.style,\n            other =\n            (0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'expandable', 'mediaStyle', 'overlay',\n            'overlayContainerStyle', 'overlayContentStyle', 'overlayStyle', 'style']);\n        var prepareStyles =\n        this.context.muiTheme.prepareStyles;\n        var styles = getStyles(this.props, this.context);\n        var rootStyle = (0,\n        _simpleAssign2.default)(styles.root, style);\n        var extendedMediaStyle = (0,\n        _simpleAssign2.default)(styles.media, mediaStyle);\n        var extendedOverlayContainerStyle = (0,\n        _simpleAssign2.default)(styles.overlayContainer,\n        overlayContainerStyle);\n        var extendedOverlayContentStyle = (0,\n        _simpleAssign2.default)(styles.overlayContent, overlayContentStyle);\n        var extendedOverlayStyle = (0,\n        _simpleAssign2.default)(styles.overlay, overlayStyle);\n        var titleColor =\n        this.context.muiTheme.cardMedia.titleColor;\n        var subtitleColor =\n        this.context.muiTheme.cardMedia.subtitleColor;\n        var color = this.context.muiTheme.cardMedia.color;\n        var styledChildren = _react2.default.Children.map(children, function (child) {\n          if (!child) {\n            return\n            child;\n          }\n          return _react2.default.cloneElement(child, {\n            style: prepareStyles((0,\n            _simpleAssign2.default)({}, styles.mediaChild, child.props.style))\n          });\n        });\n        var overlayChildren =\n        _react2.default.Children.map(overlay, function (child) {\n          var childMuiName = child && child.type ?\n          child.type.muiName : null;\n          if (childMuiName === 'CardHeader'\n          || childMuiName === 'CardTitle') {\n            return _react2.default.cloneElement(child, {\n              titleColor:\n              titleColor,\n              subtitleColor: subtitleColor\n            });\n          } else if (childMuiName === 'CardText') {\n            return\n            _react2.default.cloneElement(child, {\n              color: color\n            });\n          } else {\n            return\n            child;\n          }\n        });\n        return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n          style:\n          prepareStyles(rootStyle)\n        }), _react2.default.createElement('div', {\n          style:\n          prepareStyles(extendedMediaStyle)\n        }, styledChildren), overlay ? _react2.default.createElement('div', {\n          style:\n          prepareStyles(extendedOverlayContainerStyle)\n        }, _react2.default.createElement('div', {\n          style:\n          prepareStyles(extendedOverlayStyle)\n        }, _react2.default.createElement('div', {\n          style:\n          prepareStyles(extendedOverlayContentStyle)\n        }, overlayChildren))\n        : '');\n      }]\n    });\n    return CardMedia;\n  }(_react.Component);\n\nCardMedia.contextTypes = {\n  muiTheme:\n  _propTypes2.default.object.isRequired\n};\n\nCardMedia.propTypes = process.env.NODE_ENV !== \"production\" ?\n{\n  /**\n   * If true, a click on this card component expands the card.\n   */\n  actAsExpander:\n  _propTypes2.default.bool,\n  /**\n   * Can be used to render elements inside the Card Media.\n   */\n  children:\n  _propTypes2.default.node,\n  /**\n   * If true, this card component is expandable.\n   */\n  expandable:\n  _propTypes2.default.bool,\n  /**\n   * Override the inline-styles of the Card Media.\n   */\n  mediaStyle:\n  _propTypes2.default.object,\n  /**\n   * Can be used to render overlay element in Card Media.\n   */\n  overlay:

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_propTypes2.default.node,\n\n /**\n * Override the inline-styles of the overlay container.\n */\n
overlayContainerStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the overlay content.\n
*/\n overlayContainerStyle:
_propTypes2.default.object,\n\n /**\n * Override the inline-styles of the overlay element.\n */\n overlayStyle:
_propTypes2.default.object,\n\n /**\n * Override the inline-styles of the root element.\n */\n style:
_propTypes2.default.object\n} : {};\nexports.default = CardMedia;","use strict";\n\nObject.defineProperty(exports,
"__esModule", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2
= require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };}\n\nfunction getStyles(props, context) {\n var cardText =
context.muiTheme.cardText;\n return {\n root: {\n padding: 16,\n fontSize: 14,\n color: props.color
|| cardText.textColor\n }\n };\n\nvar CardText = function (_Component) {\n (0, _inherits3.default)(CardText,
_Component);\n\n function CardText() {\n (0, _classCallCheck3.default)(this, CardText);\n return (0,
_possibleConstructorReturn3.default)(this, (_classCallCheck3.default) || (0,
_getPrototypeOf2.default)(CardText)).apply(this, arguments);\n }\n\n (0, _createClass3.default)(CardText, [{\n
key: 'render',\n value: function render() {\n var _props = this.props,\n actAsExpander =
_proprops.actAsExpander,\n children = _props.children,\n color = _props.color,\n expandable =
_proprops.expandable,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props,
['actAsExpander', 'children', 'color', 'expandable', 'style']);\n var prepareStyles =
this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var rootStyle = (0,
_simpleAssign2.default)(styles.root,
style);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style:
prepareStyles(rootStyle)\n })), children);\n }\n }]);\n return
CardText;\n}(_react.Component);\n\nCardText.muiName = 'CardText';\nCardText.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nCardText.propTypes = process.env.NODE_ENV !== "production" ?
{\n /**\n * If true, a click on this card component expands the card.\n */\n actAsExpander:
_propTypes2.default.bool,\n\n /**\n * Can be used to render elements inside the Card Text.\n */\n children:
_propTypes2.default.node,\n\n /**\n * Override the CardText color.\n */\n color: _propTypes2.default.string,\n\n
/**\n * If true, this card component is expandable.\n */\n expandable: _propTypes2.default.bool,\n\n /**\n *
Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default =
CardText;","use strict";\n\nObject.defineProperty(exports,
"__esModule", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar

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_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar
_inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule
? obj : {\n default: obj\n };\n}\n\nfunction getStyles() {\n return {\n root: {\n padding: 8,\n position:
'relative'\n },\n action: {\n marginRight: 8\n };\n};\n}\n\nvar CardActions = function (_Component) {\n (0,
_inherits3.default)(CardActions, _Component);\n\n function CardActions() {\n (0, _classCallCheck3.default)(this,
CardActions);\n return (0, _possibleConstructorReturn3.default)(this, (_classCallCheck3.__proto__ || (0,
_getPrototypeOf2.default)(CardActions)).apply(this, arguments));\n
}\n\n (0, _createClass3.default)(CardActions, [{\n key: 'render',\n value: function render() {\n var _props =
this.props,\n actAsExpander = _props.actAsExpander,\n children = _props.children,\n expandable =
_props.expandable,\n showExpandableButton = _props.showExpandableButton,\n style = _props.style,\n
other = (0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'expandable',
'showExpandableButton', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles =
getStyles(this.props, this.context);\n\n var styledChildren = _react2.default.Children.map(children, function
(child) {\n if (_react2.default.isValidElement(child)) {\n return _react2.default.cloneElement(child, {\n
style: (0, _simpleAssign2.default)({}, styles.action, child.props.style)\n });\n }\n });\n\n return
_react2.default.createElement('div',
(0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n
}), styledChildren);\n };\n }]);\n return CardActions;\n }(_react.Component);\n\nCardActions.contextTypes = {\n
muiTheme: _propTypes2.default.object.isRequired\n};\n\nCardActions.propTypes = process.env.NODE_ENV !==
'production' ? {\n /**\n * If true, a click on this card component expands the card.\n */\n actAsExpander:
 PropTypes.bool,\n\n /**\n * Can be used to render elements inside the Card Action.\n */\n children:
 PropTypes.node,\n\n /**\n * If true, this card component is expandable.\n */\n expandable:
 PropTypes.bool,\n\n /**\n * If true, this card component will include a button to expand the card.\n */\n
showExpandableButton: PropTypes.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n
style: _propTypes2.default.object\n } : {};\n\nexports.default = CardActions;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2
= require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-

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event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode =
require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _transitions =
require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _FocusRipple =
require('./FocusRipple');\n\nvar _FocusRipple2 = _interopRequireDefault(_FocusRipple);\n\nvar _TouchRipple =
require('./TouchRipple');\n\nvar _TouchRipple2 = _interopRequireDefault(_TouchRipple);\n\nvar _Paper =
require('./../Paper');\n\nvar
_Paper2 = _interopRequireDefault(_Paper);\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ?
obj : {\n default: obj\n };}\n\nfunction getStyles(props, context) {\n var baseTheme =
context.muiTheme.baseTheme;\n return {\n root: {\n cursor: props.disabled ? 'not-allowed' : 'pointer',\n
position: 'relative',\n overflow: 'visible',\n display: 'table',\n height: 'auto',\n width: '100%\n },\n
input: {\n position: 'absolute',\n cursor: 'inherit',\n pointerEvents: 'all',\n opacity: 0,\n width:
'100%',\n height: '100%',\n zIndex: 2,\n left: 0,\n boxSizing: 'border-box',\n padding: 0,\n margin:
0\n },\n controls: {\n display: 'flex',\n width: '100%',\n height: '100%\n },\n label: {\n float:
'left',\n position: 'relative',\n
display: 'block',\n width: 'calc(100% - 60px)',\n lineHeight: '24px',\n color: baseTheme.palette.textColor,\n
fontFamily: baseTheme.fontFamily\n },\n wrap: {\n transition: _transitions2.default.easeOut(),\n float:
'left',\n position: 'relative',\n display: 'block',\n flexShrink: 0,\n width: 60 -
baseTheme.spacing.desktopGutterLess,\n marginRight: props.labelPosition === 'right' ?
baseTheme.spacing.desktopGutterLess : 0,\n marginLeft: props.labelPosition === 'left' ?
baseTheme.spacing.desktopGutterLess : 0\n },\n ripple: {\n color: props.rippleColor ||
baseTheme.palette.primary1Color,\n height: '200%',\n width: '200%',\n top: -12,\n left: -12\n }\n
};}\n\nvar EnhancedSwitch = function (_Component) {\n (0, _inherits3.default)(EnhancedSwitch,
_Component);\n\n function EnhancedSwitch() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0,
_classCallCheck3.default)(this, EnhancedSwitch);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] =
arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
EnhancedSwitch.__proto__ || (0, _getPrototypeOf2.default)(EnhancedSwitch)).call.apply(_ref, [this].concat(args))),
_this), _this.state = {\n isKeyboardFocused: false\n }, _this.handleChange = function (event) {\n
_this.tabPressed = false;\n\n _this.setState({\n isKeyboardFocused: false\n });\n\n var isInputChecked
= _this.refs.checkbox.checked;\n\n if (!_this.props.hasOwnProperty('checked') &&
_this.props.onParentShouldUpdate) {\n _this.props.onParentShouldUpdate(isInputChecked);\n }\n\n if
(_this.props.onSwitch) {\n _this.props.onSwitch(event, isInputChecked);\n }\n }, _this.handleKeyDown =
function (event) {\n var code = (0, _keycode2.default)(event);\n\n if (code === 'tab')
{\n _this.tabPressed = true;\n }\n\n if (_this.state.isKeyboardFocused && code === 'space') {\n
_this.handleChange(event);\n }\n }, _this.handleKeyUp = function (event) {\n if
(_this.state.isKeyboardFocused && (0, _keycode2.default)(event) === 'space') {\n
_this.handleChange(event);\n }\n }, _this.handleMouseDown = function (event) {\n // only listen to left
clicks\n if (event.button === 0) {\n _this.refs.touchRipple.start(event);\n }\n }, _this.handleMouseUp =
function () {\n _this.refs.touchRipple.end();\n }, _this.handleMouseLeave = function () {\n
_this.refs.touchRipple.end();\n }, _this.handleTouchStart = function (event) {\n
_this.refs.touchRipple.start(event);\n }, _this.handleTouchEnd = function () {\n _this.refs.touchRipple.end();\n
}, _this.handleBlur = function (event) {\n _this.setState({\n isKeyboardFocused: false\n });\n\n if
(_this.props.onBlur)
{\n _this.props.onBlur(event);\n }\n }, _this.handleFocus = function (event) {\n // setTimeout is needed
because the focus event fires first\n // Wait so that we can capture if this was a keyboard focus\n // or touch
focus\n setTimeout(function () {\n if (_this.tabPressed) {\n _this.setState({\n
isKeyboardFocused: true\n });\n }\n }, 150);\n\n if (_this.props.onFocus) {\n

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_this.props.onFocus(event);\n    }\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0,
_createClass3.default)(EnhancedSwitch, [{\n  key: 'componentWillMount',\n  value: function
componentWillMount() {\n    this.componentWillReceiveProps(this.props);\n  }\n }, {\n  key:
'componentDidMount',\n  value: function componentDidMount() {\n    var inputNode = this.refs.checkbox;\n\n
if (!(this.props.switched || inputNode.checked !== this.props.switched) && this.props.onParentShouldUpdate)
{\n    this.props.onParentShouldUpdate(inputNode.checked);\n  }\n }\n }, {\n  key:
'componentWillReceiveProps',\n  value: function componentWillReceiveProps(nextProps) {\n    var
hasCheckedProp = nextProps.hasOwnProperty('checked');\n    var hasNewDefaultProp =
nextProps.hasOwnProperty('defaultChecked') && nextProps.defaultChecked !== this.props.defaultChecked;\n\n
if (hasCheckedProp || hasNewDefaultProp) {\n    var switched = nextProps.checked || nextProps.defaultChecked ||
false;\n    this.setState({\n      switched: switched\n    });\n\n    if (this.props.onParentShouldUpdate &&
switched !== this.props.switched) {\n      this.props.onParentShouldUpdate(switched);\n    }\n  }\n }\n },
{\n  key: 'isSwitched',\n  value: function isSwitched() {\n    return this.refs.checkbox.checked;\n  } // no
callback here because there is no event\n\n }, {\n  key: 'setSwitched',\n  value: function
setSwitched(newSwitchedValue)
{\n    if (!this.props.hasOwnProperty('checked') || this.props.checked === false) {\n      if
(this.props.onParentShouldUpdate) {\n        this.props.onParentShouldUpdate(newSwitchedValue);\n      }\n\n
this.refs.checkbox.checked = newSwitchedValue;\n    } else {\n      process.env.NODE_ENV !== "production" ?
(0, _warning2.default)(false, 'Material-UI: Cannot call set method while checked is defined as a property.'): void
0;\n    }\n  }\n }\n }, {\n  key: 'getValue',\n  value: function getValue() {\n    return this.refs.checkbox.value;\n  }
// Checkbox inputs only use SPACE to change their state. Using ENTER will\n // update the ui but not the
input.\n\n /**\n  * Because both the ripples and the checkbox input cannot share pointer\n  * events, the
checkbox input takes control of pointer events and calls\n  * ripple animations manually.\n  */\n\n }, {\n  key:
'render',\n  value: function render() {\n    var _props
= this.props,\n    name = _props.name,\n    value = _props.value,\n    checked = _props.checked,\n
iconStyle = _props.iconStyle,\n    inputStyle = _props.inputStyle,\n    inputType = _props.inputType,\n
label = _props.label,\n    labelStyle = _props.labelStyle,\n    labelPosition = _props.labelPosition,\n
onSwitch = _props.onSwitch,\n    onBlur = _props.onBlur,\n    onFocus = _props.onFocus,\n
onMouseUp = _props.onMouseUp,\n    onMouseDown = _props.onMouseDown,\n    onMouseLeave =
_props.onMouseLeave,\n    onTouchStart = _props.onTouchStart,\n    onTouchEnd = _props.onTouchEnd,\n
onParentShouldUpdate = _props.onParentShouldUpdate,\n    disabled = _props.disabled,\n
disableTouchRipple = _props.disableTouchRipple,\n    disableFocusRipple = _props.disableFocusRipple,\n
className = _props.className,\n    rippleColor = _props.rippleColor,\n
rippleStyle = _props.rippleStyle,\n    style = _props.style,\n    switched = _props.switched,\n
switchElement = _props.switchElement,\n    thumbStyle = _props.thumbStyle,\n    trackStyle =
_props.trackStyle,\n    other = (0, _objectWithoutProperties3.default)(_props, ['name', 'value', 'checked',
'iconStyle', 'inputStyle', 'inputType', 'label', 'labelStyle', 'labelPosition', 'onSwitch', 'onBlur', 'onFocus', 'onMouseUp',
'onMouseDown', 'onMouseLeave', 'onTouchStart', 'onTouchEnd', 'onParentShouldUpdate', 'disabled',
'disableTouchRipple', 'disableFocusRipple', 'className', 'rippleColor', 'rippleStyle', 'style', 'switched',
'switchElement', 'thumbStyle', 'trackStyle']);\n    var prepareStyles = this.context.muiTheme.prepareStyles;\n    var
styles = getStyles(this.props, this.context);\n    var wrapStyles = (0, _simpleAssign2.default)(styles.wrap,
iconStyle);\n    var mergedRippleStyle = (0, _simpleAssign2.default)(styles.ripple,
rippleStyle);\n\n    if (thumbStyle) {\n      wrapStyles.marginLeft /= 2;\n      wrapStyles.marginRight /= 2;\n
}\n\n    var labelElement = label && _react2.default.createElement('label', {\n      style: prepareStyles((0,
_simpleAssign2.default)(styles.label, labelStyle))\n    }, label);\n\n    var showTouchRipple = !disabled &&
!disableTouchRipple;\n    var showFocusRipple = !disabled && !disableFocusRipple;\n\n    var touchRipple =
_react2.default.createElement(_TouchRipple2.default, {\n      ref: 'touchRipple',\n      key: 'touchRipple',\n
style: mergedRippleStyle,\n      color: mergedRippleStyle.color,\n      muiTheme: this.context.muiTheme,\n

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centerRipple: true\n  });\n\n  var focusRipple = _react2.default.createElement(_FocusRipple2.default, {\n
key: 'focusRipple',\n  innerStyle: mergedRippleStyle,\n  color: mergedRippleStyle.color,\n  muiTheme:
this.context.muiTheme,\n  show: this.state.isKeyboardFocused\n
  });\n\n  var ripples = [showTouchRipple ? touchRipple : null, showFocusRipple ? focusRipple : null];\n  var
touchHandlers = showTouchRipple ? {\n    onMouseUp: this.handleMouseUp,\n    onMouseDown:
this.handleMouseDown,\n    onMouseLeave: this.handleMouseLeave,\n    onTouchStart:
this.handleTouchStart,\n    onTouchEnd: this.handleTouchEnd\n  } : {};\n\n  var inputElement =
_react2.default.createElement('input', (0, _extends3.default)({}, other, {\n    ref: 'checkbox',\n    type:
inputType,\n    style: prepareStyles((0, _simpleAssign2.default)(styles.input, inputStyle)),\n    name: name,\n
value: value,\n    checked: this.state.switched,\n    disabled: disabled,\n    onBlur: this.handleBlur,\n
onFocus: this.handleFocus,\n    onChange: this.handleChange\n  }, touchHandlers)); // If toggle component
(indicated by whether the style includes thumb) manually lay out\n  // elements in
order to nest ripple elements\n\n  var switchOrThumbElement = !thumbStyle ?
_react2.default.createElement('div', {\n    style: prepareStyles(wrapStyles)\n  }, switchElement, ripples) :
_react2.default.createElement('div', {\n    style: prepareStyles(wrapStyles)\n  },
_react2.default.createElement('div', {\n    style: prepareStyles((0, _simpleAssign2.default)({}, trackStyle))\n
  })), _react2.default.createElement(_Paper2.default, {\n    style: thumbStyle,\n    zIndex: 1,\n    circle: true\n
  }, ' ', ripples, ' ');\n  var elementsInOrder = labelPosition === 'right' ? _react2.default.createElement('div', {\n
style: styles.controls\n  }, switchOrThumbElement, labelElement) : _react2.default.createElement('div', {\n
style: styles.controls\n  }, labelElement, switchOrThumbElement);\n  return _react2.default.createElement('div',
{\n    ref: 'root',\n    className: className,\n    style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n  }, _react2.default.createElement(_reactEventListener2.default, {\n
target: 'window',\n    onKeyDown: this.handleKeyDown,\n    onKeyUp: this.handleKeyUp\n  })),
inputElement, elementsInOrder);\n  }\n  });\n  return
EnhancedSwitch;\n})(_react.Component);\n\nEnhancedSwitch.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nEnhancedSwitch.propTypes = process.env.NODE_ENV !==
'production' ? {\n  checked: _propTypes2.default.bool,\n  className: _propTypes2.default.string,\n
defaultChecked: _propTypes2.default.bool,\n  disableFocusRipple: _propTypes2.default.bool,\n
disableTouchRipple: _propTypes2.default.bool,\n  disabled: _propTypes2.default.bool,\n  iconStyle:
_propTypes2.default.object,\n  inputStyle: _propTypes2.default.object,\n  inputType:
_propTypes2.default.string.isRequired,\n  label: _propTypes2.default.node,\n  labelPosition:
_propTypes2.default.oneOf(['left', 'right']),\n  labelStyle:
_propTypes2.default.object,\n  name: _propTypes2.default.string,\n  onBlur: _propTypes2.default.func,\n  onFocus:
_propTypes2.default.func,\n  onMouseDown: _propTypes2.default.func,\n  onMouseLeave:
_propTypes2.default.func,\n  onMouseUp: _propTypes2.default.func,\n  onParentShouldUpdate:
_propTypes2.default.func,\n  onSwitch: _propTypes2.default.func,\n  onTouchEnd: _propTypes2.default.func,\n
onTouchStart: _propTypes2.default.func,\n  rippleColor: _propTypes2.default.string,\n  rippleStyle:
_propTypes2.default.object,\n  style: _propTypes2.default.object,\n  switchElement:
_propTypes2.default.element.isRequired,\n  switched: _propTypes2.default.bool.isRequired,\n  thumbStyle:
_propTypes2.default.object,\n  trackStyle: _propTypes2.default.object,\n  value: _propTypes2.default.any\n} :
{};\n\nexports.default = EnhancedSwitch;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value:
true\n});\n\nexports.default = undefined;\n\nvar _DatePicker = require('./DatePicker');\n\nvar
_DatePicker2 = _interopRequireDefault(_DatePicker);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nexports.default = _DatePicker2.default;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =

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require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TransitionGroup = require('react-
transition-group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nvar
_SlideInChild = require('./SlideInChild');\n\nvar _SlideInChild2 =
_interopRequireDefault(_SlideInChild);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar
SlideIn = function (_Component) {\n  (0, _inherits3.default)(SlideIn, _Component);\n\n  function SlideIn() {\n    var
_ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, SlideIn);\n\n    for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = SlideIn.__proto__ || (0,
_getPrototypeOf2.default)(SlideIn)).call.apply(_ref, [this].concat(args))), _this), _this.getLeaveDirection = function
() {\n      return _this.props.direction;\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(SlideIn, [{\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n\n      var _props = this.props,\n          enterDelay = _props.enterDelay,\n          children = _props.children,\n          childStyle = _props.childStyle,\n          direction
= _props.direction,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props,
['enterDelay', 'children', 'childStyle', 'direction', 'style']);\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n        position: 'relative',\n        overflow: 'hidden',\n        height: '100%\n      }, style);\n      var newChildren =
_react2.default.Children.map(children, function (child) {\n        return
_react2.default.createElement(_SlideInChild2.default, {\n          key: child.key,\n          direction: direction,\n          enterDelay: enterDelay,\n          getLeaveDirection: _this2.getLeaveDirection,\n          style: childStyle\n        },
child);\n      }, this);\n      return _react2.default.createElement(_TransitionGroup2.default, (0,
_extends3.default)({}, other, {\n        style: prepareStyles(mergedRootStyles),\n        component: 'div\n      })),
newChildren);\n    }\n  }]);\n  return SlideIn;\n}(_react.Component);\n\nSlideIn.defaultProps = {\n  enterDelay: 0,\n  direction:
'left'\n};\n\nSlideIn.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nSlideIn.propTypes =
process.env.NODE_ENV !== "production" ? {\n  childStyle: _propTypes2.default.object,\n  children:
_propTypes2.default.node,\n  direction: _propTypes2.default.oneOf(['left', 'right', 'up', 'down']),\n  enterDelay:
_propTypes2.default.number,\n  style: _propTypes2.default.object\n} : {};\n\nexports.default = SlideIn;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =

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require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Paper = require('./Paper');\n\nvar _Paper2 =
_interopRequireDefault(_Paper);\n\nvar _transitions = require('./styles/transitions');\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nvar _propTypes3 = require('./utils/propTypes');\n\nvar _propTypes4 =
_interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj)
{\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\nfunction getStyles(props, context, state) {\n
var targetOrigin = props.targetOrigin;\n  var open = state.open;\n  var muiTheme = context.muiTheme;\n  var
horizontal = targetOrigin.horizontal.replace('middle', 'center');\n  return {\n    root: {\n      position: 'fixed',\n
zIndex: muiTheme.zIndex.popover,\n      opacity: open ? 1 : 0,\n      transform: open ? 'scaleY(1)' : 'scaleY(0)',\n
transformOrigin: horizontal + ' ' + targetOrigin.vertical,\n      transition: _transitions2.default.easeOut('450ms',
['transform', 'opacity']),\n      maxHeight: '100%\n    }\n  };\n\nvar PopoverAnimationVertical = function
(_Component) {\n  (0, _inherits3.default)(PopoverAnimationVertical, _Component);\n\n  function
PopoverAnimationVertical()\n  {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this,
PopoverAnimationVertical);\n\n    for (var _len = arguments.length, args
= Array(_len), _key = 0; _key < _len; _key++)\n    {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret =
(_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = PopoverAnimationVertical.__proto__ || (0,
_getPrototypeOf2.default)(PopoverAnimationVertical)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
open: false\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret));\n  }\n\n  (0,
_createClass3.default)(PopoverAnimationVertical, [{\n    key: 'componentDidMount',\n    value: function
componentDidMount()\n    {\n      this.setState({\n        open: true\n      }); // eslint-disable-line react/no-did-mount-set-
state\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps)\n    {\n      this.setState({\n        open: nextProps.open\n      });\n    }\n  }, {\n
key: 'render',\n    value: function render()\n    {\n      var _props = this.props,\n          className = _props.className,\n
          style = _props.style,\n          zIndex = _props.zDepth;\n      var styles = getStyles(this.props, this.context,
this.state);\n      return _react2.default.createElement(_Paper2.default, {\n        style: (0,
_simpleAssign2.default)(styles.root, style),\n        zIndex: zIndex,\n        className: className\n      },
this.props.children);\n    }\n  }]);\n  return
PopoverAnimationVertical;}\n\n(_react.Component);\n\nPopoverAnimationVertical.defaultProps = {\n  style: {},\n
zDepth: 1\n};\n\nPopoverAnimationVertical.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nPopoverAnimationVertical.propTypes = process.env.NODE_ENV !==
"production" ? {\n  children: _propTypes2.default.node,\n  className: _propTypes2.default.string,\n  open:
_propTypes2.default.bool.isRequired,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:
_propTypes2.default.object,\n  targetOrigin: _propTypes4.default.origin.isRequired,\n  zIndex:
_propTypes4.default.zDepth\n}
: {};\n\nexports.default = PopoverAnimationVertical;","use strict";\n\nObject.defineProperty(exports,
"__esModule", {\n  value: true\n});\n\nexports.default = exports.MenuItem = exports.DropDownMenu =
undefined;\n\nvar _DropDownMenu2 = require('./DropDownMenu');\n\nvar _DropDownMenu3 =
_interopRequireDefault(_DropDownMenu2);\n\nvar _MenuItem2 = require('./MenuItem/MenuItem');\n\nvar
_MenuItem3 = _interopRequireDefault(_MenuItem2);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };}\n\nexports.DropDownMenu =
_DropDownMenu3.default;\n\nexports.MenuItem = _MenuItem3.default;\n\nexports.default =
_DropDownMenu3.default;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value:
true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3
= _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar

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_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_defineProperty2 = require('babel-runtime/helpers/defineProperty');\n\nvar _defineProperty3 =
_interopRequireDefault(_defineProperty2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule
? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var _titleBar;\n\n var
_context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n gridTile =
_context$muiTheme.gridTile;\n var actionPos = props.actionIcon && props.actionPosition;\n var styles = {\n
root: {\n position: 'relative',\n display: 'block',\n height: '100%',\n overflow: 'hidden'\n },\n titleBar:
(_titleBar = {\n position: 'absolute',\n left: 0,\n right: 0\n }, (0, _defineProperty3.default)(_titleBar,
props.titlePosition, 0), (0, _defineProperty3.default)(_titleBar, 'height', props.subtitle ? 68 : 48),
(0, _defineProperty3.default)(_titleBar, 'background', props.titleBackground), (0,
_defineProperty3.default)(_titleBar, 'display', 'flex'), (0, _defineProperty3.default)(_titleBar, 'alignItems', 'center'),
_titleBar),\n titleWrap: {\n flexGrow: 1,\n marginLeft: actionPos !== 'left' ?
baseTheme.spacing.desktopGutterLess : 0,\n marginRight: actionPos === 'left' ?
baseTheme.spacing.desktopGutterLess : 0,\n color: gridTile.textColor,\n overflow: 'hidden'\n },\n title: {\n
fontSize: '16px',\n textOverflow: 'ellipsis',\n overflow: 'hidden',\n whiteSpace: 'nowrap'\n },\n
subtitle: {\n fontSize: '12px',\n textOverflow: 'ellipsis',\n overflow: 'hidden',\n whiteSpace: 'nowrap'\n
},\n actionIcon: {\n order: actionPos === 'left' ? -1 : 1\n },\n childImg: {\n height: '100%',\n
transform: 'translateX(-50%)',\n position: 'relative',\n left: '50%\n };\n\n return styles;\n}\n\nvar
GridTile = function (_Component) {\n (0, _inherits3.default)(GridTile, _Component);\n\n function GridTile() {\n
(0, _classCallCheck3.default)(this, GridTile);\n return (0, _possibleConstructorReturn3.default)(this,
(GridTile.__proto__ || (0, _getPrototypeOf2.default)(GridTile)).apply(this, arguments));\n }\n\n (0,
_createClass3.default)(GridTile, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n
this.ensureImageCover();\n }\n }, {\n key: 'componentDidUpdate',\n value: function componentDidUpdate() {\n
this.ensureImageCover();\n }\n }, {\n key: 'ensureImageCover',\n value: function ensureImageCover() {\n
var _this2 = this;\n\n var imgEl = this.refs.img;\n\n if (imgEl) {\n var fit = function fit() {\n if
(imgEl.offsetWidth < imgEl.parentNode.offsetWidth) {\n var isRtl = _this2.context.muiTheme.isRtl;\n
imgEl.style.height = 'auto';\n\n if (isRtl) {\n
imgEl.style.right = '0';\n } else {\n imgEl.style.left = '0';\n }\n\n imgEl.style.width
= '100%';\n imgEl.style.top = '50%';\n imgEl.style.transform = imgEl.style.WebkitTransform =
'translateY(-50%)';\n }\n\n imgEl.removeEventListener('load', fit);\n imgEl = null; // prevent
closure memory leak\n };\n\n if (imgEl.complete) {\n fit();\n } else {\n
imgEl.addEventListener('load', fit);\n }\n }\n }\n }, {\n key: 'render',\n value: function render() {\n
var _props = this.props,\n title = _props.title,\n subtitle = _props.subtitle,\n titlePosition =
_props.titlePosition,\n titleBackground = _props.titleBackground,\n titleStyle = _props.titleStyle,\n
subtitleStyle = _props.subtitleStyle,\n actionIcon = _props.actionIcon,\n actionPosition =
_props.actionPosition,\n\n style = _props.style,\n children = _props.children,\n containerElement =
_props.containerElement,\n other = (0, _objectWithoutProperties3.default)(_props, ['title', 'subtitle',
'titlePosition', 'titleBackground', 'titleStyle', 'subtitleStyle', 'actionIcon', 'actionPosition', 'style', 'children',
'containerElement']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles =

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getStyles(this.props, this.context);\n    var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n    var titleBar = null;\n    if (title) {\n      titleBar = _react2.default.createElement('div', {\n        key: 'titlebar',\n        style: prepareStyles(styles.titleBar)\n      }, _react2.default.createElement('div', {\n        style:\n        prepareStyles(styles.titleWrap)\n      }, _react2.default.createElement('div', {\n        style: prepareStyles((0,\n        _simpleAssign2.default)(styles.title, titleStyle))\n      },\n      title), subtitle ? _react2.default.createElement('div', {\n        style: prepareStyles((0,\n        _simpleAssign2.default)(styles.subtitle, subtitleStyle))\n      }, subtitle) : null), actionIcon ?\n      _react2.default.createElement('div', {\n        style: prepareStyles(styles.actionIcon)\n      }, actionIcon) : null);\n    }\n\n    var newChildren = children; // if there is a single image passed as children\n    // clone it and add our\n    styles\n    if (_react2.default.Children.count(children) === 1) {\n      newChildren =\n      _react2.default.Children.map(children, function (child) {\n        if (child.type === 'img') {\n          return\n          _react2.default.cloneElement(child, {\n            key: 'img',\n            ref: 'img',\n            style: prepareStyles((0,\n            _simpleAssign2.default)({}, styles.childImg, child.props.style))\n          });\n        } else {\n          return child;\n        }\n      });\n    }\n\n    var containerProps = (0, _extends3.default)({\n      style: prepareStyles(mergedRootStyles)\n    }, other);\n    return\n    _react2.default.isValidElement(containerElement) ? _react2.default.cloneElement(containerElement,\n    containerProps, [newChildren, titleBar]) : _react2.default.createElement(containerElement, containerProps,\n    [newChildren, titleBar]);\n  }\n});\n\nreturn GridTile;\n})(_react.Component);\n\nGridTile.defaultProps = {\n  titlePosition: 'bottom',\n  titleBackground: 'rgba(0, 0, 0, 0.4)',\n  actionPosition: 'right',\n  cols: 1,\n  rows: 1,\n  containerElement: 'div'\n};\n\nGridTile.contextTypes = {\n  muiTheme:\n  _propTypes2.default.object.isRequired\n};\n\nGridTile.propTypes = process.env.NODE_ENV !== "production" ?\n{\n  /**\n   * An IconButton element to be used as secondary action target\n   * (primary action target is the tile\n   itself).\n   *\n   * actionIcon: _propTypes2.default.element,\n   *\n   * Position of secondary action IconButton.\n   *\n   * actionPosition: _propTypes2.default.oneOf(['left', 'right']),\n   *\n   * Theoretically you can pass any node as children, but the main use case is to pass an img,\n   * in\n   whichcase GridTile takes care of making the image \"cover\" available space\n   * (similar to background-size: cover\n   or to object-fit:cover).\n   *\n   * children: _propTypes2.default.node,\n   *\n   * Width of the tile in number of grid\n   cells.\n   *\n   * cols: _propTypes2.default.number,\n   *\n   * Either a string used as tag name for the tile root\n   element, or a ReactElement.\n   * This is useful when you have, for example, a custom implementation of\n   * a\n   navigation link (that knows about your routes) and you want to use it as the primary tile action.\n   * In case you\n   pass a ReactElement, please ensure that it passes all props,\n   * accepts styles overrides and render it's children.\n   *\n   * containerElement: _propTypes2.default.oneOfType([\n   _propTypes2.default.string,\n   _propTypes2.default.element]),\n   *\n   * Height of the tile in number of grid cells.\n   *\n   * rows: _propTypes2.default.number,\n   *\n   * Override the inline-styles of the root element.\n   *\n   * style:\n   _propTypes2.default.object,\n   *\n   * String or element serving as subtitle (support text).\n   *\n   * subtitle:\n   _propTypes2.default.node,\n   *\n   * Override the inline-styles of the subtitle element.\n   *\n   * subtitleStyle:\n   _propTypes2.default.object,\n   *\n   * Title to be displayed on tile.\n   *\n   * title: _propTypes2.default.node,\n   *\n   * Style used for title bar background.\n   * Useful for setting custom gradients for example\n   *\n   * titleBackground: _propTypes2.default.string,\n   *\n   * Position of the title bar (container of title, subtitle and\n   action icon).\n   *\n   * titlePosition: _propTypes2.default.oneOf(['top', 'bottom']),\n   *\n   * Override the inline-\n   styles of the title element.\n   *\n   * titleStyle: _propTypes2.default.object\n  } : {};\n\nexports.default = GridTile;","use\nstrict";\n\nObject.defineProperty(exports, "__esModule",\n{\n  value: true\n});\n\nexports.makeSelectable = undefined;\n\nvar _extends2 = require('babel-\nruntime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar\n_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar\n_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =\nrequire('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =\n_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-

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runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar
_inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _colorManipulator = require('./utils/colorManipulator');\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar
makeSelectable = function makeSelectable(MyComponent) {\n  var _class, _temp2;\n\n  return _temp2 = _class =
function (_Component) {\n    (0, _inherits3.default)(_class, _Component);\n\n    function _class() {\n      var
_ref;\n\n      var _temp, _this, _ret;\n\n      (0, _classCallCheck3.default)(this, _class);\n\n      for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n        args[_key]
= arguments[_key];\n      }\n\n      return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this,
(_ref = _class.__proto__ || (0, _getPrototypeOf2.default)(_class)).call.apply(_ref, [this].concat(args))), _this),
_this.hasSelectedDescendant = function (previousValue, child) {\n        if (_react2.default.isValidElement(child)
&& child.props.nestedItems && child.props.nestedItems.length > 0) {\n          return
child.props.nestedItems.reduce(_this.hasSelectedDescendant, previousValue);\n        }\n\n        return previousValue
|| _this.isChildSelected(child, _this.props);\n      }, _this.handleClick = function (event, item) {\n        var
itemValue = item.props.value;\n\n        if (itemValue !== _this.props.value) {\n          if (_this.props.onChange) {\n
            _this.props.onChange(event, itemValue);\n          }\n        }\n      }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n    }\n\n    (0, _createClass3.default)(_class, [{\n      key: 'extendChild',\n      value: function extendChild(child, styles, selectedItemStyle) {\n        var _this2 = this;\n\n        if (child && child.type && child.type.muiName === 'ListItem') {\n          var selected =
this.isChildSelected(child, this.props);\n          var selectedChildrenStyles = void 0;\n\n          if (selected) {\n
            selectedChildrenStyles = (0, _simpleAssign2.default)({}, styles, selectedItemStyle);\n          }\n\n          var
mergedChildrenStyles = (0, _simpleAssign2.default)({}, child.props.style, selectedChildrenStyles);\n\n          this.keyIndex += 1;\n          return _react2.default.cloneElement(child, {\n            onClick: function onClick(event)
{\n              _this2.handleClick(event, child);\n            }\n            if (child.props.onClick) {\n
              child.props.onClick(event);\n            }\n          }, {\n            key: this.keyIndex,\n            style:
mergedChildrenStyles,\n            nestedItems: child.props.nestedItems.map(function
(child) {\n              return _this2.extendChild(child, styles, selectedItemStyle);\n            }),\n            initiallyOpen:
this.isInitiallyOpen(child)\n          });\n        } else {\n          return child;\n        }\n      }, {\n        key:
'isInitiallyOpen',\n        value: function isInitiallyOpen(child) {\n          if (child.props.initiallyOpen) {\n            return
child.props.initiallyOpen;\n          }\n\n          return this.hasSelectedDescendant(false, child);\n        }\n      }, {\n        key:
'isChildSelected',\n        value: function isChildSelected(child, props) {\n          return props.value ===
child.props.value;\n        }\n      }, {\n        key: 'render',\n        value: function render() {\n          var _this3 = this;\n\n          var _props = this.props,\n              children = _props.children,\n              selectedItemStyle =
_props.selectedItemStyle,\n              other = (0, _objectWithoutProperties3.default)(_props, ['children',
'selectedItemStyle']);\n\n          this.keyIndex = 0;\n          var styles = {};\n\n          if (!selectedItemStyle) {\n            var textColor =
this.context.muiTheme.baseTheme.palette.textColor;\n            styles.backgroundColor = (0,
_colorManipulator.fade)(textColor, 0.2);\n          }\n\n          return _react2.default.createElement(MyComponent, (0,
_extends3.default)({}, other, this.state), _react.Children.map(children, function (child) {\n            return
_this3.extendChild(child, styles, selectedItemStyle);\n          }));\n        }\n      }]);\n      return _class;\n    }(_react.Component), _class.propTypes = {\n      children: _propTypes2.default.node,\n      onChange:

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_propTypes2.default.func,\n  selectedItemStyle: _propTypes2.default.object,\n  value: _propTypes2.default.any\n }, _class.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n },\n _temp2;\n};\n\nexports.makeSelectable = makeSelectable;\nexports.default = makeSelectable;","use\nstrict";\n\nObject.defineProperty(exports, "__esModule",\n  {\n    value: true\n});\n\nvar red50 = exports.red50 = '#ffebee';\nvar red100 = exports.red100 = '#ffcdd2';\nvar red200 = exports.red200 = '#ef9a9a';\nvar red300 = exports.red300 = '#e57373';\nvar red400 = exports.red400 = '#ef5350';\nvar red500 = exports.red500 = '#f44336';\nvar red600 = exports.red600 = '#e53935';\nvar red700 = exports.red700 = '#d32f2f';\nvar red800 = exports.red800 = '#c62828';\nvar red900 = exports.red900 = '#b71c1c';\nvar redA100 = exports.redA100 = '#ff8a80';\nvar redA200 = exports.redA200 = '#ff5252';\nvar redA400 = exports.redA400 = '#ff1744';\nvar redA700 = exports.redA700 = '#d50000';\nvar pink50 = exports.pink50 = '#fce4ec';\nvar pink100 = exports.pink100 = '#f8bbd0';\nvar pink200 = exports.pink200 = '#f48fb1';\nvar pink300 = exports.pink300 = '#f06292';\nvar pink400 = exports.pink400 = '#ec407a';\nvar pink500 = exports.pink500 = '#e91e63';\nvar pink600 = exports.pink600 = '#d81b60';\nvar pink700 = exports.pink700 = '#c2185b';\nvar pink800 = exports.pink800 = '#ad1457';\nvar pink900 = exports.pink900 = '#880e4f';\nvar pinkA100 = exports.pinkA100 = '#ff80ab';\nvar pinkA200 = exports.pinkA200 = '#ff4081';\nvar pinkA400 = exports.pinkA400 = '#f50057';\nvar pinkA700 = exports.pinkA700 = '#c51162';\nvar purple50 = exports.purple50 = '#f3e5f5';\nvar purple100 = exports.purple100 = '#e1bee7';\nvar purple200 = exports.purple200 = '#ce93d8';\nvar purple300 = exports.purple300 = '#ba68c8';\nvar purple400 = exports.purple400 = '#ab47bc';\nvar purple500 = exports.purple500 = '#9c27b0';\nvar purple600 = exports.purple600 = '#8e24aa';\nvar purple700 = exports.purple700 = '#7b1fa2';\nvar purple800 = exports.purple800 = '#6a1b9a';\nvar purple900 = exports.purple900 = '#4a148c';\nvar purpleA100 = exports.purpleA100 = '#ea80fc';\nvar purpleA200 = exports.purpleA200 = '#e040fb';\nvar purpleA400 = exports.purpleA400 = '#d500f9';\nvar purpleA700 = exports.purpleA700 = '#aa00ff';\nvar deepPurple50 = exports.deepPurple50 = '#ede7f6';\nvar deepPurple100 = exports.deepPurple100 = '#d1c4e9';\nvar deepPurple200 = exports.deepPurple200 = '#b39ddb';\nvar deepPurple300 = exports.deepPurple300 = '#9575cd';\nvar deepPurple400 = exports.deepPurple400 = '#7e57c2';\nvar deepPurple500 = exports.deepPurple500 = '#673ab7';\nvar deepPurple600 = exports.deepPurple600 = '#5e35b1';\nvar deepPurple700 = exports.deepPurple700 = '#512da8';\nvar deepPurple800 = exports.deepPurple800 = '#4527a0';\nvar deepPurple900 = exports.deepPurple900 = '#311b92';\nvar deepPurpleA100 = exports.deepPurpleA100 = '#b388ff';\nvar deepPurpleA200 = exports.deepPurpleA200 = '#7c4dff';\nvar deepPurpleA400 = exports.deepPurpleA400 = '#651fff';\nvar deepPurpleA700 = exports.deepPurpleA700 = '#6200ea';\nvar indigo50 = exports.indigo50 = '#e8eaf6';\nvar indigo100 = exports.indigo100 = '#c5cae9';\nvar indigo200 = exports.indigo200 = '#9fa8da';\nvar indigo300 = exports.indigo300 = '#7986cb';\nvar indigo400 = exports.indigo400 = '#5c6bc0';\nvar indigo500 = exports.indigo500 = '#3f51b5';\nvar indigo600 = exports.indigo600 = '#3949ab';\nvar indigo700 = exports.indigo700 = '#303f9f';\nvar indigo800 = exports.indigo800 = '#283593';\nvar indigo900 = exports.indigo900 = '#1a237e';\nvar indigoA100 = exports.indigoA100 = '#8c9eff';\nvar indigoA200 = exports.indigoA200 = '#536dfe';\nvar indigoA400 = exports.indigoA400 = '#3d5afe';\nvar indigoA700 = exports.indigoA700 = '#304ffe';\nvar blue50 = exports.blue50 = '#e3f2fd';\nvar blue100 = exports.blue100 = '#bbdefb';\nvar blue200 = exports.blue200 = '#90caf9';\nvar blue300 = exports.blue300 = '#64b5f6';\nvar blue400 = exports.blue400 = '#42a5f5';\nvar blue500 = exports.blue500 = '#2196f3';\nvar blue600 = exports.blue600 = '#1e88e5';\nvar blue700 = exports.blue700 = '#1976d2';\nvar blue800 = exports.blue800 = '#1565c0';\nvar blue900 = exports.blue900 = '#0d47a1';\nvar blueA100 = exports.blueA100 = '#82b1ff';\nvar blueA200 = exports.blueA200 = '#448aff';\nvar blueA400 = exports.blueA400 = '#2979ff';\nvar blueA700 = exports.blueA700 = '#2962ff';\n\nvar lightBlue50 = exports.lightBlue50 = '#e1f5fe';\nvar lightBlue100 = exports.lightBlue100 = '#b3e5fc';\nvar lightBlue200 = exports.lightBlue200 = '#81d4fa';\nvar lightBlue300 = exports.lightBlue300 = '#4fc3f7';\nvar lightBlue400 = exports.lightBlue400 = '#29b6f6';\nvar lightBlue500 = exports.lightBlue500 = '#03a9f4';\nvar lightBlue600 = exports.lightBlue600 = '#039be5';\nvar lightBlue700 = exports.lightBlue700 = '#0288d1';\nvar

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lightBlue800 = exports.lightBlue800 = '#0277bd';\nvar lightBlue900 = exports.lightBlue900 = '#01579b';\nvar lightBlueA100 = exports.lightBlueA100 = '#80d8ff';\nvar lightBlueA200 = exports.lightBlueA200 = '#40c4ff';\nvar lightBlueA400 = exports.lightBlueA400 = '#00b0ff';\nvar lightBlueA700 = exports.lightBlueA700 = '#0091ea';\nvar cyan50 = exports.cyan50 = '#e0f7fa';\nvar cyan100 = exports.cyan100 = '#b2ebf2';\nvar cyan200 = exports.cyan200 = '#80deea';\nvar cyan300 = exports.cyan300 = '#4dd0e1';\nvar cyan400 = exports.cyan400 = '#26c6da';\nvar cyan500 = exports.cyan500 = '#00bcd4';\nvar cyan600 = exports.cyan600 = '#00acc1';\nvar cyan700 = exports.cyan700 = '#0097a7';\nvar cyan800 = exports.cyan800 = '#00838f';\nvar cyan900 = exports.cyan900 = '#006064';\nvar cyanA100 = exports.cyanA100 = '#84ffff';\nvar cyanA200 = exports.cyanA200 = '#18ffff';\nvar cyanA400 = exports.cyanA400 = '#00e5ff';\nvar cyanA700 = exports.cyanA700 = '#00b8d4';\nvar teal50 = exports.teal50 = '#e0f2f1';\nvar teal100 = exports.teal100 = '#b2dfdb';\nvar teal200 = exports.teal200 = '#80cbc4';\nvar teal300 = exports.teal300 = '#4db6ac';\nvar teal400 = exports.teal400 = '#26a69a';\nvar teal500 = exports.teal500 = '#009688';\nvar teal600 = exports.teal600 = '#00897b';\nvar teal700 = exports.teal700 = '#00796b';\nvar teal800 = exports.teal800 = '#00695c';\nvar teal900 = exports.teal900 = '#004d40';\nvar tealA100 = exports.tealA100 = '#a7ffeb';\nvar tealA200 = exports.tealA200 = '#64ffda';\nvar tealA400 = exports.tealA400 = '#1de9b6';\nvar tealA700 = exports.tealA700 = '#00bfa5';\nvar green50 = exports.green50 = '#e8f5e9';\nvar green100 = exports.green100 = '#c8e6c9';\nvar green200 = exports.green200 = '#a5d6a7';\nvar green300 = exports.green300 = '#81c784';\nvar green400 = exports.green400 = '#66bb6a';\nvar green500 = exports.green500 = '#4caf50';\nvar green600 = exports.green600 = '#43a047';\nvar green700 = exports.green700 = '#388e3c';\nvar green800 = exports.green800 = '#2e7d32';\nvar green900 = exports.green900 = '#1b5e20';\nvar greenA100 = exports.greenA100 = '#b9f6ca';\nvar greenA200 = exports.greenA200 = '#69f0ae';\nvar greenA400 = exports.greenA400 = '#00e676';\nvar greenA700 = exports.greenA700 = '#00c853';\nvar lightGreen50 = exports.lightGreen50 = '#f1f8e9';\nvar lightGreen100 = exports.lightGreen100 = '#dcedc8';\nvar lightGreen200 = exports.lightGreen200 = '#c5e1a5';\nvar lightGreen300 = exports.lightGreen300 = '#aed581';\nvar lightGreen400 = exports.lightGreen400 = '#9ccc65';\nvar lightGreen500 = exports.lightGreen500 = '#8bc34a';\nvar lightGreen600 = exports.lightGreen600 = '#7cb342';\nvar lightGreen700 = exports.lightGreen700 = '#689f38';\nvar lightGreen800 = exports.lightGreen800 = '#558b2f';\nvar lightGreen900 = exports.lightGreen900 = '#33691e';\nvar lightGreenA100 = exports.lightGreenA100 = '#ccff90';\nvar lightGreenA200 = exports.lightGreenA200 = '#b2ff59';\nvar lightGreenA400 = exports.lightGreenA400 = '#76ff03';\nvar lightGreenA700 = exports.lightGreenA700 = '#64dd17';\nvar lime50 = exports.lime50 = '#f9fbe7';\nvar lime100 = exports.lime100 = '#f0f4c3';\nvar lime200 = exports.lime200 = '#e6ee9c';\nvar lime300 = exports.lime300 = '#dce775';\nvar lime400 = exports.lime400 = '#d4e157';\nvar lime500 = exports.lime500 = '#cddc39';\nvar lime600 = exports.lime600 = '#c0ca33';\nvar lime700 = exports.lime700 = '#afb42b';\nvar lime800 = exports.lime800 = '#9e9d24';\nvar lime900 = exports.lime900 = '#827717';\nvar limeA100 = exports.limeA100 = '#f4ff81';\nvar limeA200 = exports.limeA200 = '#eeff41';\nvar limeA400 = exports.limeA400 = '#c6ff00';\nvar limeA700 = exports.limeA700 = '#aeaa00';\nvar yellow50 = exports.yellow50 = '#fffde7';\nvar yellow100 = exports.yellow100 = '#fff9c4';\nvar yellow200 = exports.yellow200 = '#fff59d';\nvar yellow300 = exports.yellow300 = '#fff176';\nvar yellow400 = exports.yellow400 = '#ffee58';\nvar yellow500 = exports.yellow500 = '#ffe33b';\nvar yellow600 = exports.yellow600 = '#ffd835';\nvar yellow700 = exports.yellow700 = '#ffc02d';\nvar yellow800 = exports.yellow800 = '#f9a825';\nvar yellow900 = exports.yellow900 = '#f57f17';\nvar yellowA100 = exports.yellowA100 = '#ffff8d';\nvar yellowA200 = exports.yellowA200 = '#ffff00';\nvar yellowA400 = exports.yellowA400 = '#ffea00';\nvar yellowA700 = exports.yellowA700 = '#ffd600';\nvar amber50 = exports.amber50 = '#fff8e1';\nvar amber100 = exports.amber100 = '#ffecb3';\nvar amber200 = exports.amber200 = '#ffe082';\nvar amber300 = exports.amber300 = '#ffd54f';\nvar amber400 = exports.amber400 = '#ffc028';\nvar amber500 = exports.amber500 = '#ffc107';\nvar amber600 = exports.amber600 = '#ffb300';\nvar amber700 = exports.amber700 = '#ffa000';\nvar amber800 = exports.amber800 = '#ff8f00';\nvar amber900 = exports.amber900 = '#ff6f00';\nvar amberA100 =

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exports.amberA100 = '#ffe57f';\nvar amberA200 = exports.amberA200 = '#ffd740';\nvar amberA400 =
exports.amberA400 = '#ffc400';\nvar amberA700 = exports.amberA700 = '#ffb00';\nvar orange50 =
exports.orange50 = '#fff3e0';\nvar orange100 = exports.orange100 = '#ffe0b2';\nvar orange200 = exports.orange200
= '#ffcc80';\nvar orange300 = exports.orange300 = '#ffb74d';\nvar orange400 = exports.orange400 = '#ffa726';\nvar
orange500 = exports.orange500 = '#ff9800';\nvar orange600 = exports.orange600 = '#fb8c00';\nvar orange700 =
exports.orange700 = '#f57c00';\nvar orange800 = exports.orange800 = '#ef6c00';\nvar orange900 =
exports.orange900 = '#e65100';\nvar orangeA100 = exports.orangeA100 = '#ffd180';\nvar orangeA200 =
exports.orangeA200 = '#ffab40';\nvar orangeA400 = exports.orangeA400
= '#ff9100';\nvar orangeA700 = exports.orangeA700 = '#ff6d00';\nvar deepOrange50 = exports.deepOrange50 =
'#fbe9e7';\nvar deepOrange100 = exports.deepOrange100 = '#ffcabc';\nvar deepOrange200 =
exports.deepOrange200 = '#ffab91';\nvar deepOrange300 = exports.deepOrange300 = '#ff8a65';\nvar
deepOrange400 = exports.deepOrange400 = '#ff7043';\nvar deepOrange500 = exports.deepOrange500 =
'#ff5722';\nvar deepOrange600 = exports.deepOrange600 = '#f4511e';\nvar deepOrange700 =
exports.deepOrange700 = '#e64a19';\nvar deepOrange800 = exports.deepOrange800 = '#d84315';\nvar
deepOrange900 = exports.deepOrange900 = '#bf360c';\nvar deepOrangeA100 = exports.deepOrangeA100 =
'#ff9e80';\nvar deepOrangeA200 = exports.deepOrangeA200 = '#ff6e40';\nvar deepOrangeA400 =
exports.deepOrangeA400 = '#ff3d00';\nvar deepOrangeA700 = exports.deepOrangeA700 = '#dd2c00';\nvar brown50
= exports.brown50 = '#efebe9';\nvar brown100 = exports.brown100 = '#d7ccc8';\nvar brown200 =
exports.brown200 = '#bcaaa4';\nvar
brown300 = exports.brown300 = '#a1887f';\nvar brown400 = exports.brown400 = '#8d6e63';\nvar brown500 =
exports.brown500 = '#795548';\nvar brown600 = exports.brown600 = '#6d4c41';\nvar brown700 =
exports.brown700 = '#5d4037';\nvar brown800 = exports.brown800 = '#4e342e';\nvar brown900 =
exports.brown900 = '#3e2723';\nvar blueGrey50 = exports.blueGrey50 = '#eceff1';\nvar blueGrey100 =
exports.blueGrey100 = '#cfd8dc';\nvar blueGrey200 = exports.blueGrey200 = '#b0bec5';\nvar blueGrey300 =
exports.blueGrey300 = '#90a4ae';\nvar blueGrey400 = exports.blueGrey400 = '#78909c';\nvar blueGrey500 =
exports.blueGrey500 = '#607d8b';\nvar blueGrey600 = exports.blueGrey600 = '#546e7a';\nvar blueGrey700 =
exports.blueGrey700 = '#455a64';\nvar blueGrey800 = exports.blueGrey800 = '#37474f';\nvar blueGrey900 =
exports.blueGrey900 = '#263238';\nvar grey50 = exports.grey50 = '#fafafa';\nvar grey100 = exports.grey100 =
'#f5f5f5';\nvar grey200 = exports.grey200 = '#eeeeee';\nvar grey300 = exports.grey300
= '#e0e0e0';\nvar grey400 = exports.grey400 = '#bdbdbd';\nvar grey500 = exports.grey500 = '#9e9e9e';\nvar
grey600 = exports.grey600 = '#757575';\nvar grey700 = exports.grey700 = '#616161';\nvar grey800 =
exports.grey800 = '#424242';\nvar grey900 = exports.grey900 = '#212121';\nvar black = exports.black =
'#000000';\nvar white = exports.white = '#ffffff';\nvar transparent = exports.transparent = 'rgba(0, 0, 0, 0)';\nvar
fullBlack = exports.fullBlack = 'rgba(0, 0, 0, 1)';\nvar darkBlack = exports.darkBlack = 'rgba(0, 0, 0, 0.87)';\nvar
lightBlack = exports.lightBlack = 'rgba(0, 0, 0, 0.54)';\nvar minBlack = exports.minBlack = 'rgba(0, 0, 0, 0.26)';\nvar
faintBlack = exports.faintBlack = 'rgba(0, 0, 0, 0.12)';\nvar fullWhite = exports.fullWhite = 'rgba(255, 255, 255,
1)';\nvar darkWhite = exports.darkWhite = 'rgba(255, 255, 255, 0.87)';\nvar lightWhite = exports.lightWhite =
'rgba(255, 255, 255, 0.54)';\n";\n\n"use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value:
true\n});\n\nexports.default = capitalizeString;\n\nfunction capitalizeString(str) {\n return
str.charAt(0).toUpperCase() + str.slice(1);\n}\n\nmodule.exports = exports["default"];";\n\n"use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nexports.default =
isPrefixedValue;\n\nvar regex = /-webkit-|-moz-|-ms-;/;\n\nfunction isPrefixedValue(value) {\n return typeof value
=== 'string' && regex.test(value);\n}\n\nmodule.exports = exports["default"];";\n\n"use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nexports.default =
exports.RadioButtonGroup = exports.RadioButton = undefined;\n\nvar _RadioButton2 =
require('./RadioButton');\n\nvar _RadioButton3 = _interopRequireDefault(_RadioButton2);\n\nvar
_RadioButtonGroup2 = require('./RadioButtonGroup');\n\nvar _RadioButtonGroup3 =
_interopRequireDefault(_RadioButtonGroup2);\n\nfunction _interopRequireDefault(obj) {\n return obj &&

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obj.__esModule ? obj : {\n  default: obj\n };}\n\n\nexports.RadioButton
= _RadioButton3.default;\nexports.RadioButtonGroup = _RadioButtonGroup3.default;\nexports.default =
_RadioButton3.default;","use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar
_extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _RadioButton =
require('./RadioButton');\n\nvar _RadioButton2 = _interopRequireDefault(_RadioButton);\n\nvar _warning =
require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\n\nfunction _interopRequireDefault(obj)
{\n  return obj && obj.__esModule ? obj : {\n    default: obj\n };}\n\n\nvar RadioButtonGroup = function
(_Component) {\n  (0, _inherits3.default)(RadioButtonGroup, _Component);\n\n  function RadioButtonGroup()
{\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, RadioButtonGroup);\n\n    for
(var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] =
arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
RadioButtonGroup.__proto__ || (0, _getPrototypeOf2.default)(RadioButtonGroup)).call.apply(_ref,
[this].concat(args))), _this), _this.state = {\n      numberCheckedRadioButtons: 0,\n      selected: \"\n    },
_this.handleChange = function (event, newSelection) {\n      _this.updateRadioButtons(newSelection); // Successful
update\n\n      if (_this.state.numberCheckedRadioButtons === 0) {\n        if (_this.props.onChange)
_this.props.onChange(event, newSelection);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this,
_ret);\n  }\n\n  (0, _createClass3.default)(RadioButtonGroup, [{\n    key: 'componentWillMount',\n    value:
function componentWillMount() {\n      var _this2 = this;\n\n      var cnt = 0;\n      var selected = \";\n      var _props
= this.props,\n          valueSelected = _props.valueSelected,\n          defaultSelected = _props.defaultSelected;\n\n      if (valueSelected !== undefined) {\n        selected = valueSelected;\n      } else if (defaultSelected !== undefined) {\n
        selected = defaultSelected;\n      }\n\n      _react2.default.Children.forEach(this.props.children, function (option)
{\n        if (_this2.hasCheckAttribute(option)) cnt++;\n      }, this);\n\n      this.setState({\n        numberCheckedRadioButtons: cnt,\n        selected: selected\n      });\n    }, {\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if
(nextProps.hasOwnProperty('valueSelected')) {\n        this.setState({\n          selected: nextProps.valueSelected\n
        });\n      }\n    }, {\n    key: 'hasCheckAttribute',\n    value: function
hasCheckAttribute(radioButton) {\n      return radioButton.props.hasOwnProperty('checked') &&
radioButton.props.checked;\n    }, {\n    key: 'updateRadioButtons',\n    value: function
updateRadioButtons(newSelection) {\n      if (this.state.numberCheckedRadioButtons === 0) {\n
        this.setState({\n          selected: newSelection\n        });\n      } else {\n        process.env.NODE_ENV !==
\"production\" ? (0, _warning2.default)(false, 'Material-UI: Cannot select a different radio button while another radio
button\n      has the '\\checked\\' property set to true.): void 0;\n      }\n    }, {\n    key: 'getSelectedValue',\n
value: function getSelectedValue() {\n      return this.state.selected;\n    }, {\n    key: 'setSelectedValue',\n
value: function setSelectedValue(newSelectionValue) {\n      this.updateRadioButtons(newSelectionValue);\n    },
{\n    key: 'clearValue',\n    value: function clearValue() {\n      this.setSelectedValue(\"\n    }
}, {\n    key: 'clearValue',\n    value: function clearValue() {\n      this.setSelectedValue(\"\n

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    }\n }, {\n   key: 'render',\n   value: function render() {\n     var _this3 = this;\n\n     var prepareStyles =\n     this.context.muiTheme.prepareStyles;\n\n     var options = _react2.default.Children.map(this.props.children,\n     function (option) {\n       var _option$props = option.props,\n           name = _option$props.name,\n           value =\n           _option$props.value,\n           label = _option$props.label,\n           onCheck = _option$props.onCheck,\n           other = (0, _objectWithoutProperties3.default)(_option$props, ['name', 'value', 'label', 'onCheck']);\n       return\n       _react2.default.createElement(_RadioButton2.default, (0, _extends3.default)({}, other, {\n         ref:\n         option.props.value,\n         name: _this3.props.name,\n         key: option.props.value,\n         value:\n         option.props.value,\n         label: option.props.label,\n         labelPosition: _this3.props.labelPosition,\n         onCheck: _this3.handleChange,\n         checked: option.props.value ===\n         _this3.state.selected\n       }));\n     }, this);\n\n     return _react2.default.createElement('div', {\n       style:\n       prepareStyles((0, _simpleAssign2.default)({}, this.props.style)),\n       className: this.props.className\n     },\n     options);\n   }\n });\n return RadioButtonGroup;\n }(_react.Component);\n\nRadioButtonGroup.defaultProps = {\n  style: {}\n};\n\nRadioButtonGroup.contextTypes = {\n  muiTheme:\n  _propTypes2.default.object.isRequired\n};\n\nRadioButtonGroup.propTypes = process.env.NODE_ENV !==\n  \"production\" ? {\n  /**\n   * Should be used to pass `RadioButton` components.\n   */\n  children:\n  _propTypes2.default.node,\n  /**\n   * The CSS class name of the root element.\n   */\n  className:\n  _propTypes2.default.string,\n  /**\n   * The `value` property of the radio button that will be\n   * selected by default. This takes precedence over the `checked` property\n   * of the `RadioButton` elements.\n   */\n  defaultSelected: _propTypes2.default.any,\n  /**\n   * Where the label will be placed for all child radio buttons.\n   * This takes precedence over the `labelPosition` property of\n   * the\n   * `RadioButton` elements.\n   */\n  labelPosition: _propTypes2.default.oneOf(['left', 'right']),\n  /**\n   * The name that will be applied to all child radio buttons.\n   */\n  name: _propTypes2.default.string.isRequired,\n  /**\n   * Callback function that is fired when a radio button has\n   * been checked.\n   */\n  @param {object} event `change` event targeting the selected\n   * radio button.\n   * @param {*} value The `value` of the selected\n   * radio button.\n   */\n  onChange: _propTypes2.default.func,\n  /**\n   * Override the inline-styles of the root\n   * element.\n   */\n  style: _propTypes2.default.object,\n  /**\n   * The `value` of the currently selected radio\n   * button.\n   */\n  valueSelected: _propTypes2.default.any\n} : {};\n\nexports.default = RadioButtonGroup;","use\nstrict";\n\n__esModule = true;\n\nvar _isIterable2 = require("../core-js/is-iterable");\n\nvar\n  _isIterable3 = _interopRequireDefault(_isIterable2);\n\nvar\n  _getIterator2 = require("../core-js/get-iterator");\n\nvar\n  _getIterator3 = _interopRequireDefault(_getIterator2);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&\n  obj.__esModule ? obj : {\n    default: obj\n  };}\n\nexports.default = function () {\n  function sliceIterator(arr, i)\n  {\n    var _arr = [];\n    var _n = true;\n    var _d = false;\n    var _e = undefined;\n\n    try {\n      for (var _i = (0,\n      _getIterator3.default)(arr), _s; !(_n = (_s = _i.next()).done); _n = true) {\n        _arr.push(_s.value);\n\n        if (i &&\n        _arr.length === i) break;\n      }\n    } catch (err) {\n      _d = true;\n      _e = err;\n    } finally {\n      try {\n        if\n        (!_n && _i["return"]) _i["return"]();\n      } finally {\n        if (_d) throw _e;\n      }\n    }\n\n    return _arr;\n  }\n\n  return function (arr, i) {\n    if (Array.isArray(arr))\n      return arr;\n    else\n      if ((0, _isIterable3.default)(Object(arr)))\n        return sliceIterator(arr, i);\n      else {\n        throw new\n        TypeError("Invalid attempt to destructure non-iterable instance");\n      }\n    }\n  };\n\n  Object.defineProperty(exports, "__esModule", {\n    value: true\n  });\n\n  exports.default = undefined;\n\n  var\n    _SelectField = require("./SelectField");\n\n  var\n    _SelectField2 = _interopRequireDefault(_SelectField);\n\n  function\n    _interopRequireDefault(obj) {\n    return obj && obj.__esModule ? obj : {\n      default: obj\n    };}\n\n  exports.default = _SelectField2.default;","use\nstrict";\n\n  Object.defineProperty(exports, "__esModule", {\n    value:\n    true\n  });\n\n  exports.default = undefined;\n\n  var\n    _Slider = require("./Slider");\n\n  var\n    _Slider2 =\n    _interopRequireDefault(_Slider);\n\n  function\n    _interopRequireDefault(obj) {\n    return obj && obj.__esModule ? obj\n    : {\n      default: obj\n    };}\n\n  exports.default = _Slider2.default;","use\nstrict";\n\n  Object.defineProperty(exports, "\n__esModule",\n  {\n    value: true\n  });\n\n  var\n    _extends2 = require("babel-runtime/helpers/extends");\n\n  var\n    _extends3 =\n    _interopRequireDefault(_extends2);\n\n  var\n    _objectWithoutProperties2 = require("babel-

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runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _typeof2 = require('babel-
runtime/helpers/typeof');\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _checkCircle = require('./svg-icons/action/check-
circle');\n\nvar _checkCircle2 = _interopRequireDefault(_checkCircle);\n\nvar _SvgIcon =
require('./SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction
_interopRequireDefault(obj) {\n  return
obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\nvar getStyles = function getStyles(_ref, _ref2) {\n  var
active = _ref.active,\n  completed = _ref.completed,\n  disabled = _ref.disabled;\n  var muiTheme =
_ref2.muiTheme,\n  stepper = _ref2.stepper;\n  var _muiTheme$stepper = muiTheme.stepper,\n  textColor =
_muiTheme$stepper.textColor,\n  disabledTextColor = _muiTheme$stepper.disabledTextColor,\n  iconColor =
_muiTheme$stepper.iconColor,\n  inactiveIconColor = _muiTheme$stepper.inactiveIconColor;\n  var baseTheme
= muiTheme.baseTheme;\n  var orientation = stepper.orientation;\n  var styles = {\n    root: {\n      height:
orientation === 'horizontal' ? 72 : 64,\n      color: textColor,\n      display: 'flex',\n      alignItems: 'center',\n      fontFamily: baseTheme.fontFamily,\n      fontSize: 14,\n      paddingLeft: 14,\n      paddingRight: 14\n    },\n    icon:
{\n      color: iconColor,\n      display: 'block',\n      fontSize: 24,\n      width: 24,\n      height: 24\n    },\n    iconContainer: {\n      paddingRight: 8\n    }\n  };}\n\n  if (active) {\n    styles.root.fontWeight = 500;\n  }\n\n  if (!completed && !active) {\n    styles.icon.color = inactiveIconColor;\n  }\n\n  if (disabled) {\n    styles.icon.color = inactiveIconColor;\n    styles.root.color = disabledTextColor;\n    styles.root.cursor = 'default';\n  }\n\n  return styles;\n};}\n\nvar renderIcon = function renderIcon(completed, icon,
styles) {\n  var iconType = typeof icon === 'undefined' ? 'undefined' : (0, _typeof3.default)(icon);\n\n  if (iconType
=== 'number' || iconType === 'string') {\n    if (completed) {\n      return
_react2.default.createElement(_checkCircle2.default, {\n        color: styles.icon.color,\n        style: styles.icon\n
});\n    }\n\n    return _react2.default.createElement(_SvgIcon2.default, {\n      color: styles.icon.color,\n      style:
styles.icon\n    }, _react2.default.createElement('circle', {\n      cx: '12',\n      cy: '12',\n      r: '10'\n    }),
_react2.default.createElement('text', {\n      x: '12',\n      y: '16',\n      textAnchor:
'middle',\n      fontSize: '12',\n      fill: '#fff'\n    }, icon));\n  }\n\n  return icon;\n};}\n\nvar StepLabel = function
StepLabel(props, context) {\n  var active = props.active,\n  children = props.children,\n  completed =
props.completed,\n  userIcon = props.icon,\n  iconContainerStyle = props.iconContainerStyle,\n  last =
props.last,\n  style = props.style,\n  other = (0, _objectWithoutProperties3.default)(props, ['active', 'children',
'completed', 'icon', 'iconContainerStyle', 'last', 'style']);\n  var prepareStyles = context.muiTheme.prepareStyles;\n  var
styles = getStyles(props, context);\n  var icon = renderIcon(completed, userIcon, styles);\n  return
_react2.default.createElement('span', (0, _extends3.default)({\n    style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n  }, other), icon && _react2.default.createElement('span',
{\n    style: prepareStyles((0, _simpleAssign2.default)(styles.iconContainer, iconContainerStyle))\n  }, icon),
children);\n};}\n\nStepLabel.muiName = 'StepLabel';\nStepLabel.propTypes = process.env.NODE_ENV !==
'production' ? {\n  /**\n   * Sets active styling. Overrides disabled coloring.\n   */\n  active:
_propTypes2.default.bool,\n\n  /**\n   * The label text node\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   *
Sets completed styling. Overrides disabled coloring.\n   */\n  completed: _propTypes2.default.bool,\n\n  /**\n   *
Sets disabled styling.\n   */\n  disabled: _propTypes2.default.bool,\n\n  /**\n   * The icon displayed by the step
label.\n   */\n  icon: _propTypes2.default.oneOfType([\n    _propTypes2.default.element,\n    _propTypes2.default.string,\n
    _propTypes2.default.number\n  ]),\n\n  /**\n   * Override the inline-styles of the icon container element.\n   */\n  iconContainerStyle: _propTypes2.default.object,\n\n  /**\n   * @ignore\n   */\n  last: _propTypes2.default.bool,\n\n  /**\n   * Override the inline-style of the root element.\n   */\n  style: _propTypes2.default.object\n} :
{};\nStepLabel.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired,\n  stepper:
_propTypes2.default.object\n};\n\nexports.default = StepLabel;","use strict";\n\nObject.defineProperty(exports,

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\"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\nfunction getStyles(props, context) {\n  var tabs = context.muiTheme.tabs;\n\n  return {\n    root: {\n      color: props.selected ? tabs.selectedTextColor : tabs.textColor,\n      fontWeight: 500,\n      fontSize: 14,\n      width: props.width,\n      textTransform: 'uppercase',\n      padding: 0\n    },\n    button: {\n      display: 'flex',\n      flexDirection: 'column',\n      alignItems: 'center',\n      justifyContent: 'center',\n      height: props.label && props.icon ? 72 : 48\n    }\n  };\n\n  var Tab = function (_Component) {\n    (0, _inherits3.default)(Tab, _Component);\n\n    function Tab() {\n      var _ref;\n\n      var _temp, _this, _ret;\n\n      (0, _classCallCheck3.default)(this, Tab);\n\n      for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n        args[_key] = arguments[_key];\n      }\n\n      return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Tab.__proto__ || (0, _getPrototypeOf2.default)(Tab)).call.apply(_ref, [this].concat(args))), _this), _this.handleClick = function (event) {\n        if (_this.props.onClick) {\n          _this.props.onClick(_this.props.value, event, _this);\n        }\n      }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n    }\n\n    (0, _createClass3.default)(Tab, [{\n      key: 'render',\n      value: function render() {\n        var _props = this.props,\n            icon = _props.icon,\n            index = _props.index,\n            onActive = _props.onActive,\n            onClick = _props.onClick,\n            selected = _props.selected,\n            label = _props.label,\n            buttonStyle = _props.buttonStyle,\n            style = _props.style,\n            value = _props.value,\n            width = _props.width,\n            other = (0, _objectWithoutProperties3.default)(_props, ['icon', 'index', 'onActive', 'onClick', 'selected', 'label', 'buttonStyle', 'style', 'value', 'width']);\n\n        var styles = getStyles(this.props, this.context);\n        var iconElement = void 0;\n\n        if (icon && _react2.default.isValidElement(icon))\n          iconElement = _react2.default.cloneElement(icon, {\n            style: {\n              fontSize: 24,\n              color: icon.props && icon.props.style && icon.props.style.color ? icon.props.style.color : styles.root.color,\n              marginBottom: label ? 5 : 0\n            }\n          });\n\n        var rippleOpacity = 0.3;\n        var rippleColor = this.context.muiTheme.tabs.selectedTextColor;\n\n        return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({\n          style: (0, _simpleAssign2.default)(styles.root, style),\n          focusRippleColor: rippleColor,\n          touchRippleColor: rippleColor,\n          focusRippleOpacity: rippleOpacity,\n          touchRippleOpacity: rippleOpacity,\n          onClick: this.handleClick\n        }), _react2.default.createElement('div', {\n          style: (0, _simpleAssign2.default)(styles.button, buttonStyle)\n        }, iconElement, label));\n      }\n    }]);\n\n  return Tab;\n}(_react.Component);\n\nTab.muiName

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function (event, rowNumber) {\n  event.stopPropagation();\n\n  if (_this.props.selectable) {\n    // Prevent
text selection while selecting rows.\n    if (window.getSelection().rangeCount > 0 &&
window.getSelection().getRangeAt(0).getClientRects.length > 0) {\n
window.getSelection().removeAllRanges();\n    }\n\n    _this.processRowSelection(event, rowNumber);\n
}\n  }, _this.onCellClick = function (event, rowNumber, columnNumber) {\n    event.stopPropagation();\n\n    if
(_this.props.onCellClick) {\n      _this.props.onCellClick(rowNumber, _this.getColumnId(columnNumber),
event);\n    }\n  }, _this.onCellHover = function (event, rowNumber, columnNumber) {\n    if
(_this.props.onCellHover) {\n      _this.props.onCellHover(rowNumber, _this.getColumnId(columnNumber),
event);\n    }\n\n    _this.onRowHover(event, rowNumber);\n  }, _this.onCellHoverExit = function (event,
rowNumber, columnNumber) {\n    if (_this.props.onCellHoverExit)
{\n      _this.props.onCellHoverExit(rowNumber, _this.getColumnId(columnNumber), event);\n    }\n\n    _this.onRowHoverExit(event, rowNumber);\n  }, _this.onRowHover = function (event, rowNumber) {\n    if
(_this.props.onRowHover) {\n      _this.props.onRowHover(rowNumber);\n    }\n  }, _this.onRowHoverExit =
function (event, rowNumber) {\n    if (_this.props.onRowHoverExit) {\n
      _this.props.onRowHoverExit(rowNumber);\n    }\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this,
_ret);\n }\n\n (0, _createClass3.default)(TableBody, [{\n  key: 'componentWillMount',\n  value: function
componentWillMount() {\n    if (this.props.preScanRows) {\n      this.setState({\n        selectedRows:
this.getSelectedRows(this.props)\n      });\n    }\n  }, {\n  key: 'componentDidMount',\n  value: function
componentDidMount() {\n    if (!this.props.preScanRows) {\n      this.setState({\n        // eslint-disable-line
react/no-did-mount-set-state\n        selectedRows: this.getSelectedRows(this.props)\n      });\n    }\n  }, {\n  key:
'componentWillReceiveProps',\n  value: function componentWillReceiveProps(nextProps) {\n    if
(this.props.allRowsSelected !== nextProps.allRowsSelected) {\n      if (!nextProps.allRowsSelected) {\n
        this.setState({\n          selectedRows: []\n        });\n        return;\n      }\n    }\n\n    this.setState({\n
selectedRows: this.getSelectedRows(nextProps)\n    });\n  }, {\n  key: 'createRows',\n  value: function
createRows() {\n    var _this2 = this;\n\n    var numChildren =
_react2.default.Children.count(this.props.children);\n\n    var rowNumber = 0;\n    var handlers = {\n
onCellClick: this.onCellClick,\n    onCellHover: this.onCellHover,\n    onCellHoverExit:
this.onCellHoverExit,\n    onRowHover: this.onRowHover,\n    onRowHoverExit: this.onRowHoverExit,\n
onRowClick: this.onRowClick\n  };\n\n    return _react2.default.Children.map(this.props.children, function (child) {\n    if
(!_react2.default.isValidElement(child)) {\n      var props = {\n        hoverable: _this2.props.showRowHover,\n
selected: _this2.isRowSelected(rowNumber),\n        striped: _this2.props.stripedRows && rowNumber % 2
=== 0,\n        rowNumber: rowNumber++\n      };\n\n      if (rowNumber === numChildren) {\n
        props.displayBorder = false;\n      }\n\n      var children = [_this2.createRowCheckboxColumn(props)];\n\n
_react2.default.Children.forEach(child.props.children, function (child) {\n        children.push(child);\n
});\n\n      return _react2.default.cloneElement(child, (0, _extends3.default)({}, props, handlers), children);\n
});\n    }\n  }, {\n  key: 'createRowCheckboxColumn',\n  value: function
createRowCheckboxColumn(rowProps) {\n    if (!this.props.displayRowCheckbox)
{\n      return null;\n    }\n\n    var name = rowProps.rowNumber + '-cb';\n    var disabled =
!this.props.selectable;\n\n    return _react2.default.createElement(_TableRowColumn2.default, {\n      key: name,\n
columnNumber: 0,\n      style: {\n        width: 24,\n        cursor: disabled ? 'default' : 'inherit'\n      },\n
_react2.default.createElement(_Checkbox2.default, {\n      name: name,\n      value: 'selected',\n      disabled:
disabled,\n      checked: rowProps.selected\n    }));\n  }, {\n  key: 'getSelectedRows',\n  value: function
getSelectedRows(props) {\n    var _this3 = this;\n\n    var selectedRows = [];\n\n    if (props.selectable) {\n
var index = 0;\n\n    _react2.default.Children.forEach(props.children, function (child) {\n      if
(!_react2.default.isValidElement(child)) {\n        if (child.props.selected !== undefined) {\n
          _this3.isControlled = true;\n        }\n      }\n    }\n  }\n\n

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    if (child.props.selected && (selectedRows.length === 0 || props.multiSelectable)) {\n
selectedRows.push(index);\n        }\n        index++;\n        }\n    });\n    }\n    return selectedRows;\n
}\n }, {\n key: 'isRowSelected',\n value: function isRowSelected(rowNumber) {\n var _this4 = this;\n\n if
(this.props.allRowsSelected) {\n return true;\n }\n\n return this.state.selectedRows.some(function (row)
{\n if ((typeof row === 'undefined' ? 'undefined' : (0, _typeof3.default)(row)) === 'object') {\n if
(_this4.isValueInRange(rowNumber, row)) {\n return true;\n }\n } else {\n if (row ===
rowNumber) {\n return true;\n }\n }\n\n return false;\n });\n }\n }, {\n key:
'isValueInRange',\n value: function isValueInRange(value, range) {\n if (!range) return false;\n\n if
(range.start <= value && value <= range.end
|| range.end <= value && value <= range.start) {\n return true;\n }\n\n return false;\n }\n }, {\n key:
'processRowSelection',\n value: function processRowSelection(event, rowNumber) {\n var selectedRows =
[];\n\n .concat((0, _toConsumableArray3.default)(this.state.selectedRows));\n\n if (event.shiftKey &&
this.props.multiSelectable && selectedRows.length > 0) {\n var lastIndex = selectedRows.length - 1;\n var
lastSelection = selectedRows[lastIndex];\n\n if ((typeof lastSelection === 'undefined' ? 'undefined' : (0,
_typeof3.default)(lastSelection)) === 'object') {\n lastSelection.end = rowNumber;\n } else {\n
selectedRows.splice(lastIndex, 1, {\n start: lastSelection,\n end: rowNumber\n });\n }\n }
else if ((event.ctrlKey && !event.metaKey || event.metaKey && !event.ctrlKey) && this.props.multiSelectable) {\n
var idx = selectedRows.indexOf(rowNumber);\n\n if (idx < 0) {\n var foundRange = false;\n\n for (var i = 0; i < selectedRows.length; i++) {\n
var range = selectedRows[i];\n\n if ((typeof range === 'undefined' ? 'undefined' : (0, _typeof3.default)(range))
!=== 'object') continue;\n\n if (this.isValueInRange(rowNumber, range)) {\n var _selectedRows;\n\n
foundRange = true;\n var values = this.splitRange(range, rowNumber);\n\n (_selectedRows =
selectedRows).splice.apply(_selectedRows, [i, 1].concat((0, _toConsumableArray3.default)(values)));\n\n
}\n\n if (!foundRange) selectedRows.push(rowNumber);\n } else {\n selectedRows.splice(idx,
1);\n }\n } else {\n if (selectedRows.length === 1 && selectedRows[0] === rowNumber) {\n
selectedRows = [];\n } else {\n selectedRows = [rowNumber];\n }\n }\n\n if (!this.isControlled)
{\n
this.setState({\n selectedRows: selectedRows\n });\n }\n\n if (this.props.onRowSelection) {\n
this.props.onRowSelection(this.flattenRanges(selectedRows));\n }\n }\n }, {\n key: 'splitRange',\n value:
function splitRange(range, splitPoint) {\n var splitValues = [];\n var startOffset = range.start - splitPoint;\n
var endOffset = range.end - splitPoint; // Process start half\n\n splitValues.push.apply(splitValues, (0,
_toConsumableArray3.default)(this.genRangeOfValues(splitPoint, startOffset))); // Process end half\n\n
splitValues.push.apply(splitValues, (0, _toConsumableArray3.default)(this.genRangeOfValues(splitPoint,
endOffset)));\n return splitValues;\n }\n }, {\n key: 'genRangeOfValues',\n value: function
genRangeOfValues(start, offset) {\n var values = [];\n var dir = offset > 0 ? -1 : 1; // This forces offset to
approach 0 from either direction.\n\n while (offset !== 0) {\n
values.push(start + offset);\n offset += dir;\n }\n\n return values;\n }\n }, {\n key:
'flattenRanges',\n value: function flattenRanges(selectedRows) {\n var _this5 = this;\n\n return
selectedRows.reduce(function (rows, row) {\n if ((typeof row === 'undefined' ? 'undefined' : (0,
_typeof3.default)(row)) === 'object') {\n var values = _this5.genRangeOfValues(row.end, row.start -
row.end);\n\n rows.push.apply(rows, [row.end].concat((0, _toConsumableArray3.default)(values)));\n }
else {\n rows.push(row);\n }\n\n return rows;\n }, []).sort();\n }\n }, {\n key: 'getColumnId',\n
value: function getColumnId(columnNumber) {\n return columnNumber - 1;\n }\n }, {\n key: 'render',\n
value: function render() {\n var _props = this.props,\n style = _props.style,\n allRowsSelected =
_props.allRowsSelected,\n multiSelectable = _props.multiSelectable,\n
onCellClick = _props.onCellClick,\n onCellHover = _props.onCellHover,\n onCellHoverExit =
_props.onCellHoverExit,\n onRowHover = _props.onRowHover,\n onRowHoverExit =
_props.onRowHoverExit,\n onRowSelection = _props.onRowSelection,\n selectable =

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_props.selectable,\n      deselectOnClickaway = _props.deselectOnClickaway,\n      showRowHover =
_props.showRowHover,\n      stripedRows = _props.stripedRows,\n      displayRowCheckbox =
_props.displayRowCheckbox,\n      preScanRows = _props.preScanRows,\n      other = (0,
_objectWithoutProperties3.default)(_props, ['style', 'allRowsSelected', 'multiSelectable', 'onCellClick',
'onCellHover', 'onCellHoverExit', 'onRowHover', 'onRowHoverExit', 'onRowSelection', 'selectable',
'deselectOnClickaway', 'showRowHover', 'stripedRows', 'displayRowCheckbox', 'preScanRows']);\n      var
prepareStyles = this.context.muiTheme.prepareStyles;\n      return
_react2.default.createElement(_ClickAwayListener2.default,
  {\n    onClickAway: this.handleClickAway\n  }, _react2.default.createElement('tbody', (0,
_extends3.default)({\n    style: prepareStyles((0, _simpleAssign2.default)({}, style))\n  }, other),
this.createRows()));\n  }\n  });\n  return TableBody;\n})(_react.Component);\n\nTableBody.muiName =
'TableBody';\nTableBody.defaultProps = {\n  allRowsSelected: false,\n  deselectOnClickaway: true,\n  displayRowCheckbox: true,\n  multiSelectable: false,\n  preScanRows: true,\n  selectable: true,\n  style:
{};\n};\nTableBody.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nTableBody.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n  /**\n   * @ignore\n   * Set to true to indicate that all rows should be selected.\n   */\n  allRowsSelected:
_propTypes2.default.bool,\n\n  /**\n   * Children passed to table body.\n   */\n  children:
_propTypes2.default.node,\n\n  /**\n   * The css class name of the root
element.\n   */\n  className: _propTypes2.default.string,\n\n  /**\n   * Controls whether or not to deselect all
selected\n   * rows after clicking outside the table.\n   */\n  deselectOnClickaway: _propTypes2.default.bool,\n\n  /**\n   * Controls the display of the row checkbox. The default value is true.\n   */\n  displayRowCheckbox:
_propTypes2.default.bool,\n\n  /**\n   * @ignore\n   * If true, multiple table rows can be selected.\n   *
CTRL/CMD+Click and SHIFT+Click are valid actions.\n   */\n  multiSelectable:
_propTypes2.default.bool,\n\n  /**\n   * @ignore\n   * Callback function for when a cell is clicked.\n   */\n  onCellClick: _propTypes2.default.func,\n\n  /**\n   * @ignore\n   * Called when a table cell is hovered.\n   */\n  onCellHover: _propTypes2.default.func,\n\n  /**\n   * @ignore\n   * Called when a table cell
is no longer hovered.\n   */\n  onCellHoverExit: _propTypes2.default.func,\n\n  /**\n   * @ignore\n   * Called
when a table row is hovered.\n   */\n  onRowHover: _propTypes2.default.func,\n\n  /**\n   * @ignore\n   * Called
when a table row is no longer\n   * hovered.\n   */\n  onRowHoverExit: _propTypes2.default.func,\n\n  /**\n   * @ignore\n   * Called when a row is selected. selectedRows is an\n   * array
of all row selections. If all rows have been selected,\n   * the string \"all\" will be returned instead to indicate that\n   * all rows have been selected.\n   */\n  onRowSelection: _propTypes2.default.func,\n\n  /**\n   * Controls whether
or not the rows are pre-scanned to determine\n   * initial state. If your table has a large number of rows
and\n   * you are experiencing a delay in rendering, turn off this property.\n   */\n  preScanRows:
_propTypes2.default.bool,\n\n  /**\n   * @ignore\n   * If true, table rows can be selected. If multiple\n   * row
selection is desired, enable multiSelectable.\n   */\n  selectable:
_propTypes2.default.bool,\n\n  /**\n   * If true, table rows will be highlighted when\n   * the cursor is hovering over
the row. The default\n   * value is false.\n   */\n  showRowHover: _propTypes2.default.bool,\n\n  /**\n   * If true,
every other table row starting\n   * with the first row will be striped. The default value is false.\n   */\n  stripedRows:
_propTypes2.default.bool,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:
_propTypes2.default.object\n} : {};\n\nexports.default = TableBody;\",\"use strict\";\n\nObject.defineProperty(exports,
\"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar
_extends3 = _interopRequireDefault(_extends2);\n\nvar _toConsumableArray2 = require('babel-
runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 =
_interopRequireDefault(_toConsumableArray2);\n\nvar _objectWithoutProperties2 = require('babel-

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runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar
_inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 =
_interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 =
_interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _TableRowColumn = require('./TableRowColumn');\n\nvar
_TableRowColumn2 = _interopRequireDefault(_TableRowColumn);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n };}\n\nfunction getStyles(props, context) {\n
var tableFooter = context.muiTheme.tableFooter;\n
return {\n  cell: {\n    borderTop: '1px solid ' +
tableFooter.borderColor,\n    verticalAlign: 'bottom',\n    padding: 20,\n    textAlign: 'left',\n    whiteSpace:
'nowrap'\n  }\n };}\n\nvar TableFooter = function (_Component) {\n (0, _inherits3.default)(TableFooter,
_Component);\n\n  function TableFooter() {\n (0, _classCallCheck3.default)(this, TableFooter);\n
return (0, _possibleConstructorReturn3.default)(this, (TableFooter.__proto__ || (0,
_getPrototypeOf2.default)(TableFooter)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(TableFooter,
[{\n  key: 'render',\n  value: function render() {\n    var _props = this.props,\n        adjustForCheckbox =
_props.adjustForCheckbox,\n        children = _props.children,\n        className = _props.className,\n        style
= _props.style,\n        other = (0, _objectWithoutProperties3.default)(_props, ['adjustForCheckbox', 'children',
'className', 'style']);\n    var prepareStyles = this.context.muiTheme.prepareStyles;\n    var styles =
getStyles(this.props, this.context);\n\n    var footerRows = _react2.default.Children.map(children, function (child,
rowNumber) {\n      var newChildProps = {\n        displayBorder: false,\n        key: 'f-' + rowNumber,\n        rowNumber: rowNumber,\n        style: (0, _simpleAssign2.default)({}, styles.cell,
child.props.style)\n      }; \n      var newDescendants = void 0;\n      if (adjustForCheckbox) {\n
newDescendants = [_react2.default.createElement(_TableRowColumn2.default, {\n        key: 'fpcb' +
rowNumber,\n        style: {\n          width: 24\n        }\n      })].concat((0,
_toConsumableArray3.default)(_react2.default.Children.toArray(child.props.children)));\n      } else {\n
newDescendants = child.props.children;\n      }\n      return _react2.default.cloneElement(child, newChildProps,
newDescendants);\n    });\n\n    return _react2.default.createElement('tfoot', (0, _extends3.default)({\n
className: className,\n    style: prepareStyles((0, _simpleAssign2.default)({}, style))\n  }, other),
footerRows);\n  }\n}]);\n
return TableFooter;\n}(_react.Component);\n\nTableFooter.muiName =
'TableFooter';\nTableFooter.defaultProps
= {\n  adjustForCheckbox: true,\n  style: {} \n};\nTableFooter.contextTypes = {\n  muiTheme:
 PropTypes.object.isRequired\n};\nTableFooter.propTypes = process.env.NODE_ENV !== \"production\"
? {\n  /**\n   * @ignore\n   * Controls whether or not header rows should be adjusted\n   * for a checkbox column. If
the select all checkbox is true,\n   * this property will not influence the number of columns.\n   * This is mainly
useful for \"super header\" rows so that\n   * the checkbox column does not create an offset that needs\n   * to be
accounted for manually.\n   */\n  adjustForCheckbox: _propTypes2.default.bool,\n  /**\n   * Children passed to
table footer.\n   */\n  children: _propTypes2.default.node,\n  /**\n   * The css class name of the root element.\n
*/\n  className: _propTypes2.default.string,\n  /**\n   * Override the inline-styles of the root element.\n   */\n
style: _propTypes2.default.object\n} : {};\nexports.default = TableFooter;\";\"use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =

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_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar
_propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Checkbox
= require('./Checkbox');\n\nvar _Checkbox2 = _interopRequireDefault(_Checkbox);\n\nvar _TableHeaderColumn =
require('./TableHeaderColumn');\n\nvar _TableHeaderColumn2 =
_interopRequireDefault(_TableHeaderColumn);\n\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };}\n\n\nfunction getStyles(props, context) {\n var tableHeader =
context.muiTheme.tableHeader;\n return {\n root: {\n borderBottom: '1px solid ' + tableHeader.borderColor\n
}\n };}\n\nvar TableHeader = function (_Component) {\n (0, _inherits3.default)(TableHeader, _Component);\n\n
function TableHeader()\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this,
TableHeader);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n
args[_key]
= arguments[_key];\n } \n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref
= TableHeader.__proto__ || (0, _getPrototypeOf2.default)(TableHeader)).call.apply(_ref, [this].concat(args))),
_this), _this.handleCheckAll = function (event, checked) {\n if (_this.props.onSelectAll) {\n
_this.props.onSelectAll(checked);\n } \n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n
}\n\n (0, _createClass3.default)(TableHeader, [{\n key: 'createSuperHeaderRows',\n value: function
createSuperHeaderRows()\n var numChildren = _react2.default.Children.count(this.props.children);\n\n if
(numChildren === 1) return undefined;\n var superHeaders = [];\n\n for (var index = 0; index < numChildren
- 1; index++) {\n var child = this.props.children[index];\n if (!_react2.default.isValidElement(child))
continue;\n var props = {\n key: 'sh' + index,\n rowNumber: index\n
};\n superHeaders.push(this.createSuperHeaderRow(child, props));\n }\n\n if (superHeaders.length)
return superHeaders;\n } \n }, {\n key: 'createSuperHeaderRow',\n value: function
createSuperHeaderRow(child, props) {\n var children = [];\n\n if (this.props.adjustForCheckbox) {\n
children.push(this.getCheckboxPlaceholder(props));\n }\n\n\n _react2.default.Children.forEach(child.props.children, function (child) {\n
children.push(child);\n });\n\n return _react2.default.cloneElement(child, props, children);\n } \n }, {\n key: 'createBaseHeaderRow',\n value:
function createBaseHeaderRow()\n var childrenArray =
_react2.default.Children.toArray(this.props.children);\n\n var numChildren = childrenArray.length;\n\n if
(numChildren < 1) {\n return null;\n }\n\n var child = childrenArray[numChildren - 1];\n var props =
{\n key: 'h' + numChildren,\n rowNumber:
numChildren\n }; \n var children = [this.getSelectAllCheckboxColumn(props)];\n\n\n _react2.default.Children.forEach(child.props.children, function (child) {\n
children.push(child);\n });\n\n return _react2.default.cloneElement(child, props, children);\n } \n }, {\n key: 'getCheckboxPlaceholder',\n value:
function getCheckboxPlaceholder(props) {\n if (!this.props.adjustForCheckbox) return null;\n var
disabled = !this.props.enableSelectAll;\n var key = 'hpcb' + props.rowNumber;\n return
_react2.default.createElement(_TableHeaderColumn2.default, {\n key: key,\n style: {\n width: 24,\n
cursor: disabled ? 'default' : 'inherit'\n }\n });\n } \n }, {\n key: 'getSelectAllCheckboxColumn',\n value:
function getSelectAllCheckboxColumn(props) {\n if (!this.props.displaySelectAll) return
this.getCheckboxPlaceholder(props);\n var disabled = !this.props.enableSelectAll;\n\n

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var checkbox = _react2.default.createElement(_Checkbox2.default, {\n  key: 'selectallcb',\n  name:
'selectallcb',\n  value: 'selected',\n  disabled: disabled,\n  checked: this.props.selectAllSelected,\n
onCheck: this.handleCheckAll\n  });\n  var key = 'hpcb' + props.rowNumber;\n  return
_react2.default.createElement(_TableHeaderColumn2.default, {\n  key: key,\n  style: {\n    width: 24,\n
  cursor: disabled ? 'not-allowed' : 'inherit'\n  },\n  checkbox\n  }, {\n  key: 'render',\n  value:
function render() {\n  var _props = this.props,\n    className = _props.className,\n    style =
_props.style;\n  var prepareStyles = this.context.muiTheme.prepareStyles;\n  var styles = getStyles(this.props,
this.context);\n  var superHeaderRows = this.createSuperHeaderRows();\n  var baseHeaderRow =
this.createBaseHeaderRow();\n  return _react2.default.createElement('thead',
{\n    className: className,\n    style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n  },
superHeaderRows, baseHeaderRow);\n  }\n  });\n  return
TableHeader;\n})(_react.Component);\n\nTableHeader.muiName = 'TableHeader';\nTableHeader.defaultProps = {\n
adjustForCheckbox: true,\n  displaySelectAll: true,\n  enableSelectAll: true,\n  selectAllSelected:
false\n};\nTableHeader.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nTableHeader.propTypes = process.env.NODE_ENV !== \"production\"
? {\n  /**\n   * Controls whether or not header rows should be\n   * adjusted for a checkbox column. If the select
all\n   * checkbox is true, this property will not influence\n   * the number of columns. This is mainly useful for\n   *
\"super header\" rows so that the checkbox column\n   * does not create an offset that needs to be accounted\n   * for
manually.\n   */\n  adjustForCheckbox: _propTypes2.default.bool,\n  /**\n   * Children
passed to table header.\n   */\n  children: _propTypes2.default.node,\n  /**\n   * The css class name of the root
element.\n   */\n  className: _propTypes2.default.string,\n  /**\n   * Controls whether or not the select all
checkbox is displayed.\n   */\n  displaySelectAll: _propTypes2.default.bool,\n  /**\n   * If set to true, the select all
button will be interactable.\n   * If set to false, the button will not be interactable.\n   * To hide the checkbox, set
displaySelectAll to false.\n   */\n  enableSelectAll: _propTypes2.default.bool,\n  /**\n   * @ignore\n   * Callback
when select all has been checked.\n   */\n  onSelectAll: _propTypes2.default.func,\n  /**\n   * @ignore\n   * True
when select all has been checked.\n   */\n  selectAllSelected: _propTypes2.default.bool,\n  /**\n   * Override the
inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\n\nexports.default =
TableHeader;\n\n\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\",
{\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var tableRow =
context.muiTheme.tableRow;\n  var cellBgColor = 'inherit';\n  if (props.hovered || state.hovered) {\n    cellBgColor
= tableRow.hoverColor;\n  } else if (props.selected) {\n    cellBgColor = tableRow.selectedColor;\n  } else if
(props.striped) {\n    cellBgColor = tableRow.stripeColor;\n  }\n  return {\n    root: {\n      borderBottom:
props.displayBorder && '1px solid ' + tableRow.borderColor,\n      color: tableRow.textColor,\n      height:

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tableRow.height\n
  },\n  cell: {\n    backgroundColor: cellBgColor\n  }\n};\n\nvar TableRow = function (_Component) {\n  (0,\n  _inherits3.default)(TableRow, _Component);\n\n  function TableRow() {\n    var _ref;\n\n    var _temp, _this,\n    _ret;\n\n    (0, _classCallCheck3.default)(this, TableRow);\n\n    for (var _len = arguments.length, args =\n    Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp =\n    (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableRow.__proto__ || (0,\n    _getPrototypeOf2.default)(TableRow)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered:\n      false\n    }, _this.onCellClick = function (event, columnIndex) {\n      if (_this.props.selectable &&\n      _this.props.onCellClick) {\n        _this.props.onCellClick(event, _this.props.rowNumber, columnIndex);\n      }\n\n      event.ctrlKey = true;\n      _this.onRowClick(event);\n    }, _this.onCellHover = function (event, columnIndex)\n    {\n      if (_this.props.hoverable) {\n        _this.setState({\n          hovered: true\n        });\n\n        if\n        (_this.props.onCellHover) _this.props.onCellHover(event, _this.props.rowNumber, columnIndex);\n\n        _this.onRowHover(event);\n      }\n    }, _this.onCellHoverExit = function (event, columnIndex) {\n      if\n      (_this.props.hoverable) {\n        _this.setState({\n          hovered: false\n        });\n\n        if\n        (_this.props.onCellHoverExit) _this.props.onCellHoverExit(event, _this.props.rowNumber, columnIndex);\n\n        _this.onRowHoverExit(event);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(TableRow, [{\n    key: 'onRowClick',\n    value: function onRowClick(event) {\n      if\n      (this.props.selectable && this.props.onRowClick) {\n        this.props.onRowClick(event, this.props.rowNumber);\n      }\n    }\n  }, {\n    key: 'onRowHover',\n    value: function onRowHover(event) {\n      if (this.props.onRowHover)\n      this.props.onRowHover(event, this.props.rowNumber);\n    }\n  }, {\n    key: 'onRowHoverExit',\n    value: function onRowHoverExit(event) {\n      if (this.props.onRowHoverExit)\n      this.props.onRowHoverExit(event, this.props.rowNumber);\n    }\n  }, {\n    key: 'render',\n    value: function\n    render() {\n      var _this2 = this;\n\n      var _props = this.props,\n          className = _props.className,\n          displayBorder = _props.displayBorder,\n          hoverable = _props.hoverable,\n          hovered = _props.hovered,\n          onCellClick = _props.onCellClick,\n          onCellHover = _props.onCellHover,\n          onCellHoverExit =\n          _props.onCellHoverExit,\n          onRowClick = _props.onRowClick,\n          onRowHover =\n          _props.onRowHover,\n          onRowHoverExit = _props.onRowHoverExit,\n          rowNumber =\n          _props.rowNumber,\n          selectable = _props.selectable,\n          selected = _props.selected,\n          striped = _props.striped,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props,\n          ['className', 'displayBorder', 'hoverable', 'hovered', 'onCellClick', 'onCellHover', 'onCellHoverExit', 'onRowClick',\n          'onRowHover', 'onRowHoverExit', 'rowNumber', 'selectable', 'selected', 'striped', 'style']);\n\n      var prepareStyles =\n      this.context.muiTheme.prepareStyles;\n\n      var styles = getStyles(this.props, this.context, this.state);\n\n      var\n      rowColumns = _react2.default.Children.map(this.props.children, function (child, columnNumber) {\n        if\n        (_react2.default.isValidElement(child)) {\n          return _react2.default.cloneElement(child, {\n            columnNumber: columnNumber,\n            hoverable: _this2.props.hoverable,\n            key: _this2.props.rowNumber\n            + '-' + columnNumber,\n            onClick: _this2.onCellClick,\n            onHover: _this2.onCellHover,\n            onHoverExit: _this2.onCellHoverExit,\n            style: (0, _simpleAssign2.default)({\n              styles.cell, child.props.style\n            });\n          });\n        }\n      });\n\n      return _react2.default.createElement('tr', (0,\n      _extends3.default)({\n        className: className,\n        style: prepareStyles((0,\n        _simpleAssign2.default)(styles.root, style))\n      }), other), rowColumns);\n    }\n  }]);\n  return\n  TableRow}(_react.Component);\n\n  TableRow.defaultProps = {\n    displayBorder: true,\n    hoverable: false,\n    hovered: false,\n    selectable: true,\n    striped: false\n  };\n\n  TableRow.contextTypes = {\n    muiTheme:\n    _propTypes2.default.object.isRequired\n  };\n\n  TableRow.propTypes = process.env.NODE_ENV !== \"production\" ?\n  {\n    /**\n     * Children passed to table row.\n     */\n    children: _propTypes2.default.node,\n\n    /**\n     * The css class\n     name of the root element.\n     */\n    className: _propTypes2.default.string,\n\n    /**\n     * If true, row border will be\n     displayed for the row.\n     * If false, no border will be drawn.\n     */\n    displayBorder: _propTypes2.default.bool,\n\n    /**\n     * Controls whether or not the row responds to hover events.\n     */\n    hoverable:\n    _propTypes2.default.bool,\n\n    /**\n     * Controls whether or not the row should be rendered as being\n     * hovered.

```


This property is evaluated in addition to this.state.hovered and can be used to synchronize the hovered state with some other external events.

`hovered`: `_propTypes2.default.bool`

Called when a row cell is clicked.

`rowNumber` is the row number and `columnId` is the column number or the column key.

`onCellClick`: `_propTypes2.default.func`

Called when a table cell is hovered.

`rowNumber` is the row number of the hovered row and `columnId` is the column number or the column key of the cell.

`onCellHover`: `_propTypes2.default.func`

Called when a table cell is no longer hovered.

`rowNumber` is the row number of the row and `columnId` is the column number or the column key of the cell.

`onCellHoverExit`: `_propTypes2.default.func`

Called when row is clicked.

`onRowClick`: `_propTypes2.default.func`

Called when a table row is hovered.

`rowNumber` is the row number of the hovered row.

`onRowHover`: `_propTypes2.default.func`

Called when a table row is no longer hovered.

`rowNumber` is the row number of the row that is no longer hovered.

`onRowHoverExit`: `_propTypes2.default.func`

Number to identify the row. This property is automatically populated when used with the `TableBody` component.

`rowNumber`: `_propTypes2.default.number`

If true, table rows can be selected. If multiple row selection is desired, enable `multiSelectable`. The default value is true.

`selectable`: `_propTypes2.default.bool`

Indicates that a particular row is selected. This property can be used to programmatically select rows.

`selected`: `_propTypes2.default.bool`

Indicates whether or not the row is striped.

`striped`: `_propTypes2.default.bool`

Override the inline-styles of the root element.

`style`: `_propTypes2.default.object`

```

: {};\nexports.default = TableRow;"", "use strict";\n\nObject.defineProperty(exports,
\("__esModule", {
  value: true\n});\nexports.default = undefined;\n\nvar _TimePicker =
require('./TimePicker');\n\nvar _TimePicker2 = _interopRequireDefault(_TimePicker);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {
    default: obj\n  };\n}\n\nexports.default =
_TimePicker2.default;"", "use strict";\n\nObject.defineProperty(exports,
\("__esModule", {
  value: true\n});\n\nexports.default = undefined;\n\nvar _Toggle = require('./Toggle');\n\nvar _Toggle2 =
_interopRequireDefault(_Toggle);\n\nfunction _interopRequireDefault(obj)
{\n  return obj && obj.__esModule ? obj : {
    default: obj\n  };\n}\n\nexports.default =
_Toggle2.default;"", "use
strict";\n\nObject.defineProperty(exports,
\("__esModule", {
  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {
  default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var
firstChild = props.firstChild,\n    lastChild = props.lastChild;\n  var _context$muiTheme = context.muiTheme,\n    baseTheme = _context$muiTheme.baseTheme,\n    button = _context$muiTheme.button,\n    toolbar =
_context$muiTheme.toolbar;\n  var marginHorizontal = baseTheme.spacing.desktopGutter;\n  var marginVertical
= (toolbar.height - button.height) / 2;\n  var styles = {\n    root: {\n      position: 'relative',\n      marginLeft:
firstChild ? -marginHorizontal : undefined,\n      marginRight: lastChild ? -marginHorizontal : undefined,\n

```

```

display: 'flex',\n  justifyContent: 'space-between',\n  alignItems: 'center'\n  },\n  dropDownMenu: {\n  root:
{\n  color: toolbar.color,\n  // removes hover color change, we want to keep it\n  marginRight:
baseTheme.spacing.desktopGutter,\n  flex: 1,\n  whiteSpace: 'nowrap'\n  },\n  controlBg: {\n
backgroundColor: toolbar.menuHoverColor,\n  borderRadius: 0\n  },\n  underline: {\n  display: 'none'\n
  }\n  },\n  button: {\n  margin: marginVertical + 'px ' + marginHorizontal + 'px',\n  position: 'relative'\n
  },\n  icon: {\n  root: {\n  cursor: 'pointer',\n  lineHeight: toolbar.height + 'px',\n  paddingLeft:
baseTheme.spacing.desktopGutter\n
  }\n  },\n  span: {\n  color: toolbar.iconColor,\n  lineHeight: toolbar.height + 'px'\n  }\n  };\n return
styles;\n}\n\nvar ToolbarGroup = function (_Component) {\n  (0, _inherits3.default)(ToolbarGroup,
_Component);\n\n  function ToolbarGroup() {\n  (0, _classCallCheck3.default)(this, ToolbarGroup);\n  return (0,
_possibleConstructorReturn3.default)(this, (ToolbarGroup.__proto__ || (0,
_getPrototypeOf2.default)(ToolbarGroup)).apply(this, arguments));\n  }\n\n  (0,
_createClass3.default)(ToolbarGroup, [{\n  key: 'handleMouseLeaveFontIcon',\n  value: function
handleMouseLeaveFontIcon(style) {\n  return function (event) {\n  event.target.style.zIndex = 'auto';\n
event.target.style.color = style.root.color;\n  }; \n  }}, {\n  key: 'render',\n  value: function render() {\n
var _this2 = this;\n\n  var _props = this.props,\n      children = _props.children,\n      className =
_props.className,\n      firstChild
= _props.firstChild,\n      lastChild = _props.lastChild,\n      style = _props.style,\n      other = (0,
_objectWithoutProperties3.default)(_props, ['children', 'className', 'firstChild', 'lastChild', 'style']);\n\n  var
prepareStyles = this.context.muiTheme.prepareStyles;\n  var styles = getStyles(this.props, this.context);\n\n
var newChildren = _react2.default.Children.map(children, function (currentChild) {\n  if (!currentChild) {\n
return null;\n  } \n\n  if (!currentChild.type) {\n  return currentChild;\n  } \n\n  switch
(currentChild.type.muiName) {\n  case 'DropDownMenu':\n  return
_react2.default.cloneElement(currentChild, {\n  style: (0, _simpleAssign2.default)({},
styles.dropDownMenu.root, currentChild.props.style),\n  underlineStyle: styles.dropDownMenu.underline\n
  });\n\n  case 'RaisedButton':\n  case 'FlatButton':\n  return
_react2.default.cloneElement(currentChild, {\n  style: (0, _simpleAssign2.default)({}, styles.button,
currentChild.props.style)\n  });\n\n  case 'FontIcon':\n  return
_react2.default.cloneElement(currentChild, {\n  style: (0, _simpleAssign2.default)({}, styles.icon.root,
currentChild.props.style),\n  color: currentChild.props.color || _this2.context.muiTheme.toolbar.iconColor,\n
  hoverColor: currentChild.props.hoverColor || _this2.context.muiTheme.toolbar.hoverColor\n  });\n\n
  case 'ToolbarSeparator':\n  case 'ToolbarTitle':\n  return _react2.default.cloneElement(currentChild,
{\n  style: (0, _simpleAssign2.default)({}, styles.span, currentChild.props.style)\n  });\n\n
  default:\n  return currentChild;\n  } \n  }, this);\n\n  return _react2.default.createElement('div', (0,
_extends3.default)({}, other, {\n  className:
className,\n  style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))\n  })), newChildren);\n
  }\n  });\n\n  return ToolbarGroup;\n}(_react.Component);\n\nToolbarGroup.defaultProps = {\n  firstChild: false,\n
lastChild: false\n};\n\nToolbarGroup.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nToolbarGroup.propTypes = process.env.NODE_ENV !==
"production" ? {\n  /**\n  * Can be any node or number of nodes.\n  */\n  children: _propTypes2.default.node,\n
/**\n  * The css class name of the root element.\n  */\n  className: _propTypes2.default.string,\n\n  /**\n  * Set
this to true for if the `ToolbarGroup` is the first child of `Toolbar`\n  * to prevent setting the left gap.\n  */\n
  firstChild: _propTypes2.default.bool,\n\n  /**\n  * Set this to true for if the `ToolbarGroup` is the last child of
`Toolbar`\n  * to prevent setting the right gap.\n  */\n  lastChild: _propTypes2.default.bool,\n\n  /**\n  * Override
the inline-styles
of the root element.\n  */\n  style: _propTypes2.default.object\n} : {};\n\nexports.default = ToolbarGroup;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require("babel-
runtime/helpers/extends");\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar

```

```

_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n };}\n\nfunction getStyles(props, context) {\n var
_context$muiTheme = context.muiTheme,\n  baseTheme = _context$muiTheme.baseTheme,\n  toolbar =
_context$muiTheme.toolbar;\n return {\n  root: {\n  backgroundColor: toolbar.separatorColor,\n  display:
'block',\n  height: baseTheme.spacing.desktopGutterMore,\n  marginLeft: baseTheme.spacing.desktopGutter,\n
width: 1\n  }\n };}\n\nvar ToolbarSeparator = function (_Component) {\n (0,
_inherits3.default)(ToolbarSeparator, _Component);\n\n function ToolbarSeparator() {\n (0,
_classCallCheck3.default)(this, ToolbarSeparator);\n return (0, _possibleConstructorReturn3.default)(this,
(ToolbarSeparator.__proto__ || (0, _getPrototypeOf2.default)(ToolbarSeparator)).apply(this, arguments));\n }
\n\n (0, _createClass3.default)(ToolbarSeparator, [{\n key: 'render',\n value: function render() {\n var _props =
this.props,\n  className = _props.className,\n  style = _props.style,\n  other = (0,
_objectWithoutProperties3.default)(_props, ['className', 'style']);\n var prepareStyles =
this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return
_react2.default.createElement('span', (0, _extends3.default)({}, other, {\n  className: className,\n  style:
prepareStyles((0, _simpleAssign2.default)({},
styles.root, style))\n }));\n }
\n }]);\n return
ToolbarSeparator;\n }(_react.Component);\n\n\nToolbarSeparator.muiName =
'ToolbarSeparator';\n\nToolbarSeparator.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nToolbarSeparator.propTypes = process.env.NODE_ENV !==
'production' ? {\n  /**\n   * The css class name of the root element.\n   */\n  className:
_propTypes2.default.string,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:
_propTypes2.default.object\n } : {};\n\nexports.default = ToolbarSeparator;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar

```

```

_propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\nfunction
getStyles(props, context) {\n  var _context$muiTheme = context.muiTheme,\n    baseTheme =
_context$muiTheme.baseTheme,\n    toolbar = _context$muiTheme.toolbar;\n  return {\n    root: {\n
paddingRight: baseTheme.spacing.desktopGutterLess,\n    lineHeight: toolbar.height + 'px',\n    fontSize:
toolbar.titleFontSize,\n    fontFamily: baseTheme.fontFamily,\n    position: 'relative',\n    textOverflow:
'ellipsis',\n    whiteSpace: 'nowrap',\n    overflow: 'hidden'\n  }\n};\n\nvar ToolbarTitle = function
(_Component) {\n  (0, _inherits3.default)(ToolbarTitle, _Component);\n\n  function ToolbarTitle() {\n    (0,
_classCallCheck3.default)(this, ToolbarTitle);\n    return (0, _possibleConstructorReturn3.default)(this,
(ToolbarTitle.__proto__ || (0, _getPrototypeOf2.default)(ToolbarTitle)).apply(this, arguments));\n  }\n\n  (0,
_createClass3.default)(ToolbarTitle,
[{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n        style = _props.style,\n        text = _props.text,\n        other = (0, _objectWithoutProperties3.default)(_props, ['style', 'text']);\n      var
prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      return _react2.default.createElement('span', (0, _extends3.default)({\n        style: prepareStyles((0,
_simpleAssign2.default)({}, styles.root, style))\n      }, other), text);\n    }\n  }]);\n  return
ToolbarTitle;\n}(_react.Component);\n\nToolbarTitle.muiName = 'ToolbarTitle';\nToolbarTitle.contextTypes = {\n
muiTheme: _propTypes2.default.object.isRequired\n};\n\nToolbarTitle.propTypes = process.env.NODE_ENV !==
'production' ? {\n  /**\n   * The css class name of the root element.\n   */\n  className:
_propTypes2.default.string,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:
_propTypes2.default.object,\n  /**\n   * The text to be displayed.\n   */\n  text: _propTypes2.default.node\n} :
{};\n\nexports.default = ToolbarTitle;","use strict";\n\nif (process.env.NODE_ENV === 'production') {\n
module.exports = require('./cjs/react-is.production.min.js');\n} else {\n  module.exports = require('./cjs/react-
is.development.js');\n}\n\n,"import freeGlobal from './_freeGlobal.js';\n\n/** Detect free variable `exports`. */\n\nvar
freeExports = typeof exports === 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable
`module`. */\n\nvar freeModule = freeExports && typeof module === 'object' && module && !module.nodeType
&& module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\n\nvar moduleExports =
freeModule && freeModule.exports === freeExports;\n\n/** Detect free variable `process` from Node.js. */\n\nvar
freeProcess = moduleExports && freeGlobal.process;\n\n/** Used to access faster Node.js helpers. */\n\nvar nodeUtil
= function
() {\n  try {\n    // Use `util.types` for Node.js 10+.\n    var types = freeModule && freeModule.require &&
freeModule.require('util').types;\n\n    if (types) {\n      return types;\n    } // Legacy `process.binding('util')` for
Node.js < 10.\n\n    return freeProcess && freeProcess.binding && freeProcess.binding('util');\n  } catch (e)
{\n  }\n}\n\nexport default nodeUtil;","use strict";\n\n\n * Copyright 2015, Yahoo! Inc.\n * Copyrights licensed
under the New BSD License. See the accompanying LICENSE file for terms.\n\n\nvar REACT_STATICS = {\n
childContextTypes: true,\n  contextTypes: true,\n  defaultProps: true,\n  displayName: true,\n  getDefaultProps:
true,\n  getDerivedStateFromProps: true,\n  mixins: true,\n  propTypes: true,\n  type: true\n};\n\nvar
KNOWN_STATICS = {\n  name: true,\n  length: true,\n  prototype: true,\n  caller: true,\n  callee: true,\n  arguments:
true,\n  arity: true\n};\n\nvar defineProperty = Object.defineProperty;\n\nvar getOwnPropertyNames =
Object.getOwnPropertyNames;\n\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\n\nvar getOwnPropertyDescriptor =
Object.getOwnPropertyDescriptor;\n\nvar getPrototypeOf = Object.getPrototypeOf;\n\nvar objectPrototype =
getPrototypeOf && getPrototypeOf(Object);\n\nfunction hoistNonReactStatics(targetComponent,
sourceComponent, blacklist) {\n  if (typeof sourceComponent !== 'string') {\n    // don't hoist over string (html)
components\n    if (objectPrototype) {\n      var inheritedComponent = getPrototypeOf(sourceComponent);\n\n      if
(inheritedComponent && inheritedComponent !== objectPrototype) {\n
hoistNonReactStatics(targetComponent, inheritedComponent, blacklist);\n      }\n    }\n\n    var keys =
getOwnPropertyNames(sourceComponent);\n\n    if (getOwnPropertySymbols) {\n      keys =

```

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keys.concat(getOwnPropertySymbols(sourceComponent));\n  }\n  for (var i = 0; i < keys.length; ++i) {\n    var
key = keys[i];\n    if (!REACT_STATICS[key] && !KNOWN_STATICS[key] && (!blacklist
  || !blacklist[key])) {\n      var descriptor = getOwnPropertyDescriptor(sourceComponent, key);\n      try {\n
// Avoid failures from read-only properties\n        defineProperty(targetComponent, key, descriptor);\n      } catch
(e) {}\n    }\n  }\n  return targetComponent;\n}\n\nmodule.exports =
hoistNonReactStatics;"!function (e, t) {\n  "object" == typeof exports && "object" == typeof module ?
module.exports = t(require("react")) : "function" == typeof define && define.amd ? define(["react"], t) :
"object" == typeof exports ? exports.reactJsonView = t(require("react")) : e.reactJsonView = t(e.React);\n}(this,
function (e) {\n  return function (e) {\n    var t = {};\n    function n(a) {\n      if (t[a]) return t[a].exports;\n      var r
= t[a] = {\n        i: a,\n        l: !1,\n        exports: {};\n      }\n      return e[a].call(r.exports, r, r.exports, n), r.l = !0,
r.exports;\n    }\n    return n.m
= e, n.c = t, n.d = function (e, t, a) {\n      n.o(e, t) || Object.defineProperty(e, t, {\n        enumerable: !0,\n        get:
a\n      });\n    }, n.r = function (e) {\n      "undefined" != typeof Symbol && Symbol.toStringTag &&
Object.defineProperty(e, Symbol.toStringTag, {\n        value: "Module"\n      }), Object.defineProperty(e,
"__esModule", {\n        value: !0\n      });\n    }, n.t = function (e, t) {\n      if (1 & t && (e = n(e)), 8 & t) return e;\n      if
(4 & t && "object" == typeof e && e && e.__esModule) return e;\n      var a = Object.create(null);\n      if
(n.r(a), Object.defineProperty(a, "default", {\n        enumerable: !0,\n        value: e\n      }), 2 & t && "string" !=
typeof e) for (var r in e) {\n        n.d(a, r, function (t) {\n          return e[t];\n        }).bind(null, r);\n      }\n      return
a;\n    }, n.n = function (e) {\n      var t = e && e.__esModule ? function () {\n        return e.default;\n      } : function
() {\n        return e;\n      };\n      return n.d(t, "a", t);\n    }, n.o = function (e, t) {\n      return
Object.prototype.hasOwnProperty.call(e, t);\n    }, n.p = "", n.s = 48);\n  }([function (t, n) {\n    t.exports = e;\n  },
function (e, t) {\n    var n = e.exports = {\n      version: "2.6.12"\n    };
    "number" == typeof __e && (__e =
n);\n  }, function (e, t, n) {\n    var a = n(26)("wks"),\n        r = n(17),\n        o = n(3).Symbol,\n        i = "function"
== typeof o;\n    (e.exports = function (e) {\n      return a[e] || (a[e] = i && o[e] || (i ? o : r)("Symbol." + e));\n
}).store = a;\n  }, function (e, t) {\n    var n = e.exports = "undefined" != typeof window && window.Math ==
Math ? window : "undefined" != typeof self && self.Math == Math ? self : Function("return this")();\n    "number"
== typeof __g && (__g = n);\n  }, function (e, t, n) {\n    e.exports = !n(8)(function () {\n      return 7 !=
Object.defineProperty({}, "a", {\n        get:
function get() {\n          return 7;\n        }\n      }).a;\n    });\n  }, function (e, t) {\n    var n = {}.hasOwnProperty;\n    e.exports = function (e, t) {\n      return n.call(e, t);\n    };
  }, function (e, t, n) {\n    var a = n(7),\n        r = n(16);\n    e.exports = n(4) ? function (e, t, n) {\n      return a.f(e, t, r(1, n));\n    } : function (e, t, n) {\n      return e[t] = n, e;\n
};\n  }, function (e, t, n) {\n    var a = n(10),\n        r = n(35),\n        o = n(23),\n        i = Object.defineProperty;\n    t.f
= n(4) ? Object.defineProperty : function (e, t, n) {\n      if (a(e), t = o(t, !0), a(n), r) try {\n        return i(e, t, n);\n
      } catch (e) {}\n      if ("get" in n || "set" in n) throw TypeError("Accessors not supported!");\n      return "value"
in n && (e[t] = n.value), e;\n    };
  }, function (e, t) {\n    e.exports = function (e) {\n      try {\n        return !!e();\n      } catch (e) {\n        return !0;\n      }\n    };
  }, function
(e, t, n) {\n    var a = n(40),\n        r = n(22);\n    e.exports = function (e) {\n      return a(r(e));\n    };
  }, function
(e, t, n) {\n    var a = n(11);\n    e.exports = function (e) {\n      if (!a(e)) throw TypeError(e + " is not an
object!");\n      return e;\n    };
  }, function (e, t) {\n    e.exports = function (e) {\n      return "object" == typeof e
? null !== e : "function" == typeof e;\n    };
  }, function (e, t) {\n    e.exports = {};\n  }, function (e, t, n) {\n    var
a = n(39),\n        r = n(27);\n    e.exports = Object.keys || function (e) {\n      return a(e, r);\n    };
  }, function (e, t) {\n    e.exports = !0;\n  }, function (e, t, n) {\n    var a = n(3),\n        r = n(1),\n        o = n(53),\n        i = n(6),\n        s
= n(5),\n        c = function c(e, t, n) {\n          var l,\n              u,\n              f,\n              p = e & c.F,\n              d = e & c.G,\n
              b = e & c.S,\n              h = e & c.P,\n              v = e & c.B,\n
              m = e & c.W,\n              y = d ? r : r[t] || (r[t] = {}),\n              g = y.prototype,\n              E = d ? a : b ? a[t] : (a[t] ||
{}).prototype;\n    for (l in d && (n = t), n) {\n      (u = !p && E && void 0 !== E[l]) && s(y, l) || (f = u ? E[l] :
n[l], y[l] = d && "function" != typeof E[l] ? n[l] : v && u ? o(f, a) : m && E[l] == f ? function (e) {\n          var t =

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function t(_t, n, a) {
  if (this instanceof e) {
    switch (arguments.length) {
      case 0:
        return new e();
      case 1:
        return new e(_t);
      case 2:
        return new e(_t, n);
    }
  }
  return new e(_t, n, a);
}
return t.prototype = e.prototype, t(f) : h && "function" === typeof f ? o(Function.call, f) : f, h
&& ((y.virtual || (y.virtual = {}))[1] = f, e & c.R && g && !g[1]
&& i(g, l, f));
c.F = 1, c.G = 2, c.S = 4, c.P = 8, c.B = 16, c.W = 32, c.U = 64, c.R = 128,
e.exports = c, function (e, t) {
  e.exports = function (e, t) {
    return {
      enumerable: !(1 & e),
      configurable: !(2 & e),
      writable: !(4 & e),
      value: t
    };
  }, function (e, t) {
    var n = 0,
    a = Math.random();
    e.exports = function (e) {
      return "Symbol(" + e + ")";
    }, function (e, t, n) {
      var a = n(22);
      e.exports = function (e) {
        return Object(a(e));
      }, function (e, t) {
        t.f = {}.propertyIsEnumerable;
      }, function (e, t, n) {
        "use strict";
        var a = n(52)(),
        n(34)(String, "String", function (e) {
          this._t = String(e), this._i = 0;
        }, function () {
          var e,
          t = this._t,
          n = this._i;
          return n >= t.length ? {
            value: void 0,
            done: !0
          } : (e = a(t, n), this._i += e.length, {
            value: e,
            done: !1
          });
        }, function (e, t) {
          var n = Math.ceil,
          a = Math.floor;
          e.exports = function (e) {
            return isNaN(e + +e) ? 0 : (e > 0 ? a : n)(e);
          }, function (e, t) {
            e.exports = function (e) {
              if (null == e)
                throw TypeError("Can't call method on " + e);
              return e;
            }, function (e, t, n) {
              var a = n(11);
              e.exports = function (e, t) {
                if (!a(e)) return e;
                var n, r;
                if (t && "function" === typeof (n = e.toString) && !a(r = n.call(e))) return r;
                if ("function" === typeof (n = e.valueOf) && !a(r = n.call(e))) return r;
                if (!t && "function" === typeof (n = e.toString) && !a(r = n.call(e))) return r;
                throw TypeError("Can't convert object to primitive value");
              }, function (e, t) {
                var n = {}.toString;
                e.exports = function (e) {
                  return n.call(e).slice(8, -1);
                }, function (e, t, n) {
                  var a = n(26)("keys"),
                  r = n(17);
                  e.exports = function (e) {
                    return a[e] || (a[e] = r(e));
                  }, function (e, t, n) {
                    var a = n(1),
                    r = n(3),
                    o = r["__core-js_shared__"] || (r["__core-js_shared__"] = {});
                    (e.exports = function (e, t) {
                      return o[e] || (o[e] = void 0 !== t ? t : {});
                    })("versions", []).push({
                      version: a.version,
                      mode: n(14) ? "pure" : "global",
                      copyright: "© 2020 Denis Pushkarev (zloirock.ru)"
                    });
                  }, function (e, t) {
                    e.exports =
                    "constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf".split(",");
                  }, function (e, t, n) {
                    var a = n(7).f,
                    r = n(5),
                    o = n(2)("toStringTag");
                    e.exports = function (e, t, n) {
                      e && !r(e = n ? e : e.prototype, o) && a(e, o, {
                        configurable: !0,
                        value: t
                      });
                    }, function (e, t, n) {
                      n(62);
                      for (var a = n(3), r = n(6), o = n(12), i = n(2)("toStringTag"), s =
                      "CSSRuleList,CSSStyleDeclaration,CSSValueList,ClientRectList,DOMRectList,DOMStringList,DOMTokenList,DataTransferItemList,FileList,HTMLAllCollection,HTMLCollection,HTMLFormElement,HTMLSelectElement,MediaList,MimeTypeArray,NamedNodeMap,NodeList,PaintRequestList,Plugin,PluginArray,SVGLengthList,SVGNumberList,SVGPathSegList,SVGPointList,SVGStringList,SVGTransformList,SourceBufferList,StyleSheetList,TextTrackCueList,TextTrackList,TouchList".split(","), c = 0; c < s.length; c++) {
                        var l = s[c],
                        u = a[1],
                        f = u && u.prototype;
                        f && !f[i] && r(f, i, l), o[1] = o.Array;
                      }, function (e, t, n) {
                        t.f = n(2);
                      }, function (e, t, n) {
                        var a = n(3),
                        r = n(1),
                        o = n(14),
                        i = n(30),
                        s = n(7).f;
                        e.exports = function (e) {
                          var t = r.Symbol || (r.Symbol
                          = o ? {} : a.Symbol || {});
                          "_" === e.charAt(0) || e in t || s(t, e, {
                            value: i.f(e)
                          });
                        }, function (e, t) {
                          t.f = Object.getPrototypeOfSymbols;
                        }, function (e, t) {
                          e.exports = function (e, t, n) {
                            return Math.min(Math.max(e, t), n);
                          }, function (e, t, n) {
                            "use strict";
                            var a = n(14),
                            r = n(15),
                            o = n(37),
                            i = n(6),
                            s = n(12),
                            c = n(55),
                            l = n(28),
                            u = n(61),
                            f = n(2)("iterator"),
                            p = !([].keys && "next" in [].keys()),
                            d = function d() {
                              return this;
                            };
                            e.exports = function (e, t, n, b, h, v, m) {
                              c(n, t, b);
                              var y,
                              g,
                              E,
                              j = function j(e) {
                                if (!p && e in O) return O[e];
                                switch (e) {
                                  case "keys":
                                  case "values":
                                    return
                                    function () {
                                      return new n(this, e);
                                    }
                                }
                              }
                            }
                        }
                    }
                }
            }
          }
        }
      }
    }
  }
}

```

```

};\n
}\n\n
return function () {\n
return new n(this, e);\n
};\n
},\n
x = t + "\ Iterator",\n
_ = "values" == h,\n
k = !1,\n
O = e.prototype,\n
C = O[f] || O["@iterator"] || h && O[h],\n
S = C || j(h),\n
w = h ? _ ? j("entries") : S : void 0,\n
A = "Array" == t && O.entries || C;\n\n
if
(A && (E = u(A.call(new e()))) !== Object.prototype && E.next && (l(E, x, !0), a || "function" == typeof E[f] ||
i(E, f, d)), _ && C && "values" !== C.name && (k = !0, S = function S() {\n
return C.call(this);\n
}), a
&& !m || !p && !k && O[f] || i(O, f, S), s[t] = S, s[x] = d, h) if (y = {\n
values: _ ? S : j("values"),\n
keys:
v ? S : j("keys"),\n
entries: w\n
}, m) for (g in y) {\n
g in O || o(O, g, y[g]);\n
} else r(r.P + r.F * (p ||
k), t, y);\n
return y;\n
};\n
}, function (e, t, n) {\n
e.exports = !n(4) && !n(8)(function
() {\n
return 7 != Object.defineProperty(n(36)("div"), "a", {\n
get: function get() {\n
return 7;\n
}\n
}).a;\n
});\n
}, function (e, t, n) {\n
var a = n(11),\n
r = n(3).document,\n
o = a(r) &&
a(r.createElement);\n\n
e.exports = function (e) {\n
return o ? r.createElement(e) : {};\n
};\n
}, function (e, t,
n) {\n
e.exports = n(6);\n
}, function (e, t, n) {\n
var a = n(10),\n
r = n(56),\n
o = n(27),\n
i =
n(25)("IE_PROTO"),\n
s = function s() {},\n
_c = function c() {\n
var e,\n
t = n(36)("iframe"),\n
a = o.length;\n\n
for (t.style.display = "none", n(60).appendChild(t), t.src = "javascript:", (e =
t.contentWindow.document).open(), e.write("<script>document.F=Object</script>"), e.close(), _c = e.F; a--;) {\n\n
delete _c.prototype[o[a]];\n
}\n\n
return _c;\n
};\n\n
e.exports = Object.create || function
(e, t) {\n
var n;\n
return null !== e ? (s.prototype = a(e), n = new s(), s.prototype = null, n[i] = e) : n = _c(),
void 0 === t ? n : r(n, t);\n
};\n
}, function (e, t, n) {\n
var a = n(5),\n
r = n(9),\n
o = n(57)(!1),\n
i =
n(25)("IE_PROTO");\n\n
e.exports = function (e, t) {\n
var n,\n
s = r(e),\n
c = 0,\n
l = [];\n\n
for (n in s) {\n
n != i && a(s, n) && l.push(n);\n
}\n\n
for (; t.length > c;) {\n
a(s, n = t[c++]) &&
(~o(l, n) || l.push(n));\n
}\n\n
return l;\n
};\n
}, function (e, t, n) {\n
var a = n(24);\n
e.exports =
Object("z").propertyIsEnumerable(0) ? Object : function (e) {\n
return "String" == a(e) ? e.split("") :
Object(e);\n
};\n
}, function (e, t, n) {\n
var a = n(39),\n
r = n(27).concat("length", "prototype");\n\n
t.f =
Object.getOwnPropertyNames || function (e) {\n
return a(e, r);\n
};\n
}, function (e, t,
n) {\n
var a = n(24),\n
r = n(2)("toStringTag"),\n
o = "Arguments" == a(function () {\n
return
arguments;\n
})();\n\n
e.exports = function (e) {\n
var t, n, i;\n
return void 0 === e ? "Undefined" : null
=== e ? "Null" : "string" == typeof (n = function (e, t) {\n
try {\n
return e[t];\n
} catch (e) {}
})(t = Object(e), r)) ? n : o ? a(t) : "Object" == (i = a(t)) && "function" == typeof t.caller ? "Arguments" : i;\n
};\n
}, function (e, t) {\n
var n;\n\n
n = function () {\n
return this;\n
};\n\n
try {\n
n = n || new
Function("return this")();\n
} catch (e) {\n
"object" == typeof window && (n = window);\n
}\n\n
e.exports = n;\n
}, function (e, t) {\n
var n = /-?[\d+\.\\d+]?%?/g;\n
e.exports = function (e) {\n
return
e.match(n);\n
};\n
}, function (e, t, n) {\n
"use strict";\n\n
Object.defineProperty(t, "__esModule", {\n
value:
!0\n
}), t.getBase16Theme = t.createStyling = t.invertTheme = void 0;\n\n
var a = d(n(49)),\n
r = d(n(76)),\n
o = d(n(81)),\n
i = d(n(89)),\n
s = d(n(93)),\n
c = function (e) {\n
if (e && e.__esModule) return
e;\n
var t = {};\n
if (null != e) for (var n in e) {\n
Object.prototype.hasOwnProperty.call(e, n) && (t[n] =
e[n]);\n
}\n
return t.default = e, t;\n
}(n(94)),\n
l = d(n(132)),\n
u = d(n(133)),\n
f = d(n(138)),\n
p = n(139);\n\n
function d(e) {\n
return e && e.__esModule ? e : {\n
default: e\n
};\n
}\n\n
var b = c.default,\n
h = (0, i.default)(b),\n
v = (0, f.default)(u.default, p.rgb2yuv, function (e) {\n
var t,\n
n = (0, o.default)(e, 3),\n
a = n[0],\n
r = n[1],\n
i = n[2];\n
return [(t = a, t < .25 ? 1 : t < .5 ? .9 - t : 1.1 - t), r, i];\n
}), p.yuv2rgb, l.default),\n
m = function
m(e) {\n
return function (t) {\n
return {\n
className: [t.className,
e.className].filter(Boolean).join(" "),\n
style: (0, r.default)({}, t.style || {}, e.style || {})\n
};\n
};\n
},\n
y = function y(e, t) {\n
var n = (0, i.default)(t);\n\n
for (var o in e) {\n
-1 === n.indexOf(o) &&
n.push(o);\n
}\n\n
return n.reduce(function (n, o) {\n
return n[o] = function (e, t) {\n
if (void 0 ===
e) return t;\n
if (void 0 === t) return e;\n
var n = void 0 === e ? "undefined" : (0, a.default)(e),\n
o = void 0 === t ? "undefined" : (0, a.default)(t);\n\n
switch (n) {\n
case "string":\n
switch
(o) {\n
case "string":\n
return [t, e].filter(Boolean).join(" ");\n
case "object":\n

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return m({\n      className: e,\n      style: t\n    });\n\n    case \"function\":\n      return function (n) {\n        for (var a = arguments.length,\n        r = Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n          r[o - 1] = arguments[o];\n        }\n        return m({\n          className: e\n        })(t.apply(void 0, [n].concat(r)));\n      }\n\n    case \"object\":\n      switch (o) {\n        case \"string\":\n          return m({\n            className: t,\n            style: e\n          });\n        case \"object\":\n          return (0, r.default)({\n            t, e\n          });\n        case \"function\":\n          return function (n) {\n            for (var a = arguments.length, r\n            = Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n              r[o - 1] = arguments[o];\n            }\n            return m({\n              style: e\n            })(t.apply(void 0, [n].concat(r)));\n          }\n        case \"function\":\n          switch (o) {\n            case \"string\":\n              return function (n) {\n                for (var a = arguments.length, r = Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n                  r[o - 1] =\n                  arguments[o];\n                }\n                return e.apply(void 0, [m(n)({\n                  className: t\n                })].concat(r));\n              }\n            case \"object\":\n              return function (n) {\n                for (var a\n                = arguments.length, r = Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n                  r[o - 1] = arguments[o];\n                }\n                return e.apply(void 0, [m(n)({\n                  style: t\n                })].concat(r));\n              }\n            case \"function\":\n              return function (n) {\n                for (var a = arguments.length, r =\n                Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n                  r[o - 1] = arguments[o];\n                }\n                return e.apply(void 0, [t.apply(void 0, [n].concat(r))].concat(r));\n              }\n            }\n          }\n          g = function g(e, t) {\n            for (var n = arguments.length, o = Array(n > 2 ? n - 2 :\n            0), s = 2; s < n; s++) {\n              o[s - 2] = arguments[s];\n            }\n            if (null === t) return e;\n            Array.isArray(t) || (t\n            = [t]);\n            var c = t.map(function (t) {\n              return e[t];\n            }).filter(Boolean),\n            l = c.reduce(function (e, t)\n            {\n              return \"string\" === typeof t ? e.className = [e.className, t].filter(Boolean).join(\" \") : \"object\" ===\n              (void 0 === t ? \"undefined\" : (0, a.default)(t)) ? e.style = (0, r.default)({\n                e.style, t) : \"function\" === typeof t && (e = (0, r.default)({\n                e, t.apply(void 0, [e].concat(o))))\n              }, e);\n            }, {\n              className: \"\",\n              style: {}\n            });\n            return l.className || delete l.className, 0 === (0,\n            i.default)(l.style).length && delete l.style, l;\n          },\n          E = t.invertTheme = function (e) {\n            return (0,\n            i.default)(e).reduce(function (t, n) {\n              return t[n] = /^base/.test(n) ? v(e[n]) : \"scheme\" === n ? e[n] +\n              \":inverted\" : e[n], t;\n            }, {});\n          },\n          j = (t.createStyling = (0, s.default)(function (e) {\n            for (var t =\n            arguments.length, n = Array(t > 3 ? t - 3 : 0), a = 3; a < t; a++) {\n              n[a - 3] = arguments[a];\n            }\n            var o =\n            arguments.length > 1 && void 0 !== arguments[1] ? arguments[1] : {},\n            c = arguments.length > 2 && void 0\n            !== arguments[2] ? arguments[2] : {},\n            l = o.defaultBase16,\n            u = void 0 === l ? b : l,\n            f =\n            o.base16Themes,\n            p = void 0 === f ? null : f,\n            d = j(c, p);\n            d && (c = (0, r.default)({\n            d, c});\n            var v =\n            h.reduce(function (e, t) {\n              return e[t] = c[t] || u[t], e;\n            }, {}),\n            m = (0, i.default)(c).reduce(function (e,\n            t) {\n              return -1 === h.indexOf(t) ? (e[t] = c[t], e) : e;\n            }, {}),\n            E = e(v),\n            x = y(m, E);\n            return (0, s.default)(g, 2).apply(void 0, [x].concat(n));\n          }, 3), t.getBase16Theme = function (e, t) {\n            if (e &&\n            e.extend && (e = e.extend), \"string\" === typeof e) {\n              var n = e.split(\":\");\n              a = (0, o.default)(n, 2),\n              r = a[0],\n              i = a[1];\n              e = (t || {})[r] || c[r], \"inverted\" === i && (e = E(e));\n            }\n            return e &&\n            e.hasOwnProperty(\"base00\") ? e : void 0;\n          },\n          function (e, t, n) {\n            \"use strict\";\n            var a,\n            r =\n            \"object\" === typeof Reflect ? Reflect : null,\n            o = r && \"function\" === typeof r.apply ?\n            r.apply : function (e, t, n) {\n              return Function.prototype.apply.call(e, t, n);\n            }; \n            a = r && \"function\" ===\n            typeof r.ownKeys ? r.ownKeys : Object.getOwnPropertySymbols ? function (e) {\n              return\n              Object.getOwnPropertySymbols(e).concat(Object.getOwnPropertyNames(e));\n            } : function (e) {\n              return\n              Object.getOwnPropertyNames(e);\n            }; \n            var i = Number.isNaN || function (e) {\n              return e !== e;\n            }; \n            function s() {\n              s.init.call(this);\n            }\n            e.exports = s, e.exports.once = function (e, t) {\n              return new\n              Promise(function (n, a) {\n                function r() {\n                  void 0 !== o && e.removeListener(\"error\", o),\n                  n([].slice.call(arguments));\n                }\n                var o;\n                \"error\" !== t && (o = function o(n) {\n

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e.removeListener(t, r), a(n);\n    }, e.once("error", o)), e.once(t, r);\n    });\n    }, s.EventEmitter = s,
s.prototype._events = void 0, s.prototype._eventsCount = 0, s.prototype._maxListeners =
    void 0;\n    var c = 10;\n\n    function l(e) {\n        if ("function" !== typeof e) throw new TypeError("The \"listener\"
argument must be of type Function. Received type ' + typeof e);\n    }\n\n    function u(e) {\n        return void 0 ===
e._maxListeners ? s.defaultMaxListeners : e._maxListeners;\n    }\n\n    function f(e, t, n, a) {\n        var r, o, i, s;\n        if (l(n), void 0 === (o = e._events)) ? (o = e._events = Object.create(null), e._eventsCount = 0) : (void 0 !==
o.newListener && (e.emit("newListener", t, n.listener ? n.listener : n), o = e._events), i = o[t], void 0 === i) i =
o[t] = n, ++e._eventsCount;else if ("function" === typeof i ? i = o[t] = a ? [n, i] : [i, n] : a ? i.unshift(n) : i.push(n), (r =
u(e)) > 0 && i.length > r && !i.warned) {\n            i.warned = !0;\n            var c = new Error("Possible EventEmitter
memory leak detected. \" + i.length + \" \" + String(t) + \" listeners added. Use emitter.setMaxListeners() to increase
limit");\n            c.name = "MaxListenersExceededWarning",
            c.emitter = e, c.type = t, c.count = i.length, s = c, console && console.warn && console.warn(s);\n        }\n        return
e;\n    }\n\n    function p() {\n        if (!this.fired) return this.target.removeListener(this.type, this.wrapFn), this.fired =
!0, 0 === arguments.length ? this.listener.call(this.target) : this.listener.apply(this.target, arguments);\n    }\n\n    function d(e, t, n) {\n        var a = {\n            fired: !1,\n            wrapFn: void 0,\n            target: e,\n            type: t,\n            listener:
n\n        },\n            r = p.bind(a);\n        return r.listener = n, a.wrapFn = r, r;\n    }\n\n    function b(e, t, n) {\n        var a =
e._events;\n        if (void 0 === a) return [];\n        var r = a[t];\n        return void 0 === r ? [] : "function" === typeof r ?
n ? [r.listener || r] : [r] : n ? function (e) {\n            for (var t = new Array(e.length), n = 0; n < t.length; ++n) {\n
t[n] = e[n].listener || e[n];\n            }\n            return t;\n        }
        } : r : v(r, r.length);\n    }\n\n    function h(e) {\n        var t = this._events;\n        if (void 0 !== t) {\n            var n =
t[e];\n            if ("function" === typeof n) return 1;\n            if (void 0 !== n) return n.length;\n        }\n        return 0;\n    }\n\n    function v(e, t) {\n        for (var n = new Array(t), a = 0; a < t; ++a) {\n            n[a] = e[a];\n        }\n        return
n;\n    }\n\n    Object.defineProperty(s, "defaultMaxListeners", {\n        enumerable: !0,\n        get: function get() {\n            return
c;\n        },\n        set: function set(e) {\n            if ("number" !== typeof e || e < 0 || i(e)) throw new
RangeError("The value of \"defaultMaxListeners\" is out of range. It must be a non-negative number. Received ' + e
+ \".\"");\n            c = e;\n        }\n    }), s.init = function () {\n        void 0 !== this._events && this._events !==
Object.getPrototypeOf(this)._events || (this._events = Object.create(null), this._eventsCount = 0), this._maxListeners
= this._maxListeners
|| void 0;\n    }, s.prototype.setMaxListeners = function (e) {\n        if ("number" !== typeof e || e < 0 || i(e)) throw
new RangeError("The value of \"n\" is out of range. It must be a non-negative number. Received ' + e + \".\"");\n        return
this._maxListeners = e, this;\n    }, s.prototype.getMaxListeners = function () {\n        return u(this);\n    },
s.prototype.emit = function (e) {\n        for (var t = [], n = 1; n < arguments.length; n++) {\n
t.push(arguments[n]);\n        }\n        var a = "error" === e,\n            r = this._events;\n        if (void 0 !== r) a = a &&
void 0 === r.error;else if (!a) return !1;\n        if (a) {\n            var i;\n            if (t.length > 0 && (i = t[0]), i instanceof
Error) throw i;\n            var s = new Error("Unhandled error." + (i ? " (" + i.message + ") " : ""));\n            throw
s.context = i, s;\n        }\n        var c = r[e];\n        if (void 0 === c) return !1;\n        if ("function" === typeof c) o(c, this,
t);else
        {\n            var l = c.length,\n                u = v(c, l);\n            for (n = 0; n < l; ++n) {\n                o(u[n], this, t);\n            }\n        }\n        return !0;\n    }, s.prototype.addListener = function (e, t) {\n        return f(this, e, t, !1);\n    }, s.prototype.on =
s.prototype.addListener, s.prototype.prependListener = function (e, t) {\n        return f(this, e, t, !0);\n    },
s.prototype.once = function (e, t) {\n        return l(t), this.on(e, d(this, e, t)), this;\n    },
s.prototype.prependOnceListener = function (e, t) {\n        return l(t), this.prependListener(e, d(this, e, t)), this;\n    },
s.prototype.removeListener = function (e, t) {\n        var n, a, r, o, i;\n        if (l(t), void 0 === (a = this._events)) return
this;\n        if (void 0 === (n = a[e])) return this;\n        if (n === t || n.listener === t) 0 === --this._eventsCount ?
this._events = Object.create(null) : (delete a[e], a.removeListener && this.emit("removeListener", e, n.listener ||
t));else if ("function"
        !== typeof n) {\n            for (r = -1, o = n.length - 1; o >= 0; o--) {\n                if (n[o] === t || n[o].listener === t) {\n
i = n[o].listener, r = o;\n                break;\n            }\n        }\n        if (r < 0) return this;\n        0 === r ? n.shift() :

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function (e, t) {\n      for (; t + 1 < e.length; t++) {\n          e[t] = e[t + 1];\n      }\n      e.pop();\n  }(n, r),
1 === n.length && (a[e] = n[0]), void 0 !== a.removeListener && this.emit("removeListener", e, i || t);\n  }\n  return this;\n  }, s.prototype.off = s.prototype.removeListener, s.prototype.removeAllListeners = function (e) {\n
var t, n, a;\n  if (void 0 === (n = this._events)) return this;\n  if (void 0 === n.removeListener) return 0 ===
arguments.length ? (this._events = Object.create(null), this._eventsCount = 0) : void 0 !== n[e] && (0 === --
this._eventsCount ? this._events = Object.create(null) : delete n[e]), this;\n  if (0 === arguments.length)
{\n      var r,\n          o = Object.keys(n);\n      for (a = 0; a < o.length; ++a) {\n          "removeListener" !== (r
= o[a]) && this.removeAllListeners(r);\n      }\n      return this.removeAllListeners("removeListener"),
this._events = Object.create(null), this._eventsCount = 0, this;\n  }\n  if ("function" === typeof (t = n[e]))
this.removeListener(e, t);else if (void 0 !== t) for (a = t.length - 1; a >= 0; a--) {\n      this.removeListener(e, t[a]);\n
  }\n  return this;\n  }, s.prototype.listeners = function (e) {\n      return b(this, e, !0);\n  },
s.prototype.rawListeners = function (e) {\n      return b(this, e, !1);\n  }, s.listenerCount = function (e, t) {\n
return "function" === typeof e.listenerCount ? e.listenerCount(t) : h.call(e, t);\n  }, s.prototype.listenerCount = h,
s.prototype.eventNames = function () {\n      return this._eventsCount > 0 ? a(this._events) : [];\n  }, function
(e, t, n) {\n      e.exports.Dispatcher
= n(140);\n  }, function (e, t, n) {\n      e.exports = n(142);\n  }, function (e, t, n) {\n      "use strict";\n
t.__esModule = !0;\n      var a = i(n(50)),\n          r = i(n(65)),\n          o = "function" === typeof r.default && "symbol"
=== typeof a.default ? function (e) {\n          return typeof e;\n      } : function (e) {\n          return e && "function"
===
typeof r.default && e.constructor === r.default && e !== r.default.prototype ? "symbol" : typeof e;\n      };\n
function i(e) {\n      return e && e.__esModule ? e : {\n          default: e\n      };\n  }\n  t.default = "function"
===
typeof r.default && "symbol" === o(a.default) ? function (e) {\n      return void 0 === e ? "undefined" : o(e);\n
  } : function (e) {\n      return e && "function" === typeof r.default && e.constructor === r.default && e !==
r.default.prototype ? "symbol" : void 0 === e ? "undefined" : o(e);\n  }, function (e, t, n) {\n      e.exports =
{\n          default: n(51),\n
      __esModule: !0\n      }, function (e, t, n) {\n          n(20), n(29), e.exports = n(30).f("iterator");\n      }, function (e,
t, n) {\n          var a = n(21),\n              r = n(22);\n          e.exports = function (e) {\n              return function (t, n) {\n                  var o,\n
                      i,\n                          s = String(r(t)),\n                          c = a(n),\n                          l = s.length;\n                  return c < 0 || c >= 1 ? e ? "" : void 0 :
(o = s.charCodeAt(c) < 55296 || o > 56319 || c + 1 === l || (i = s.charCodeAt(c + 1) < 56320 || i > 57343 ? e ?
s.charAt(c) : o : e ? s.slice(c, c + 2) : i - 56320 + (o - 55296 << 10) + 65536;\n                  );\n              }\n          }, function (e, t, n) {\n
var a = n(54);\n          e.exports = function (e, t, n) {\n              if (a(e), void 0 === t) return e;\n              switch (n) {\n                  case
1:\n                      return function (n) {\n                          return e.call(t, n);\n                      };\n                  case 2:\n                      return function (n, a) {\n
                          return e.call(t, n, a);\n                      };\n                  case 3:\n
                      return function (n, a, r) {\n                          return e.call(t, n, a, r);\n                      };\n              }\n              return function () {\n
                  return e.apply(t, arguments);\n              };\n          }, function (e, t) {\n              e.exports = function (e) {\n                  if ("function"
!==
typeof e) throw TypeError(e + " is not a function!");\n                  return e;\n              };\n          }, function (e, t, n) {\n              "use
strict";\n              var a = n(38),\n                  r = n(16),\n                  o = n(28),\n                  i = {};\n              n(6)(i, n(2)("iterator"), function ()
{\n                  return this;\n              }), e.exports = function (e, t, n) {\n                  e.prototype = a(i, {\n                      next: r(1, n)\n                  }), o(e, t +
" Iterator");\n              };\n          }, function (e, t, n) {\n              var a = n(7),\n                  r = n(10),\n                  o = n(13);\n              e.exports = n(4) ?
Object.defineProperties : function (e, t) {\n                  r(e);\n                  for (var n, i = o(t), s = i.length, c = 0; s > c; ) {\n                      a.f(e,
n = i[c++], t[n]);\n                  }\n                  return e;\n              };\n          }, function (e,
t, n) {\n              var a = n(9),\n                  r = n(58),\n                  o = n(59);\n              e.exports = function (e) {\n                  return function (t, n, i)
{\n                      var s,\n                          c = a(t),\n                          l = r(c.length),\n                          u = o(i, 1);\n                      if (e && n !== n) {\n                          for (; l
> u; )\n                              if ((s = c[u++]) !== s) return !0;\n                      } else for (; l > u; u++) {\n                          if ((e || u in c) &&
c[u] === n) return e || u || 0;\n                      }\n                      return !e && -1;\n                  };\n              };\n          }, function (e, t, n) {\n              var a =
n(21),\n                  r = Math.min;\n              e.exports = function (e) {\n                  return e > 0 ? r(a(e), 9007199254740991) : 0;\n              };\n          }, function (e, t, n) {\n              var a = n(21),\n                  r = Math.max,\n                  o = Math.min;\n              e.exports = function (e,
t) {\n                  return (e = a(e)) < 0 ? r(e + t, 0) : o(e, t);\n              };\n          }, function (e, t, n) {\n              var a = n(3).document;\n              e.exports = a && a.documentElement;\n          }, function (e, t, n) {\n              var a

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= n(5),\n      r = n(18),\n      o = n(25)(\ "IE_PROTO"),\n      i = Object.prototype;\n\n  e.exports =
Object.getPrototypeOf || function (e) {\n    return e = r(e), a(e, o) ? e[o] : \ "function" == typeof e.constructor && e
instanceof e.constructor ? e.constructor.prototype : e instanceof Object ? i : null;\n  };
\n  }, function (e, t, n) {\n
\n  \ "use strict";\n\n  var a = n(63),\n      r = n(64),\n      o = n(12),\n      i = n(9);\n  e.exports = n(34)(Array,
\n  \ "Array", function (e, t) {\n    this._t = i(e), this._i = 0, this._k = t;\n  }, function () {\n    var e = this._t,\n        t
= this._k,\n        n = this._i++;\n    return !e || n >= e.length ? (this._t = void 0, r(1)) : r(0, \ "keys" == t ? n :
\n  \ "values" == t ? e[n] : [n, e[n]]);\n  }, \ "values"), o.Arguments = o.Array, a(\ "keys"), a(\ "values"),
a(\ "entries");\n  }, function (e, t) {\n    e.exports = function () {};\n  }, function (e, t) {\n    e.exports = function (e, t)
{\n    return
\n    value: t,\n    done: !!e\n  });\n  });\n  }, function (e, t, n) {\n    e.exports = {\n    default: n(66),\n
__esModule: !0\n  };
\n  }, function (e, t, n) {\n    n(67), n(73), n(74), n(75), e.exports = n(1).Symbol;\n  }, function
(e, t, n) {\n    \ "use strict";\n\n    var a = n(3),\n        r = n(5),\n        o = n(4),\n        i = n(15),\n        s = n(37),\n
c = n(68).KEY,\n        l = n(8),\n        u = n(26),\n        f = n(28),\n        p = n(17),\n        d = n(2),\n        b = n(30),\n
h = n(31),\n        v = n(69),\n        m = n(70),\n        y = n(10),\n        g = n(11),\n        E = n(18),\n        j = n(9),\n
x = n(23),\n        _ = n(16),\n        k = n(38),\n        O = n(71),\n        C = n(72),\n        S = n(32),\n        w = n(7),\n
A = n(13),\n        M = C.f,\n        P = w.f,\n        F = O.f,\n        _D = a.Symbol,\n        I = a.JSON,\n        R = I &&
L.stringify,\n        L = d(\ "_hidden"),\n
\n        B = d(\ "toPrimitive"),\n        N = {}.propertyIsEnumerable,\n        z = u(\ "symbol-registry"),\n        T =
u(\ "symbols"),\n        q = u(\ "op-symbols"),\n        V = Object.prototype,\n        K = \ "function" == typeof _D &&
!!S.f,\n        W = a.QObject,\n        H = !W || !W.prototype || !W.prototype.findChild,\n        U = o && l(function ()
{\n    return 7 != k(P({}, \ "a"), {\n    get: function get() {\n    return P(this, \ "a"), {\n    value: 7\n
\n    }).a;\n    });\n  } ? function (e, t, n) {\n    var a = M(V, t);\n    a && delete V[t], P(e, t, n), a && e
\n    !== V && P(V, t, a);\n  } : P,\n        G = function G(e) {\n    var t = T[e] = k(_D.prototype);\n    return t._k = e,
t;\n  },\n        J = K && \ "symbol" == typeof _D.iterator ? function (e) {\n    return \ "symbol" == typeof e;\n  } :
function (e) {\n    return e instanceof _D;\n  },\n        Y = function Y(e, t, n) {\n    return e === V && Y(q, t, n),
y(e), t = x(t, !0), y(n), r(T, t) ? (n.enumerable ? (r(e, L) && e[L][t] && (e[L][t] = !1), n = k(n, {\n    enumerable:
\n    _(!0, !1)\n    })): (r(e, L) || P(e, L, _(1, {})), e[L][t] = !0), U(e, t, n)) : P(e, t, n);\n  },\n        $ = function $(e, t) {\n
y(e);\n    for (var n, a = v(t = j(t)), r = 0, o = a.length; o > r;) {\n    Y(e, n = a[r++], t[n]);\n    }\n    return
e;\n  },\n        Q = function Q(e) {\n    var t = N.call(this, e = x(e, !0));\n    return !(this === V && r(T, e) &&
\n    !r(q, e) && !(t || !r(this, e) || !r(T, e) || r(this, L) && this[L][e] || t);\n  },\n        Z = function Z(e, t) {\n    if (e
= j(e), t = x(t, !0), e !== V || !r(T, t) || r(q, t)) {\n    var n = M(e, t);\n    return !n || !r(T, t) || r(e, L) && e[L][t] ||
\n    (n.enumerable = !0), n;\n    },\n        X = function X(e) {\n    for (var t, n = F(j(e)), a = [], o = 0; n.length >
o;) {\n    r(T, t = n[o++]) || t === L || t === c || a.push(t);\n    }\n    return a;\n  },\n        ee = function ee(e) {\n    for (var t, n = e === V, a = F(n ? q : j(e)), o = [], i = 0; a.length >
i;) {\n    !r(T, t = a[i++]) || n && !r(V, t) || o.push(T[t]);\n    }\n    return o;\n  };
\n  K || (s(_D = function
D() {\n    if (this instanceof _D) throw TypeError(\ "Symbol is not a constructor!");\n\n    var e =
\n    p(arguments.length > 0 ? arguments[0] : void 0),\n        t = function t(n) {\n    this === V && t.call(q, n), r(this,
L) && r(this[L], e) && (this[L][e] = !1), U(this, e, _(1, n));\n    };
\n    return o && H && U(V, e, {\n
configurable: !0,\n    set: t\n  }), G(e);\n  }).prototype, \ "toString", function () {\n    return this._k;\n  }), C.f
= Z, w.f = Y, n(41).f = O.f = X, n(19).f = Q, S.f = ee, o && !n(14) && s(V, \ "propertyIsEnumerable", Q, !0), b.f =
function (e) {\n    return G(d(e));\n  }, i(i.G + i.W + i.F * !K, {\n    Symbol: _D\n  });\n\n  for (var te =
\n  \ "hasInstance,isConcatSpreadable,iterator,match,replace,search,species,split,toPrimitive,toStringTag,unscopables".s
plit(\ ",\ "),
\n    ne = 0; te.length > ne;) {\n    d(te[ne++]);\n  }\n\n  for (var ae = A(d.store), re = 0; ae.length > re;) {\n
h(ae[re++]);\n  }\n\n  i(i.S + i.F * !K, \ "Symbol", {\n    for: function _for(e) {\n    return r(z, e += \ "\") ? z[e] :
z[e] = _D(e);\n    },\n    keyFor: function keyFor(e) {\n    if (!J(e)) throw TypeError(e + \ " is not a
\n    symbol!");\n    for (var t in z) {\n    if (z[t] === e) return t;\n    }\n    },\n    useSetter: function
useSetter() {\n    H = !0;\n    },\n    useSimple: function useSimple() {\n    H = !1;\n    }
\n  }), i(i.S + i.F *

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!K, \Object\, {\n create: function create(e, t) {\n return void 0 === t ? k(e) : $(k(e), t);\n },\n
defineProperty: Y,\n defineProperties: $,\n getOwnPropertyDescriptor: Z,\n getOwnPropertyNames: X,\n
getOwnPropertySymbols:
ee\n });\n var oe = l(function () {\n S.f(1);\n });\n i(i.S + i.F * oe, \Object\, {\n
getOwnPropertySymbols: function getOwnPropertySymbols(e) {\n return S.f(E(e));\n }\n }), I && i(i.S +
i.F * (!K || l(function () {\n var e = _D();\n return \"[null]\" != R([e]) || \"{}\" != R({\n a: e\n }) ||
\"{}\" != R(Object(e));\n })), \JSON\, {\n stringify: function stringify(e) {\n for (var t, n, a = [e], r = 1;
arguments.length > r;) {\n a.push(arguments[r++]);\n }\n if (n = t = a[1], (g(t) || void 0 !== e) &&
!J(e)) return m(t) || (t = function t(e, _t2) {\n if (\function\" == typeof n && (_t2 = n.call(this, e, _t2)), !J(_t2))
return _t2;\n }, a[1] = t, R.apply(I, a);\n }\n ), _D.prototype[B] || n(6)(_D.prototype, B,
_D.prototype.valueOf, f(_D, \Symbol\), f(Math, \Math\, !0), f(a.JSON, \JSON\, !0);\n }, function (e, t, n) {\n
var a = n(17)(\meta\),\n
r = n(11),\n o = n(5),\n i = n(7).f,\n s = 0,\n c = Object.isExtensible || function () {\n return
!0;\n },\n l = !n(8)(function () {\n return c(Object.preventExtensions({}));\n }),\n u = function u(e)
{\n i(e, a, {\n value: {\n i: \O\" + ++s,\n w: {\n }\n });\n },\n f = e.exports = {\n
KEY: a,\n NEED: !1,\n fastKey: function fastKey(e, t) {\n if (!r(e)) return \symbol\" == typeof e ? e :
(\string\" == typeof e ? \S\" : \P\") + e;\n if (!o(e, a)) {\n if (!c(e)) return \F\";\n if (!t) return
\E\";\n u(e);\n }\n return e[a].i;\n },\n getWeak: function getWeak(e, t) {\n if (!o(e, a))
{\n if (!c(e)) return !0;\n if (!t) return !1;\n u(e);\n }\n return e[a].w;\n },\n
onFreeze: function onFreeze(e) {\n return l && f.NEED
&& c(e) && !o(e, a) && u(e, e);\n },\n }, function (e, t, n) {\n var a = n(13),\n r = n(32),\n o =
n(19);\n e.exports = function (e) {\n var t = a(e),\n n = r.f;\n if (n) for (var i, s = n(e), c = o.f, l = 0;
s.length > l;) {\n c.call(e, i = s[l++]) && t.push(i);\n }\n return t;\n },\n }, function (e, t, n) {\n var a =
n(24);\n e.exports = Array.isArray || function (e) {\n return \Array\" == a(e);\n },\n }, function (e, t, n) {\n
var a = n(9),\n r = n(41).f,\n o = {}.toString,\n i = \object\" == typeof window && window &&
Object.getOwnPropertyNames ? Object.getOwnPropertyNames(window) : [];\n e.exports.f = function (e) {\n
return i && \[object Window]\" == o.call(e) ? function (e) {\n try {\n return r(e);\n } catch (e) {\n
return i.slice();\n }\n }(e) : r(a(e));\n },\n }, function (e, t, n) {\n var a = n(19),\n
r = n(16),\n o = n(9),\n i = n(23),\n s = n(5),\n c = n(35),\n l =
Object.getOwnPropertyDescriptor;\n t.f = n(4) ? l : function (e, t) {\n if (e = o(e), t = i(t, !0), c) try {\n
return l(e, t);\n } catch (e) {\n if (s(e, t)) return r(!a.f.call(e, t), e[t]);\n }\n },\n }, function (e, t) {\n },\n }, function (e,
t, n) {\n n(31)(\asyncIterator\);\n },\n }, function (e, t, n) {\n n(31)(\observable\);\n },\n }, function (e, t, n) {\n
\use strict\";\n t.__esModule = !0;\n var a,\n r = n(77),\n o = (a = r) && a.__esModule ? a : {\n
default: a\n };\n t.default = o.default || function (e) {\n for (var t = 1; t < arguments.length; t++) {\n var
n = arguments[t];\n for (var a in n) {\n Object.prototype.hasOwnProperty.call(n, a) && (e[a] = n[a]);\n
}\n }\n return e;\n },\n }, function (e, t, n) {\n e.exports = {\n default: n(78),\n
__esModule: !0\n },\n }, function (e, t, n) {\n n(79), e.exports = n(1).Object.assign;\n },\n }, function (e, t, n) {\n
var a = n(15);\n a(a.S + a.F, \Object\, {\n assign: n(80)\n });\n },\n }, function (e, t, n) {\n \use strict\";\n
var a = n(4),\n r = n(13),\n o = n(32),\n i = n(19),\n s = n(18),\n c = n(40),\n l =
Object.assign;\n e.exports = l || n(8)(function () {\n var e = {},\n t = {},\n n = Symbol(),\n a =
\abcdefghijklmnopqrst\";\n return e[n] = 7, a.split(\\).forEach(function (e) {\n t[e] = e;\n }), 7 !== l({\n
e[n] || Object.keys(l({\n t}).join(\\)) != a;\n }) ? function (e, t) {\n for (var n = s(e), l = arguments.length, u =
1, f = o.f, p = i.f; l > u;) {\n for (var d, b = c(arguments[u++]), h = f ? r(b).concat(f(b)) : r(b), v = h.length, m =
0; v > m;) {\n d = h[m++], a && !p.call(b, d) || (n[d] = b[d]);\n }\n
}\n return n;\n } : l;\n },\n }, function (e, t, n) {\n \use strict\";\n t.__esModule = !0;\n var a =
o(n(82)),\n r = o(n(85));\n function o(e) {\n return e && e.__esModule ? e : {\n default: e\n };\n
}\n t.default = function (e, t) {\n if (Array.isArray(e)) return e;\n if ((0, a.default)(Object(e))) return
function (e, t) {\n var n = [],\n a = !0,\n o = !1,\n i = void 0;\n try {\n for (var s,

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c = (0, r.default)(e); !(a = (s = c.next()).done) && (n.push(s.value), !t || n.length !== t); a = !0) {\n      ;\n
}\n    } catch (e) {\n      o = !0, i = e;\n    } finally {\n      try {\n        !a && c.return && c.return();\n      } finally {\n        if (o) throw i;\n      }\n    }\n    return n;\n  }(e, t);\n  throw new
TypeError("Invalid attempt to destructure non-iterable instance");\n  }, function
(e, t, n) {\n    e.exports = {\n      default: n(83),\n      __esModule: !0\n    };}, function (e, t, n) {\n    n(29), n(20),
e.exports = n(84);\n  }, function (e, t, n) {\n    var a = n(42),\n      r = n(2)("iterator"),\n      o = n(12);\n    n
e.exports = n(1).isIterable = function (e) {\n    var t = Object(e);\n    return void 0 !== t[r] || "@"@iterator" in t ||
o.hasOwnProperty(a(t));\n  };}, function (e, t, n) {\n    e.exports = {\n      default: n(86),\n      __esModule: !0\n    };}, function (e, t, n) {\n    n(29), n(20), e.exports = n(87);\n  }, function (e, t, n) {\n    var a = n(10),\n      r =
n(88);\n    n    e.exports = n(1).getIterator = function (e) {\n    var t = r(e);\n    if ("function" !== typeof t) throw
TypeError(e + " is not iterable!");\n    return a(t.call(e));\n  };}, function (e, t, n) {\n    var a = n(42),\n      r =
n(2)("iterator"),\n      o = n(12);\n    n    e.exports = n(1).getIteratorMethod = function (e) {\n
      if (null !== e) return e[r] || e["@@iterator"] || o[a(e)];\n    };}, function (e, t, n) {\n    e.exports = {\n      default: n(90),\n      __esModule: !0\n    };}, function (e, t, n) {\n    n(91), e.exports = n(1).Object.keys;\n  },
function (e, t, n) {\n    var a = n(18),\n      r = n(13);\n    n(92)("keys", function () {\n    return function (e) {\n
      return r(a(e));\n    };}, function (e, t, n) {\n    var a = n(15),\n      r = n(1),\n      o = n(8);\n    n    e.exports
= function (e, t) {\n    var n = (r.Object || {})[e] || Object[e],\n      i = {};\n    i[e] = t(n), a(a.S + a.F * o(function
() {\n    n(1);}, "Object", i));\n  };}, function (e, t, n) {\n    (function (t) {\n    var n = ["ary", 128],
["bind", 1], ["bindKey", 2], ["curry", 8], ["curryRight", 16], ["flip", 512], ["partial", 32], ["partialRight",
64], ["rearg", 256],\n      a = /\s+|\s+$/g,\n      r = /\{(?:\n|\\*\
\\[wrapped with .+\\] \*\})?\n?/,
      o = /\{\n|\\*\
\\[wrapped with (.+)\n] \*\}/,
      i = /,? & /,\n      s =
/^[+0x0-9a-f]+$/i,\n      c = /^0b[01]+$/i,\n      l = /\[object .+?Constructor\]\$/i,\n      u = /^0o[0-7]+$/i,\n
      f = /^(?:0|[1-9]\d*)$/i,\n      p = parseInt,\n      d = "object" === typeof t && t && t.Object === Object &&
t,\n      b = "object" === typeof self && self && self.Object === Object && self,\n      h = d || b ||
Function("return this")();\n    function v(e, t, n) {\n    switch (n.length) {\n      case 0:\n        return
e.call(t);\n      case 1:\n        return e.call(t, n[0]);\n      case 2:\n        return e.call(t, n[0], n[1]);\n      case 3:\n        return e.call(t, n[0], n[1], n[2]);\n    }\n    return e.apply(t, n);\n  }\n  function m(e, t)
{\n    return !(e ? e.length : 0) && function (e, t, n) {\n    if (t !==
t) return function (e, t, n, a) {\n      var r = e.length,\n        o = n + (a ? 1 : -1);\n      for (; a ? o-- : ++o
< r;) {\n        if (t(e[o], o, e)) return o;\n      }\n      return -1;\n    }(e, y, n);\n      var a = n - 1,\n
      r = e.length;\n      for (; ++a < r;) {\n        if (e[a] === t) return a;\n      }\n      return -1;\n    }(e,
t, 0) > -1;\n  }\n  function y(e) {\n    return e !== e;\n  }\n  function g(e, t) {\n    for (var n =
e.length, a = 0; n--;) {\n    e[n] === t && a++;}\n    return a;\n  }\n  function E(e, t) {\n    for
(var n = -1, a = e.length, r = 0, o = []; ++n < a;) {\n    var i = e[n];\n    i !== t && "__lodash_placeholder__"
!== i || (e[n] = "__lodash_placeholder__", o[r++] = n);\n  }\n  return o;\n  }\n  var j,\n    x,\n    _,\n    k = Function.prototype,\n
    O = Object.prototype,\n    C = h["__core-js_shared__"],\n    S = (j = /\^.+$/i.exec(C && C.keys &&
C.keys.IE_PROTO || "")) ? "Symbol(src)_1." + j : "",\n    w = k.toString,\n    A = O.hasOwnProperty,\n    M = O.toString,\n    P = RegExp("\^" + w.call(A).replace(/[\^\$.*+?(){}]/g,
"\\\\\\\\\\$&").replace(/hasOwnProperty|function|\./g, "\\$1.*?") + "\$",\n    F =
Object.create,\n    D = Math.max,\n    I = Math.min,\n    R = (x = H(Object, "defineProperty"), _ =
H.name) && _length > 2 ? x : void 0);\n    function L(e) {\n    return X(e) ? F(e) : {};\n  }\n    function
B(e) {\n    return !(X(e) || function (e) {\n    return !S && S in e;\n  })(e) && (function (e) {\n    var t
= X(e) ? M.call(e) : "";\n    return "[object Function]" === t || "[object GeneratorFunction]" === t;\n  })(e) ||
function (e) {\n
      var t = !1;\n      if (null !== e && "function" !== typeof e.toString) try {\n        t = !(e + "");\n      } catch
(e) {} \n      return t;\n    }(e) ? P : l).test(function (e) {\n    if (null !== e) {\n      try {\n        return
w.call(e);\n      } catch (e) {} \n    } \n    try {\n      return e + "";\n    } catch (e) {} \n    }\n  }

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return \"\";\n    }e));\n    }\n\n    function N(e, t, n, a) {\n        for (var r = -1, o = e.length, i = n.length, s = -1, c = t.length, l = D(o - i, 0), u = Array(c + 1), f = !a; ++s < c;) {\n            u[s] = t[s];\n        }\n\n        for (; ++r < i;) {\n            (f || r < o) && (u[n[r]] = e[r]);\n        }\n\n        for (; l--;) {\n            u[s++] = e[r++];\n        }\n\n        return u;\n    }\n\n    function z(e, t, n, a) {\n        for (var r = -1, o = e.length, i = -1, s = n.length, c = -1, l = t.length, u = D(o - s, 0), f = Array(u + 1), p = !a; ++r < u;) {\n            f[r] = e[r];\n        }\n\n        for (var d = r; ++c < l;) {\n            f[d + c] = t[c];\n        }\n\n        for (; ++i < s;) {\n            (p || r < o) && (f[d + n[i]] = e[r++]);\n        }\n\n        return f;\n    }\n\n    function T(e) {\n        return function () {\n            var t = arguments;\n\n            switch (t.length) {\n                case 0:\n                    return new e();\n\n                case 1:\n                    return new e(t[0]);\n\n                case 2:\n                    return new e(t[0], t[1]);\n\n                case 3:\n                    return new e(t[0], t[1], t[2]);\n\n                case 4:\n                    return new e(t[0], t[1], t[2], t[3]);\n\n                case 5:\n                    return new e(t[0], t[1], t[2], t[3], t[4]);\n\n                case 6:\n                    return new e(t[0], t[1], t[2], t[3], t[4], t[5]);\n\n                case 7:\n                    return new e(t[0], t[1], t[2], t[3], t[4], t[5], t[6]);\n            }\n\n            var n = L(e.prototype),\n                a = e.apply(n, t);\n\n            return X(a) ? a : n;\n        };\n    }\n\n    function q(e, t, n, a, r, o, i, s, c, l) {\n        var u = 128 & t,\n            f = 1 & t,\n            p = 2 & t,\n            d = 24 & t,\n            b = 512 & t,\n            v = p ? void 0 : T(e);\n\n        return function m() {\n            for (var y = arguments.length, j = Array(y), x = y; x--;) {\n                j[x] = arguments[x];\n            }\n\n            if (d) var _ = W(m),\n                k = g(j, _);\n\n            if (a && (j = N(j, a, r, d)), o && (j = z(j, o, i, d)), y -= k, d && y < l) {\n                var O = E(j, _);\n\n                return V(e, t, q, m.placeholder, n, j, O, s, c, l - y);\n            }\n\n            var C = f ? n : this,\n                S = p ? C[e] : e;\n\n            return y = j.length, s ? j = Y(j, s) : b && y > 1 && j.reverse(), u && c < y && (j.length = c), this && this !== h && this instanceof m && (S = v || T(S)), S.apply(C, j);\n        };\n    }\n\n    function V(e, t, n, a, r, o, i, s, c, l) {\n        var u = 8 & t,\n            t |= u ? 32 : 64, 4 & (t &= ~(u ? 64 : 32)) || (t &= -4);\n\n        var f = n(e, t, r, u ? o : void 0, u ? i : void 0, u ? void 0 : o, u ? void 0 : i, s, c, l);\n\n        return f.placeholder = a, $(f, e, t);\n    }\n\n    function K(e, t, n, a, r, o, i, s) {\n        var c = 2 & t;\n\n        if (!c && \"function\" !== typeof e) throw new TypeError(\"Expected a function\");\n\n        var l = a ? a.length : 0;\n\n        if (l || (t &= -97, a = r = void 0), i = void 0 === i ? i : D(te(i), 0), s = void 0 === s ? s : te(s), l -= r ? r.length : 0, 64 & t) {\n            var u = a,\n                f = r;\n\n            a = r = void 0;\n        }\n\n        var p = [e, t, n, a, r, u, f, o, i, s];\n\n        if (e = p[0], t = p[1], n = p[2], a = p[3], r = p[4], !(s = p[9]) = null == p[9] ? c ? 0 : e.length : D(p[9] - 1, 0)) && 24 & t && (t &= -25), t && 1 !== t) d = 8 == t || 16 == t ? function (e, t, n) {\n            var a = T(e);\n\n            return function r() {\n                for (var o = arguments.length, i = Array(o), s = o, c = W(r); s--;) {\n                    i[s] = arguments[s];\n                }\n\n                var l = o < 3 && i[0] !== c && i[o - 1] !== c ? [] : E(i, c);\n\n                if ((o -= l.length) < n) return V(e, t, q, r.placeholder, void 0, i, l, void 0, void 0, n - o);\n\n                var u = this && this !== h && this instanceof r ? a : e;\n\n                return v(u, this, i);\n            };\n        }(e, t, s) : 32 != t && 33 != t || r.length ? q.apply(void 0, p) : function (e, t, n, a) {\n            var r = 1 & t,\n                o = T(e);\n\n            return function t() {\n                for (var i = -1, s = arguments.length, c = -1, l = a.length, u = Array(l + s), f = this && this !== h && this instanceof t ? o : e; ++c < l;) {\n                    u[c] = a[c];\n                }\n\n                for (; s--;) {\n                    u[c++] = arguments[++i];\n                }\n\n                return v(f, r ? n : this, u);\n            };\n        }(e, t, n, a);\n    } else var d = function (e, t, n) {\n        var a = 1 & t,\n            r = T(e);\n\n        return function t() {\n            var o = this && this !== h && this instanceof t ? r : e;\n\n            return o.apply(a ? n : this, arguments);\n        };\n    }(e, t, n);\n\n    return $(d, e, t);\n}\n\nfunction W(e) {\n    return e.placeholder;\n}\n\nfunction H(e, t) {\n    var n = function (e, t) {\n        return null == e ? void 0 : e[t];\n    }(e, t);\n\n    return B(n) ? n : void 0;\n}\n\nfunction U(e) {\n    var t = e.match(o);\n\n    return t ? t[1].split(i) : [];\n}\n\nfunction G(e, t) {\n    var n = t.length,\n        a = n - 1;\n\n    return t[a] = (n > 1 ? \"&\" : \"\") + t[a], t = t.join(n > 2 ? \"\", \" : \" \"), e.replace(r, \"\\n/* [wrapped with \" + t + \" ]*/\\n\");\n}\n\nfunction J(e, t) {\n    return !(t = null == t ? 9007199254740991 : t) && (\"number\" == typeof e || f.test(e)) && e > -1 && e % 1 == 0 && e < t;\n}\n\nfunction Y(e, t) {\n    for (var n = e.length, a = I(t.length, n), r = function (e, t) {\n        var n = -1,\n            a = e.length;\n\n        for (t || (t = Array(a)); ++n < a;) {\n            t[n] = e[n];\n        }\n\n        return t;\n    }(e), a--;) {\n        var o = t[a];\n    }\n}

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e[a] = J(o, n) ? r[o] : void 0;\n    }\n\n    return e;\n    }\n\n    var $ = R ? function (e, t, n) {\n        var a,\n            r = t + \"\";\n        return R(e, \"toString\", {\n            configurable: !0,\n            enumerable: !1,\n            value: (a =\n            G(r, Q(U(r), n)), function () {\n                return a;\n            })\n        });\n    } : function (e) {\n        return e;\n    });\n\n    function Q(e, t) {\n        return function (e, t) {\n            for (var n = -1, a = e ? e.length : 0; ++n < a && !1 !==\n            t(e[n], n, e);) {\n                ;\n            }\n\n            }(n, function (n) {\n                var a = \"_\" + n[0];\n                t & n[1] && !m(e, a) && e.push(a);\n            }), e.sort();\n        }\n\n        function Z(e, t, n) {\n            var a = K(e, 8, void 0, void 0, void 0, void 0, void 0, t = n ? void 0 : t);\n            return a.placeholder = Z.placeholder, a;\n        }\n\n        function X(e) {\n            var t = typeof e;\n            return !!e &&\n            (\"object\" === t || \"function\" === t);\n        }\n\n        function ee(e) {\n            return e ? (e = function (e) {\n                if\n                (\"number\" === typeof e) return e;\n                if (function (e) {\n                    return \"symbol\" === typeof e || function (e) {\n                        return !!e && \"object\" === typeof e;\n                    })(e) && \"[object Symbol]\" === M.call(e);\n                })(e) return\n                NaN;\n            } if (X(e)) {\n                var t = \"function\" === typeof e.valueOf ? e.valueOf() : e;\n                e = X(t) ? t +\n                \"\" : t;\n            }\n\n            if (\"string\" !== typeof e) return 0 === e ? e : +e;\n\n            e = e.replace(a, \"\");\n            var n = c.test(e);\n            return n || u.test(e) ? p(e.slice(2), n ? 2 : 8) : s.test(e) ? NaN :\n            +e;\n        })(e) === 1 / 0 || e === -1 / 0 ? 17976931348623157e292 * (e < 0 ? -1 : 1) : e === e ? e : 0 : 0 === e ? e :\n            0;\n    }\n\n    function te(e) {\n        var t = ee(e),\n            n = t % 1;\n        return t === t ? n ? t - n : t : 0;\n    }\n\n    Z.placeholder = {}, e.exports = Z;\n}).call(this, n(43));\n}, function (e, t, n) {\n    \"use strict\";\n\n    function a(e) {\n        return e && e.__esModule ? e.default : e;\n    }\n\n    t.__esModule = !0;\n    var r = n(95);\n    t.threezerotwofour = a(r);\n    var o = n(96);\n    t.apathy = a(o);\n    var i = n(97);\n    t.ashes = a(i);\n    var s =\n    n(98);\n    t.atelierDune = a(s);\n    var c = n(99);\n    t.atelierForest = a(c);\n    var l = n(100);\n    t.atelierHeath =\n    a(l);\n    var u = n(101);\n    t.atelierLakeside = a(u);\n    var f = n(102);\n    t.atelierSeaside = a(f);\n\n    var p = n(103);\n    t.bespin = a(p);\n    var d = n(104);\n    t.brewer = a(d);\n    var b = n(105);\n    t.bright =\n    a(b);\n    var h = n(106);\n    t.chalk = a(h);\n    var v = n(107);\n    t.codeschool = a(v);\n    var m = n(108);\n    t.colors = a(m);\n    var y = n(109);\n    t.default = a(y);\n    var g = n(110);\n    t.eighties = a(g);\n    var E =\n    n(111);\n    t.embers = a(E);\n    var j = n(112);\n    t.flat = a(j);\n    var x = n(113);\n    t.google = a(x);\n\n    var _ =\n    n(114);\n    t.grayscale = a(_);\n    var k = n(115);\n    t.greenscreen = a(k);\n    var O = n(116);\n    t.harmonic =\n    a(O);\n    var C = n(117);\n    t.hopscotch = a(C);\n    var S = n(118);\n    t.isotope = a(S);\n    var w = n(119);\n    t.marrakesh = a(w);\n    var A = n(120);\n    t.mocha = a(A);\n    var M = n(121);\n    t.monokai = a(M);\n    var P =\n    n(122);\n    t.ocean = a(P);\n    var F = n(123);\n    t.paraiso = a(F);\n    var D = n(124);\n    t.pop = a(D);\n    var I =\n    n(125);\n    t.railscafts\n    = a(I);\n    var R = n(126);\n    t.shapeshifter = a(R);\n    var L = n(127);\n    t.solarized = a(L);\n    var B = n(128);\n    t.summerfruit = a(B);\n    var N = n(129);\n    t.tomorrow = a(N);\n    var z = n(130);\n    t.tube = a(z);\n    var T =\n    n(131);\n    t.twilight = a(T);\n    }, function (e, t, n) {\n        \"use strict\";\n\n        t.__esModule = !0, t.default = {\n            scheme: \"threezerotwofour\", \n            author: \"jan t. sott (http://github.com/idleberg)\", \n            base00: \"#090300\", \n            base01: \"#3a3432\", \n            base02: \"#4a4543\", \n            base03: \"#5c5855\", \n            base04: \"#807d7c\", \n            base05:\n            \"#a5a2a2\", \n            base06: \"#d6d5d4\", \n            base07: \"#f7f7f7\", \n            base08: \"#db2d20\", \n            base09:\n            \"#e8bbd0\", \n            base0A: \"#fded02\", \n            base0B: \"#01a252\", \n            base0C: \"#b5e4f4\", \n            base0D:\n            \"#01a0e4\", \n            base0E: \"#a16a94\", \n            base0F: \"#cdab53\" \n        }, e.exports = t.default;\n    }, function (e, t, n)\n    {\n        t.__esModule = !0, t.default = {\n            scheme: \"apathy\", \n            author: \"jannik siebert\n            (https://github.com/janniks)\", \n            base00: \"#031A16\", \n            base01: \"#0B342D\", \n            base02: \"#184E45\", \n            base03: \"#2B685E\", \n            base04: \"#5F9C92\", \n            base05: \"#81B5AC\", \n            base06: \"#A7CEC8\", \n            base07: \"#D2E7E4\", \n            base08: \"#3E9688\", \n            base09: \"#3E7996\", \n            base0A: \"#3E4C96\", \n            base0B: \"#883E96\", \n            base0C: \"#963E4C\", \n            base0D: \"#96883E\", \n            base0E: \"#4C963E\", \n            base0F: \"#3E965B\" \n        }, e.exports = t.default;\n    }, function (e, t, n) {\n        \"use strict\";\n\n        t.default = {\n            scheme: \"ashes\", \n            author: \"jannik siebert (https://github.com/janniks)\", \n            base00:\n            \"#1C2023\", \n            base01: \"#393F45\", \n            base02: \"#565E65\", \n            base03: \"#747C84\", \n            base04:\n            \"#ADB3BA\", \n            base05: \"#C7CCD1\", \n            base06: \"#DFE2E5\", \n            base07:\n            \"#F7F7F7\" \n        }, e.exports = t.default;\n    }

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\#F3F4F5\",n base08: \#C7AE95\",n base09: \#C7C795\",n base0A: \#AEC795\",n base0B:
\#95C7AE\",n base0C: \#95AEC7\",n base0D: \#AE95C7\",n base0E: \#C795AE\",n base0F:
\#C79595\",n }, e.exports = t.default;n }, function (e, t, n) {\n \"use strict\";n\n t.__esModule = !0, t.default
= {\n scheme: \"atelier dune\",n author: \"bram de haan (http://atelierbram.github.io/syntax-
highlighting/atelier-schemes/dune)\",n base00: \#20201d\",n base01: \#292824\",n base02:
\#6e6b5e\",n base03: \#7d7a68\",n base04: \#999580\",n base05: \#a6a28c\",n base06:
\#e8e4cf\",n base07: \#fefbec\",n base08: \#d73737\",n base09: \#b65611\",n base0A:
\#cfb017\",n base0B: \#60ac39\",n base0C: \#1fad83\",n base0D: \#6684e1\",n base0E:
\#b854d4\",n base0F: \#d43552\",n }, e.exports = t.default;n }, function (e, t, n) {\n
\"use strict\";n\n t.__esModule = !0, t.default = {\n scheme: \"atelier forest\",n author: \"bram de haan
(http://atelierbram.github.io/syntax-highlighting/atelier-schemes/forest)\",n base00: \#1b1918\",n base01:
\#2c2421\",n base02: \#68615e\",n base03: \#766e6b\",n base04: \#9c9491\",n base05:
\#a8a19f\",n base06: \#e6e2e0\",n base07: \#f1efee\",n base08: \#f22c40\",n base09:
\#df5320\",n base0A: \#d5911a\",n base0B: \#5ab738\",n base0C: \#00ad9c\",n base0D:
\#407ee7\",n base0E: \#6666ea\",n base0F: \#c33ff3\",n }, e.exports = t.default;n }, function (e, t, n)
{\n \"use strict\";n\n t.__esModule = !0, t.default = {\n scheme: \"atelier heath\",n author: \"bram de haan
(http://atelierbram.github.io/syntax-highlighting/atelier-schemes/heath)\",n base00: \#1b181b\",n base01:
\#292329\",n base02: \#695d69\",n
base03: \#776977\",n base04: \#9e8f9e\",n base05: \#ab9bab\",n base06: \#d8cad8\",n base07:
\#f7f3f7\",n base08: \#ca402b\",n base09: \#a65926\",n base0A: \#bb8a35\",n base0B:
\#379a37\",n base0C: \#159393\",n base0D: \#516aec\",n base0E: \#7b59c0\",n base0F:
\#cc33cc\",n }, e.exports = t.default;n }, function (e, t, n) {\n \"use strict\";n\n t.__esModule = !0, t.default =
{\n scheme: \"atelier lakeside\",n author: \"bram de haan (http://atelierbram.github.io/syntax-
highlighting/atelier-schemes/lakeside/)\",n base00: \#161b1d\",n base01: \#1f292e\",n base02:
\#516d7b\",n base03: \#5a7b8c\",n base04: \#7195a8\",n base05: \#7ea2b4\",n base06:
\#c1e4f6\",n base07: \#ebf8ff\",n base08: \#d22d72\",n base09: \#935c25\",n base0A:
\#8a8a0f\",n base0B: \#568c3b\",n base0C: \#2d8f6f\",n base0D:
\#257fad\",n base0E: \#5d5db1\",n base0F: \#b72dd2\",n }, e.exports = t.default;n }, function (e, t, n)
{\n \"use strict\";n\n t.__esModule = !0, t.default = {\n scheme: \"atelier seaside\",n author: \"bram de
haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/seaside/)\",n base00: \#131513\",n
base01: \#242924\",n base02: \#5e6e5e\",n base03: \#687d68\",n base04: \#809980\",n base05:
\#8ca68c\",n base06: \#cfe8cf\",n base07: \#f0fff0\",n base08: \#e6193c\",n base09:
\#87711d\",n base0A: \#c3c322\",n base0B: \#29a329\",n base0C: \#1999b3\",n base0D:
\#3d62f5\",n base0E: \#ad2bee\",n base0F: \#e619c3\",n }, e.exports = t.default;n }, function (e, t, n)
{\n \"use strict\";n\n t.__esModule = !0, t.default = {\n scheme: \"bespin\",n author: \"jan t. sott\",n
base00: \#28211c\",n base01:
\#36312e\",n base02: \#5e5d5c\",n base03: \#666666\",n base04: \#797977\",n base05:
\#8a8986\",n base06: \#9d9b97\",n base07: \#baae9e\",n base08: \#cf6a4c\",n base09:
\#cf7d34\",n base0A: \#f9ee98\",n base0B: \#54be0d\",n base0C: \#afc4db\",n base0D:
\#5ea6ea\",n base0E: \#9b859d\",n base0F: \#937121\",n }, e.exports = t.default;n }, function (e, t, n)
{\n \"use strict\";n\n t.__esModule = !0, t.default = {\n scheme: \"brewer\",n author: \"timothée poisot
(http://github.com/tpoisot)\",n base00: \#0c0d0e\",n base01: \#2e2f30\",n base02: \#515253\",n
base03: \#737475\",n base04: \#959697\",n base05: \#b7b8b9\",n base06: \#daddbd\",n base07:
\#fcfdfe\",n base08: \#e31a1c\",n base09: \#e6550d\",n base0A: \#dca060\",n base0B:
\#31a354\",n base0C: \#80b1d3\",n base0D: \#3182bd\",n
base0E: \#756bb1\",n base0F: \#b15928\",n }, e.exports = t.default;n }, function (e, t, n) {\n \"use
strict\";n\n t.__esModule = !0, t.default = {\n scheme: \"bright\",n author: \"chris kempson
(http://chriskempson.com)\",n base00: \#000000\",n base01: \#303030\",n base02: \#505050\",n
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base03: \"#b0b0b0\", \n base04: \"#d0d0d0\", \n base05: \"#e0e0e0\", \n base06: \"#f5f5f5\", \n base07:
\"#ffffff\", \n base08: \"#fb0120\", \n base09: \"#fc6d24\", \n base0A: \"#fda331\", \n base0B:
\"#a1c659\", \n base0C: \"#76c7b7\", \n base0D: \"#6fb3d2\", \n base0E: \"#d381c3\", \n base0F:
\"#be643c\" \n }, e.exports = t.default; \n }, function (e, t, n) { \n \"use strict\"; \n \n t.__esModule = !0, t.default
= { \n scheme: \"chalk\", \n author: \"chris kempson (http://chriskempson.com)\", \n base00: \"#151515\", \n
base01: \"#202020\", \n base02: \"#303030\", \n
base03: \"#505050\", \n base04: \"#b0b0b0\", \n base05: \"#d0d0d0\", \n base06: \"#e0e0e0\", \n
base07: \"#f5f5f5\", \n base08: \"#fb9fb1\", \n base09: \"#eda987\", \n base0A: \"#ddb26f\", \n base0B:
\"#acc267\", \n base0C: \"#12cfc0\", \n base0D: \"#6fc2ef\", \n base0E: \"#e1a3ee\", \n base0F:
\"#deaf8f\" \n }, e.exports = t.default; \n }, function (e, t, n) { \n \"use strict\"; \n \n t.__esModule = !0, t.default =
{ \n scheme: \"codeschool\", \n author: \"brettof86\", \n base00: \"#232c31\", \n base01: \"#1c3657\", \n
base02: \"#2a343a\", \n base03: \"#3f4944\", \n base04: \"#84898c\", \n base05: \"#9ea7a6\", \n base06:
\"#a7cfa3\", \n base07: \"#b5d8f6\", \n base08: \"#2a5491\", \n base09: \"#43820d\", \n base0A:
\"#a03b1e\", \n base0B: \"#237986\", \n base0C: \"#b02f30\", \n base0D: \"#484d79\", \n base0E:
\"#c59820\", \n base0F: \"#c98344\" \n
}, e.exports = t.default; \n }, function (e, t, n) { \n \"use strict\"; \n \n t.__esModule = !0, t.default = { \n
scheme: \"colors\", \n author: \"mrmrs (http://clrs.cc)\", \n base00: \"#111111\", \n base01: \"#333333\", \n
base02: \"#555555\", \n base03: \"#777777\", \n base04: \"#999999\", \n base05: \"#bbbbbb\", \n base06:
\"#dddddd\", \n base07: \"#ffffff\", \n base08: \"#ff4136\", \n base09: \"#ff851b\", \n base0A:
\"#ffdc00\", \n base0B: \"#2ecc40\", \n base0C: \"#7fdbff\", \n base0D: \"#0074d9\", \n base0E:
\"#b10dc9\", \n base0F: \"#85144b\" \n }, e.exports = t.default; \n }, function (e, t, n) { \n \"use strict\"; \n \n
t.__esModule = !0, t.default = { \n scheme: \"default\", \n author: \"chris kempson
(http://chriskempson.com)\", \n base00: \"#181818\", \n base01: \"#282828\", \n base02: \"#383838\", \n
base03: \"#585858\", \n base04: \"#b8b8b8\", \n base05: \"#d8d8d8\", \n
base06: \"#e8e8e8\", \n base07: \"#f8f8f8\", \n base08: \"#ab4642\", \n base09: \"#dc9656\", \n
base0A: \"#f7ca88\", \n base0B: \"#a1b56c\", \n base0C: \"#86c1b9\", \n base0D: \"#7cafc2\", \n base0E:
\"#ba8baf\", \n base0F: \"#a16946\" \n }, e.exports = t.default; \n }, function (e, t, n) { \n \"use strict\"; \n \n
t.__esModule = !0, t.default = { \n scheme: \"eighties\", \n author: \"chris kempson
(http://chriskempson.com)\", \n base00: \"#2d2d2d\", \n base01: \"#393939\", \n base02: \"#515151\", \n
base03: \"#747369\", \n base04: \"#a09f93\", \n base05: \"#d3d0c8\", \n base06: \"#e8e6df\", \n base07:
\"#f2f0ec\", \n base08: \"#f2777a\", \n base09: \"#f99157\", \n base0A: \"#ffcc66\", \n base0B:
\"#99cc99\", \n base0C: \"#66cccc\", \n base0D: \"#6699cc\", \n base0E: \"#cc99cc\", \n base0F:
\"#d27b53\" \n }, e.exports = t.default; \n }, function (e, t, n) { \n
\"use strict\"; \n \n t.__esModule = !0, t.default = { \n scheme: \"embers\", \n author: \"jannik siebert
(https://github.com/janniks)\", \n base00: \"#16130F\", \n base01: \"#2C2620\", \n base02: \"#433B32\", \n
base03: \"#5A5047\", \n base04: \"#8A8075\", \n base05: \"#A39A90\", \n base06: \"#BEB6AE\", \n
base07: \"#DBD6D1\", \n base08: \"#826D57\", \n base09: \"#828257\", \n base0A: \"#6D8257\", \n
base0B: \"#57826D\", \n base0C: \"#576D82\", \n base0D: \"#6D5782\", \n base0E: \"#82576D\", \n
base0F: \"#825757\" \n }, e.exports = t.default; \n }, function (e, t, n) { \n \"use strict\"; \n \n t.__esModule = !0,
t.default = { \n scheme: \"flat\", \n author: \"chris kempson (http://chriskempson.com)\", \n base00:
\"#2C3E50\", \n base01: \"#34495E\", \n base02: \"#7F8C8D\", \n base03: \"#95A5A6\", \n base04:
\"#BDC3C7\", \n base05: \"#e0e0e0\", \n base06: \"#f5f5f5\", \n
base07: \"#ECF0F1\", \n base08: \"#E74C3C\", \n base09: \"#E67E22\", \n base0A: \"#F1C40F\", \n
base0B: \"#2ECC71\", \n base0C: \"#1ABC9C\", \n base0D: \"#3498DB\", \n base0E: \"#9B59B6\", \n
base0F: \"#be643c\" \n }, e.exports = t.default; \n }, function (e, t, n) { \n \"use strict\"; \n \n t.__esModule = !0,
t.default = { \n scheme: \"google\", \n author: \"seth wright (http://sethawright.com)\", \n base00:
\"#1d1f21\", \n base01: \"#282a2e\", \n base02: \"#373b41\", \n base03: \"#969896\", \n base04:
\"#b4b7b4\", \n base05: \"#c5c8c6\", \n base06: \"#e0e0e0\", \n base07: \"#ffffff\", \n base08:
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\"#CC342B\",n base09: \"#F96A38\",n base0A: \"#FBA922\",n base0B: \"#198844\",n base0C:
\"#3971ED\",n base0D: \"#3971ED\",n base0E: \"#A36AC7\",n base0F: \"#3971ED\"n }, e.exports =
t.default;n }, function (e, t, n) {n \"use strict\";n\n t.__esModule = !0,
t.default = {n scheme: \"grayscale\",n author: \"alexandre gavioli (https://github.com/alex2)\",n
base00: \"#101010\",n base01: \"#252525\",n base02: \"#464646\",n base03: \"#525252\",n base04:
\"#ababab\",n base05: \"#b9b9b9\",n base06: \"#e3e3e3\",n base07: \"#f7f7f7\",n base08:
\"#7c7c7c\",n base09: \"#999999\",n base0A: \"#a0a0a0\",n base0B: \"#8e8e8e\",n base0C:
\"#868686\",n base0D: \"#686868\",n base0E: \"#747474\",n base0F: \"#5e5e5e\"n }, e.exports =
t.default;n }, function (e, t, n) {n \"use strict\";n\n t.__esModule = !0, t.default = {n scheme: \"green
screen\",n author: \"chris kempson (http://chriskempson.com)\",n base00: \"#001100\",n base01:
\"#003300\",n base02: \"#005500\",n base03: \"#007700\",n base04: \"#009900\",n base05:
\"#00bb00\",n base06: \"#00dd00\",n base07: \"#00ff00\",n
base08: \"#007700\",n base09: \"#009900\",n base0A: \"#007700\",n base0B: \"#00bb00\",n
base0C: \"#005500\",n base0D: \"#009900\",n base0E: \"#00bb00\",n base0F: \"#005500\"n },
e.exports = t.default;n }, function (e, t, n) {n \"use strict\";n\n t.__esModule = !0, t.default = {n scheme:
\"harmonic16\",n author: \"jannik siebert (https://github.com/janniks)\",n base00: \"#0b1c2c\",n base01:
\"#223b54\",n base02: \"#405c79\",n base03: \"#627e99\",n base04: \"#aabcc\",n base05:
\"#cbd6e2\",n base06: \"#e5ebf1\",n base07: \"#f7f9fb\",n base08: \"#bf8b56\",n base09:
\"#bfbf56\",n base0A: \"#8bbf56\",n base0B: \"#56bf8b\",n base0C: \"#568bbf\",n base0D:
\"#8b56bf\",n base0E: \"#bf568b\",n base0F: \"#bf5656\"n }, e.exports = t.default;n }, function (e, t, n)
{n \"use strict\";n\n t.__esModule = !0, t.default = {n
scheme: \"hopsotch\",n author: \"jan t. sott\",n base00: \"#322931\",n base01: \"#433b42\",n
base02: \"#5c545b\",n base03: \"#797379\",n base04: \"#989498\",n base05: \"#b9b5b8\",n base06:
\"#d5d3d5\",n base07: \"#ffffff\",n base08: \"#dd464c\",n base09: \"#fd8b19\",n base0A:
\"#fdcc59\",n base0B: \"#8fc13e\",n base0C: \"#149b93\",n base0D: \"#1290bf\",n base0E:
\"#c85e7c\",n base0F: \"#b33508\"n }, e.exports = t.default;n }, function (e, t, n) {n \"use strict\";n\n
t.__esModule = !0, t.default = {n scheme: \"isotope\",n author: \"jan t. sott\",n base00: \"#000000\",n
base01: \"#404040\",n base02: \"#606060\",n base03: \"#808080\",n base04: \"#c0c0c0\",n base05:
\"#d0d0d0\",n base06: \"#e0e0e0\",n base07: \"#ffffff\",n base08: \"#ff0000\",n base09:
\"#ff9900\",n base0A: \"#ff0099\",n
base0B: \"#33ff00\",n base0C: \"#00ffff\",n base0D: \"#0066ff\",n base0E: \"#cc00ff\",n base0F:
\"#3300ff\"n }, e.exports = t.default;n }, function (e, t, n) {n \"use strict\";n\n t.__esModule = !0, t.default =
{n scheme: \"marrakesh\",n author: \"alexandre gavioli (http://github.com/alex2)\",n base00:
\"#201602\",n base01: \"#302e00\",n base02: \"#5f5b17\",n base03: \"#6c6823\",n base04:
\"#86813b\",n base05: \"#948e48\",n base06: \"#ccc37a\",n base07: \"#faf0a5\",n base08:
\"#c35359\",n base09: \"#b36144\",n base0A: \"#a88339\",n base0B: \"#18974e\",n base0C:
\"#75a738\",n base0D: \"#477ca1\",n base0E: \"#8868b3\",n base0F: \"#b3588e\"n }, e.exports =
t.default;n }, function (e, t, n) {n \"use strict\";n\n t.__esModule = !0, t.default = {n scheme: \"mocha\",n
author: \"chris kempson (http://chriskempson.com)\",n
base00: \"#3B3228\",n base01: \"#534636\",n base02: \"#645240\",n base03: \"#7e705a\",n
base04: \"#b8afad\",n base05: \"#d0c8c6\",n base06: \"#e9e1dd\",n base07: \"#f5eeeb\",n base08:
\"#cb6077\",n base09: \"#d28b71\",n base0A: \"#f4bc87\",n base0B: \"#beb55b\",n base0C:
\"#7bbda4\",n base0D: \"#8ab3b5\",n base0E: \"#a89bb9\",n base0F: \"#bb9584\"n }, e.exports =
t.default;n }, function (e, t, n) {n \"use strict\";n\n t.__esModule = !0, t.default = {n scheme:
\"monokai\",n author: \"wimer hazenberg (http://www.monokai.nl)\",n base00: \"#272822\",n base01:
\"#383830\",n base02: \"#49483e\",n base03: \"#75715e\",n base04: \"#a59f85\",n base05:
\"#f8f8f2\",n base06: \"#f5f4f1\",n base07: \"#f9f8f5\",n base08: \"#f92672\",n base09: \"#fd971f\",n
base0A: \"#f4bf75\",n base0B: \"#a6e22e\",n base0C:

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\#a1efe4\",n base0D: \#66d9ef\",n base0E: \#ae81ff\",n base0F: \#cc6633\"n }, e.exports =
t.default;n }, function (e, t, n) {\n \"use strict\";n\n t.__esModule = !0, t.default = {\n scheme: \"ocean\",n
author: \"chris kempson (http://chriskempson.com)\",n base00: \#2b303b\",n base01: \#343d46\",n
base02: \#4f5b66\",n base03: \#65737e\",n base04: \#7adba\",n base05: \#c0c5ce\",n base06:
\#dfe1e8\",n base07: \#eff1f5\",n base08: \#bf616a\",n base09: \#d08770\",n base0A:
\#ebcb8b\",n base0B: \#a3be8c\",n base0C: \#96b5b4\",n base0D: \#8fa1b3\",n base0E:
\#b48ead\",n base0F: \#ab7967\"n }, e.exports = t.default;n }, function (e, t, n) {\n \"use strict\";n\n
t.__esModule = !0, t.default = {\n scheme: \"paraiso\",n author: \"jan t. sott\",n base00: \#2f1e2e\",n
base01: \#41323f\",n base02:
\#4f424c\",n base03: \#776e71\",n base04: \#8d8687\",n base05: \#a39e9b\",n base06:
\#b9b6b0\",n base07: \#e7e9db\",n base08: \#ef6155\",n base09: \#f99b15\",n base0A:
\#fec418\",n base0B: \#48b685\",n base0C: \#5bc4bf\",n base0D: \#06b6ef\",n base0E:
\#815ba4\",n base0F: \#e96ba8\"n }, e.exports = t.default;n }, function (e, t, n) {\n \"use strict\";n\n
t.__esModule = !0, t.default = {\n scheme: \"pop\",n author: \"chris kempson (http://chriskempson.com)\",n
base00: \#000000\",n base01: \#202020\",n base02: \#303030\",n base03: \#505050\",n base04:
\#b0b0b0\",n base05: \#d0d0d0\",n base06: \#e0e0e0\",n base07: \#ffffff\",n base08:
\#eb008a\",n base09: \#f29333\",n base0A: \#f8ca12\",n base0B: \#37b349\",n base0C:
\#00aabb\",n base0D: \#0e5a94\",n base0E: \#b31e8d\",n
base0F: \#7a2d00\"n }, e.exports = t.default;n }, function (e, t, n) {\n \"use strict\";n\n t.__esModule =
!0, t.default = {\n scheme: \"railscasts\",n author: \"ryan bates (http://railscasts.com)\",n base00:
\#2b2b2b\",n base01: \#272935\",n base02: \#3a4055\",n base03: \#5a647e\",n base04:
\#d4cfc9\",n base05: \#e6e1dc\",n base06: \#ff4f1ed\",n base07: \#f9f7f3\",n base08:
\#da4939\",n base09: \#cc7833\",n base0A: \#ffc66d\",n base0B: \#a5c261\",n base0C:
\#519f50\",n base0D: \#6d9cbe\",n base0E: \#b6b3eb\",n base0F: \#bc9458\"n }, e.exports =
t.default;n }, function (e, t, n) {\n \"use strict\";n\n t.__esModule = !0, t.default = {\n scheme:
\"shapeshifter\",n author: \"tyler benziger (http://tybenz.com)\",n base00: \#000000\",n base01:
\#040404\",n base02: \#102015\",n base03: \#343434\",n
base04: \#555555\",n base05: \#ababab\",n base06: \#e0e0e0\",n base07: \#f9f9f9\",n base08:
\#e92f2f\",n base09: \#e09448\",n base0A: \#dddd13\",n base0B: \#0ed839\",n base0C:
\#23edda\",n base0D: \#3b48e3\",n base0E: \#f996e2\",n base0F: \#69542d\"n }, e.exports =
t.default;n }, function (e, t, n) {\n \"use strict\";n\n t.__esModule = !0, t.default = {\n scheme:
\"solarized\",n author: \"ethan schoonover (http://ethanschoonover.com/solarized)\",n base00: \#002b36\",n
base01: \#073642\",n base02: \#586e75\",n base03: \#657b83\",n base04: \#839496\",n
base05: \#93a1a1\",n base06: \#eee8d5\",n base07: \#fdf6e3\",n base08: \#dc322f\",n base09:
\#cb4b16\",n base0A: \#b58900\",n base0B: \#859900\",n base0C: \#2aa198\",n base0D:
\#268bd2\",n base0E: \#6c71c4\",n base0F: \#d33682\"n
}, e.exports = t.default;n }, function (e, t, n) {\n \"use strict\";n\n t.__esModule = !0, t.default = {\n
scheme: \"summerfruit\",n author: \"christopher corley (http://cscorley.github.io)\",n base00: \#151515\",n
base01: \#202020\",n base02: \#303030\",n base03: \#505050\",n base04: \#B0B0B0\",n
base05: \#D0D0D0\",n base06: \#E0E0E0\",n base07: \#FFFFFF\",n base08: \#FF0086\",n
base09: \#FD8900\",n base0A: \#ABA800\",n base0B: \#00C918\",n base0C: \#1faaaa\",n
base0D: \#3777E6\",n base0E: \#AD00A1\",n base0F: \#cc6633\"n }, e.exports = t.default;n },
function (e, t, n) {\n \"use strict\";n\n t.__esModule = !0, t.default = {\n scheme: \"tomorrow\",n author:
\"chris kempson (http://chriskempson.com)\",n base00: \#1d1f21\",n base01: \#282a2e\",n base02:
\#373b41\",n base03: \#969896\",n
base04: \#b4b7b4\",n base05: \#c5c8c6\",n base06: \#e0e0e0\",n base07: \#ffffff\",n base08:
\#cc6666\",n base09: \#de935f\",n base0A: \#f0c674\",n base0B: \#b5bd68\",n base0C:
\#8abeb7\",n base0D: \#81a2be\",n base0E: \#b294bb\",n base0F: \#a3685a\"n }, e.exports =
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t.default;\n }, function (e, t, n) {\n   \"use strict\";\n\n   t.__esModule = !0, t.default = {\n     scheme: \"london tube\",
\n     author: \"jan t. sott\",
\n     base00: \"#231f20\",
\n     base01: \"#1c3f95\",
\n     base02: \"#5a5758\",
\n     base03: \"#737171\",
\n     base04: \"#959ca1\",
\n     base05: \"#d9d8d8\",
\n     base06: \"#e7e7e8\",
\n     base07: \"#ffffff\",
\n     base08: \"#ee2e24\",
\n     base09: \"#f386a1\",
\n     base0A: \"#ffd204\",
\n     base0B: \"#00853e\",
\n     base0C: \"#85cebc\",
\n     base0D: \"#009ddc\",
\n     base0E: \"#98005d\",
\n     base0F: \"#b06110\"
\n   }, e.exports = t.default;
\n }, function (e, t, n) {\n   \"use strict\";\n\n   t.__esModule = !0, t.default = {\n     scheme: \"twilight\",
\n     author: \"david hart (http://hart-dev.com)\",
\n     base00: \"#1e1e1e\",
\n     base01: \"#323537\",
\n     base02: \"#464b50\",
\n     base03: \"#5f5a60\",
\n     base04: \"#838184\",
\n     base05: \"#a7a7a7\",
\n     base06: \"#c3c3c3\",
\n     base07: \"#ffffff\",
\n     base08: \"#cf6a4c\",
\n     base09: \"#cda869\",
\n     base0A: \"#f9ee98\",
\n     base0B: \"#8f9d6a\",
\n     base0C: \"#afc4db\",
\n     base0D: \"#7587a6\",
\n     base0E: \"#9b859d\",
\n     base0F: \"#9b703f\"
\n   }, e.exports = t.default;
\n }, function (e, t, n) {\n   var a = n(33);
\n\n   function r(e) {\n     var t = Math.round(a(e, 0, 255)).toString(16);
\n     return 1 == t.length ? \"0\" + t : t;
\n   }
\n\n   e.exports = function (e) {\n     var t = 4 === e.length ? r(255 * e[3]) : \"\";
\n     return \"#\" + r(e[0]) + r(e[1]) + r(e[2]) + t;
\n   };
\n }, function (e, t, n) {\n   var a = n(134),
\n     r = n(135),
\n     o = n(136),
\n     i = n(137);
\n   var s = {\n     \"#\": r,
\n     hsl: function hsl(e) {\n       var t = a(e),
\n         n = i(t);
\n       return 4 === t.length && n.push(t[3]), n;
\n     },
\n     rgb: o
\n   };
\n\n   function c(e) {\n     for (var t in s) {\n       if (0 === e.indexOf(t)) return s[t](e);
\n     }
\n   }
\n\n   c.rgb = o, c.hsl = a, c.hex = r, e.exports = c;
\n }, function (e, t, n) {\n   var a = n(44),
\n     r = n(33);
\n\n   function o(e, t) {\n     switch (e = parseFloat(e), t) {\n       case 0:\n         return r(e, 0, 360);
\n       case 1:\n       case 2:\n         return r(e, 0, 100);
\n       case 3:\n         return r(e, 0, 1);
\n     }
\n   }
\n\n   e.exports = function (e) {\n     return a(e).map(o);
\n   };
\n }, function (e, t) {\n   e.exports = function (e) {\n     4 !== e.length && 5 !== e.length || (e = function (e) {\n       for (var t = \"#\", n = 1; n < e.length; n++) {\n         var a = e.charAt(n);
\n         t += a + a;
\n       }
\n       return t;
\n     })(e));
\n     var t = [parseInt(e.substring(1, 3), 16), parseInt(e.substring(3, 5), 16), parseInt(e.substring(5, 7), 16)];
\n     if (9 === e.length) {\n       var n = parseFloat((parseInt(e.substring(7, 9), 16) / 255).toFixed(2));
\n       t.push(n);
\n     }
\n     return t;
\n   };
\n }, function (e, t, n) {\n   var a = n(44),
\n     r = n(33);
\n\n   function o(e, t) {\n     return t < 3 ? -1 != e.indexOf(\"%\") ? Math.round(255 * r(parseInt(e, 10), 0, 100) / 100) : r(parseInt(e, 10), 0, 255) : r(parseFloat(e), 0, 1);
\n   }
\n\n   e.exports = function (e) {\n     return a(e).map(o);
\n   };
\n }, function (e, t) {\n   e.exports = function (e) {\n     var t,
\n       n,
\n       a,
\n       r,
\n       o,
\n       i = e[0] / 360,
\n       s = e[1] / 100,
\n       c = e[2] / 100;
\n     if (0 == s) return [o = 255 * c, o, o];
\n     t = 2 * c - (n = c < .5 ? c * (1 + s) : c + s - c * s), r = [0, 0, 0];
\n     for (var l = 0; l < 3; l++) {\n       (a = i + 1 / 3 * -(l - 1)) < 0 && a++, a > 1 && a--, o = 6 * a < 1 ? t + 6 * (n - t) * a : 2 * a < 1 ? n : 3 * a < 2 ? t + (n - t) * (2 / 3 - a) * 6 : t, r[l] = 255 * o;
\n     }
\n     return r;
\n   };
\n }, function (e, t, n) {\n   (function (t) {\n     var n = \"object\" == typeof t && t && t.Object === Object && t,
\n       a = \"object\" == typeof self && self && self.Object === Object && self,
\n       r = n || a || Function(\"return this\");
\n\n     function o(e, t, n) {\n       switch (n.length) {\n         case 0:\n           return e.call(t);
\n         case 1:\n           return e.call(t, n[0]);
\n         case 2:\n           return e.call(t, n[0], n[1]);
\n         case 3:\n           return e.call(t, n[0], n[1], n[2]);
\n       }
\n     }
\n     return e.apply(t, n);
\n   })(e, t) {\n     for (var n = -1, a = t.length, r = e.length; ++n < a;) {\n       e[r + n] = t[n];
\n     }
\n     return e;
\n   }
\n\n   var s = Object.prototype,
\n     c = s.hasOwnProperty,
\n     l = s.toString,
\n     u = r.Symbol,
\n     f = s.propertyIsEnumerable,
\n     p = u ? u.isConcatSpreadable : void 0,
\n     d = Math.max;
\n\n   function b(e) {\n     return h(e) || function (e) {\n       return function (e) {\n         return function (e) {\n           return !!e && \"object\" == typeof e;
\n         }
\n       }
\n     }
\n   }
\n\n   function (e) {\n     return null != e && function (e) {\n       return \"number\" == typeof e && e > -1 && e % 1 == 0 && e <= 9007199254740991;
\n     }
\n   }
\n\n   (e.length) && !function (e) {\n     var t = function (e) {\n       return function (e) {\n         return !!e && (\"object\" == t || \"function\" == t);
\n       }
\n     }
\n   }
\n\n   l.call(e) : \"\";
\n     return \"[object Function]\" == t || \"[object GeneratorFunction]\" == t;
\n }

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    }e);\n      }e);\n      }e) && c.call(e, \"callee\") && (!f.call(e, \"callee\") || \"[object Arguments]\" ==
l.call(e));\n      }e) || !(p && e && e[p]);\n      }\n\n      var h = Array.isArray;\n      var v,\n          m,\n          y,\n          g = (m = function m(e) {\n          var t = (e = function e(t, n, a, r, o) {\n          var s = -1,\n              c = t.length;\n          for (a || (a = b), o || (o = []); ++s < c;)\n          var l = t[s];\n          n > 0 && a(1) ? n > 1 ? e(l, n - 1, a, r, o) :
i(o, l) : r || (o[o.length] = l);\n          }\n          return o;\n          }e, 1)).length,\n          n = t;\n          for (v &&
e.reverse(); n--;) {\n          if (\"function\" != typeof e[n]) throw new TypeError(\"Expected a function\");\n          }\n          return function () {\n          for (var n = 0, a = t ? e[n].apply(this, arguments) : arguments[0]; ++n < t;)\n          a = e[n].call(this, a);\n          }\n          return
a;\n          };\n          }, y = d(void 0 === y ? m.length - 1 : y, 0), function () {\n          for (var e = arguments, t = -1, n =
d(e.length - y, 0), a = Array(n); ++t < n;)\n          a[t] = e[y + t];\n          }\n          t = -1;\n          for (var r = Array(y
+ 1); ++t < y;)\n          r[t] = e[t];\n          }\n          return r[y] = a, o(m, this, r);\n          };\n          e.exports = g;\n
}).call(this, n(43));\n      }, function (e, t, n) {\n          \"use strict\";\n          Object.defineProperty(t, \"__esModule\", {\n
value: !0\n          }), t.yuv2rgb = function (e) {\n          var t,\n              n,\n              a,\n              r = e[0],\n              o = e[1],\n              i
= e[2];\n          return t = 1 * r + 0 * o + 1.13983 * i, n = 1 * r + -.39465 * o + -.5806 * i, a = 1 * r + 2.02311 * o + 0 * i,
t = Math.min(Math.max(0, t), 1), n = Math.min(Math.max(0, n), 1), a = Math.min(Math.max(0, a), 1), [255 * t, 255
* n, 255 * a];\n          }, t.rgb2yuv = function (e) {\n          var t = e[0] / 255,\n              n = e[1]
/ 255,\n              a = e[2] / 255;\n          return [.299 * t + .587 * n + .114 * a, -.14713 * t + -.28886 * n + .436 * a, .615 * t
+ -.51499 * n + -.10001 * a];\n          };\n          }, function (e, t, n) {\n          \"use strict\";\n          function a(e, t, n) {\n          return t
in e ? Object.defineProperty(e, t, {\n          value: n,\n          enumerable: !0,\n          configurable: !0,\n          writable: !0\n
          }) : e[t] = n, e;\n          }\n          var r = n(141),\n              o = function () {\n          function e() {\n          a(this, \"_callbacks\",
void 0), a(this, \"_isDispatching\", void 0), a(this, \"_isHandled\", void 0), a(this, \"_isPending\", void 0), a(this,
\"_lastID\", void 0), a(this, \"_pendingPayload\", void 0), this._callbacks = {}, this._isDispatching = !1,
this._isHandled = {}, this._isPending = {}, this._lastID = 1;\n          }\n          var t = e.prototype;\n          return t.register =
function (e) {\n          var t = \"ID_\" + this._lastID++;\n          return this._callbacks[t] = e, t;\n          }, t.unregister
= function (e) {\n          this._callbacks[e] || r(!1), delete this._callbacks[e];\n          }, t.waitFor = function (e) {\n
this._isDispatching || r(!1);\n          for (var t = 0; t < e.length; t++) {\n          var n = e[t];\n          this._isPending[n] ?
this._isHandled[n] || r(!1) : (this._callbacks[n] || r(!1), this._invokeCallback(n));\n          }\n          }, t.dispatch = function
(e) {\n          this._isDispatching && r(!1), this._startDispatching(e);\n          try {\n          for (var t in this._callbacks)
{\n          this._isPending[t] || this._invokeCallback(t);\n          }\n          } finally {\n          this._stopDispatching();\n
          }\n          }, t.isDispatching = function () {\n          return this._isDispatching;\n          }, t._invokeCallback = function (e)
{\n          this._isPending[e] = !0, this._callbacks[e](this._pendingPayload), this._isHandled[e] = !0;\n          },
t._startDispatching = function (e) {\n          for (var t in this._callbacks) {\n
          this._isPending[t] = !1, this._isHandled[t] = !1;\n          }\n          this._pendingPayload = e, this._isDispatching =
!0;\n          }, t._stopDispatching = function () {\n          delete this._pendingPayload, this._isDispatching = !1;\n          },
e;\n          }();\n          e.exports = o;\n          }, function (e, t, n) {\n          \"use strict\";\n          var a = function a(e) {};\n
e.exports = function (e, t) {\n          for (var n = arguments.length, r = new Array(n > 2 ? n - 2 : 0), o = 2; o < n; o++)\n          r[o - 2] = arguments[o];\n          }\n          if (a(t), !e) {\n          var i;\n          if (void 0 === t) i = new
Error(\"Minified exception occurred; use the non-minified dev environment for the full error message and additional
helpful warnings.\");else {\n          var s = 0;\n          (i = new Error(t.replace(/%s/g, function () {\n          return
String(r[s++]);\n          }))).name = \"Invariant Violation\";\n          }\n          throw i.framesToPop = 1, i;\n          }\n          };\n
}, function (e,
t, n) {\n          \"use strict\";\n          function a(e, t, n) {\n          return t in e ? Object.defineProperty(e, t, {\n          value: n,\n
          enumerable: !0,\n          configurable: !0,\n          writable: !0\n          }) : e[t] = n, e;\n          }\n          function r(e, t) {\n
var n = Object.keys(e);\n          if (Object.getOwnPropertySymbols) {\n          var a =
Object.getOwnPropertySymbols(e);\n          t && (a = a.filter(function (t) {\n          return
Object.getOwnPropertyDescriptor(e, t).enumerable;\n          })), n.push.apply(n, a);\n          }\n          return n;\n          }\n
function o(e) {\n          for (var t = 1; t < arguments.length; t++) {\n          var n = null != arguments[t] ? arguments[t] :
{};\n          t % 2 ? r(Object(n), !0).forEach(function (t) {\n          a(e, t, n[t]);\n          }) :

```

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Object.getOwnPropertyDescriptors ? Object.defineProperties(e, Object.getOwnPropertyDescriptors(n)) :
r(Object(n)).forEach(function (t) {\n    Object.defineProperty(e, t, Object.getOwnPropertyDescriptor(n,
t));\n    });\n    });\n    }\n    }\n    return e;\n    }\n\n    function i(e, t) {\n    if (!(e instanceof t)) throw new
TypeError("Cannot call a class as a function");\n    }\n\n    function s(e, t) {\n    for (var n = 0; n < t.length; n++)
{\n    var a = t[n];\n    a.enumerable = a.enumerable || !1, a.configurable = !0, "value" in a && (a.writable =
!0), Object.defineProperty(e, a.key, a);\n    }\n    }\n\n    function c(e, t, n) {\n    return t && s(e.prototype, t), n
&& s(e, n), e;\n    }\n\n    function l(e, t) {\n    return (l = Object.setPrototypeOf || function (e, t) {\n    return
e.__proto__ = t, e;\n    })(e, t);\n    }\n\n    function u(e, t) {\n    if ("function" !== typeof t && null !== t) throw
new TypeError("Super expression must either be null or a function");\n    e.prototype = Object.create(t &&
t.prototype, {\n    constructor: {\n    value: e,\n    writable: !0,\n    configurable: !0\n    }\n    }),
t && l(e, t);\n    }\n\n    function f(e) {\n    return (f = Object.setPrototypeOf ? Object.getPrototypeOf : function (e)
{\n    return e.__proto__ || Object.getPrototypeOf(e);\n    })(e);\n    }\n\n    function p(e) {\n    return (p =
"function" === typeof Symbol && "symbol" === typeof Symbol.iterator ? function (e) {\n    return typeof e;\n
} : function (e) {\n    return e && "function" === typeof Symbol && e.constructor === Symbol && e !==
Symbol.prototype ? "symbol" : typeof e;\n    })(e);\n    }\n\n    function d(e) {\n    if (void 0 === e) throw new
ReferenceError("this hasn't been initialised - super() hasn't been called");\n    return e;\n    }\n\n    function b(e, t)
{\n    return !t || "object" !== p(t) && "function" !== typeof t ? d(e) : t;\n    }\n\n    function h(e) {\n    var t =
function () {\n    if ("undefined" === typeof Reflect || !Reflect.construct) return !1;\n    if
(Reflect.construct.sham) return !1;\n    if
("function" === typeof Proxy) return !0;\n\n    try {\n    return
Date.prototype.toString.call(Reflect.construct(Date, [], function () {}), !0);\n    } catch (e) {\n    return !1;\n
}\n    };\n\n    return function () {\n    var n,\n    a = f(e);\n\n    if (t) {\n    var r =
f(this).constructor;\n    n = Reflect.construct(a, arguments, r);\n    } else n = a.apply(this, arguments);\n\n    return b(this, n);\n    };
\n    }\n\n    n.r(t);\n    var v = n(0),\n    m = n.n(v);\n\n    function y() {\n    var e =
this.constructor.getDerivedStateFromProps(this.props, this.state);\n    null !== e && this.setState(e);\n    }\n\n    function g(e) {\n    this.setState(function (t) {\n    var n = this.constructor.getDerivedStateFromProps(e, t);\n    return null !== n ? n : null;\n    }).bind(this);\n    }\n\n    function E(e, t) {\n    try {\n    var n = this.props,\n    a = this.state;\n\n    this.props = e, this.state = t, this.__reactInternalSnapshotFlag = !0, this.__reactInternalSnapshot =
this.getSnapshotBeforeUpdate(n, a);\n    } finally {\n    this.props = n, this.state = a;\n    }\n    }\n\n    function
j(e) {\n    var t = e.prototype;\n    if (!t || !t.isReactComponent) throw new Error("Can only polyfill class
components");\n    if ("function" !== typeof e.getDerivedStateFromProps && "function" !== typeof
t.getSnapshotBeforeUpdate) return e;\n    var n = null,\n    a = null,\n    r = null;\n\n    if ("function" ===
typeof t.componentWillMount ? n = "componentWillMount" : "function" === typeof
t.UNSAFE_componentWillMount && (n = "UNSAFE_componentWillMount"), "function" === typeof
t.componentWillReceiveProps ? a = "componentWillReceiveProps" : "function" === typeof
t.UNSAFE_componentWillReceiveProps && (a = "UNSAFE_componentWillReceiveProps"), "function" ===
typeof t.componentWillUpdate ? r = "componentWillUpdate" : "function"
=== typeof t.UNSAFE_componentWillUpdate && (r = "UNSAFE_componentWillUpdate"), null !== n || null !==
a || null !== r) {\n    var o = e.displayName || e.name,\n    i = "function" === typeof
e.getDerivedStateFromProps ? "getDerivedStateFromProps()" : "getSnapshotBeforeUpdate()";\n    throw
Error("Unsafe legacy lifecycles will not be called for components using new component APIs.\n\n" + o + "\n uses
" + i + "\n but also contains the following legacy lifecycles:" + (null !== n ? "\n " + n : "\n " + (null !== a ? "\n
" + a : "\n " + (null !== r ? "\n " + r : "\n " + "\n\nThe above lifecycles should be removed. Learn more about
this warning here:\n\nhttps://fb.me/react-async-component-lifecycle-hooks"));
\n    }\n\n    if ("function" === typeof
e.getDerivedStateFromProps && (t.componentWillMount = y, t.componentWillReceiveProps = g), "function" ===
typeof t.getSnapshotBeforeUpdate) {\n    if ("function" !== typeof t.componentDidUpdate)

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```

throw new Error("Cannot polyfill getSnapshotBeforeUpdate() for components that do not define
componentDidUpdate() on the prototype");
t.componentWillUpdate = E;
var s =
t.componentDidUpdate;
t.componentDidUpdate = function (e, t, n) {
var a =
this.__reactInternalSnapshotFlag ? this.__reactInternalSnapshot : n;
s.call(this, e, t, a);
};
return e;
function x(e, t) {
if (null == e) return {};
var n,
a,
r = function (e, t) {
if (null == e) return {};
var n,
a,
r = {},
o = Object.keys(e);
for (a = 0; a < o.length; a++) {
n = o[a],
t.indexOf(n) >= 0 || (r[n] = e[n]);
}
return r;
}(e, t);
if (Object.getOwnPropertySymbols) {
var o = Object.getOwnPropertySymbols(e);
for (a = 0; a <
o.length; a++) {
n = o[a],
t.indexOf(n)
>= 0 || Object.prototype.propertyIsEnumerable.call(e, n) && (r[n] = e[n]);
}
}
return r;
}
function _(e) {
var t = function (e) {
return {}.toString.call(e).match(/\s([a-zA-Z]+)/)[1].toLowerCase();
}(e);
return "number" === t && (t === "NaN" ? "nan" : (0 | e) !== e ?
"float" : "integer"),
t;
}
y.__suppressDeprecationWarning = !0,
g.__suppressDeprecationWarning = !0,
E.__suppressDeprecationWarning = !0;
var k = {
scheme: "rjv-default",
author: "mac gainor",
base00: "rgba(0, 0, 0, 0)",
base01: "rgb(245, 245, 245)",
base02: "rgb(235, 235, 235)",
base03:
"#93a1a1",
base04: "rgba(0, 0, 0, 0.3)",
base05: "#586e75",
base06: "#073642",
base07:
"#002b36",
base08: "#d33682",
base09: "#cb4b16",
base0A: "#dc322f",
base0B:
"#859900",
base0C: "#6c71c4",
base0D:
"#586e75",
base0E: "#2aa198",
base0F: "#268bd2"
},
O = {
scheme: "rjv-grey",
author: "mac gainor",
base00: "rgba(1, 1, 1, 0)",
base01: "rgba(1, 1, 1, 0.1)",
base02: "rgba(0, 0, 0, 0.2)",
base03: "rgba(1, 1, 1, 0.3)",
base04: "rgba(0, 0, 0, 0.4)",
base05: "rgba(1, 1, 1, 0.5)",
base06: "rgba(1, 1, 1, 0.6)",
base07: "rgba(1, 1, 1, 0.7)",
base08: "rgba(1, 1, 1, 0.8)",
base09:
"rgba(1, 1, 1, 0.8)",
base0A: "rgba(1, 1, 1, 0.8)",
base0B: "rgba(1, 1, 1, 0.8)",
base0C: "rgba(1, 1, 1, 0.8)",
base0D: "rgba(1, 1, 1, 0.8)",
base0E: "rgba(1, 1, 1, 0.8)",
base0F: "rgba(1, 1, 1, 0.8)"
},
C = {
white: "#fff",
black: "#000",
transparent: "rgba(1, 1, 1, 0)",
globalFontFamily: "monospace",
globalCursor: "default",
indentBlockWidth: "5px",
braceFontWeight: "bold",
braceCursor: "pointer",
ellipsisFontSize: "18px",
ellipsisLineHeight: "10px",
ellipsisCursor: "pointer",
keyMargin: "0px 5px",
keyLetterSpacing: "0.5px",
keyFontStyle: "none",
keyBorderRadius: "3px",
keyColonWeight: "bold",
keyVerticalAlign: "top",
keyOpacity: "0.85",
keyOpacityHover: "1",
keyValPaddingTop: "3px",
keyValPaddingBottom: "3px",
keyValPaddingRight: "5px",
keyValBorderLeft: "1px solid",
keyValBorderHover: "2px solid",
keyValPaddingHover: "3px 5px 3px 4px",
pushedContentMarginLeft: "6px",
variableValuePaddingRight: "6px",
nullFontSize: "11px",
nullFontWeight: "bold",
nullPadding: "1px 2px",
nullBorderRadius: "3px",
nanFontSize: "11px",
nanFontWeight: "bold",
nanPadding: "1px 2px",
nanBorderRadius: "3px",
undefinedFontSize: "11px",
undefinedFontWeight: "bold",
undefinedPadding: "1px 2px",
undefinedBorderRadius: "3px",
dataTypeFontSize: "11px",
dataTypeMarginRight: "4px",
datatypeOpacity: "0.8",
objectSizeBorderRadius: "3px",
objectSizeFontStyle: "italic",
objectSizeMargin: "0px 6px 0px 0px",
clipboardCursor: "pointer",
clipboardCheckMarginLeft: "-12px",
metaDataPadding: "0px 0px 0px 10px",
arrayGroupMetaPadding: "0px 0px 0px 4px",
iconContainerWidth: "17px",
tooltipPadding: "4px",
editInputMinWidth: "130px",
editInputBorderRadius: "2px",
editInputPadding: "5px",
editInputMarginRight: "4px",
editInputFontFamily: "monospace",
iconCursor: "pointer",
iconFontSize: "15px",
iconPaddingRight: "1px",
dateValueMarginLeft: "2px",
iconMarginRight: "3px",
detectedRowPaddingTop: "3px",
addKeyCoverBackground: "rgba(255, 255, 255, 0.3)",
addKeyCoverPosition: "absolute",
addKeyCoverPositionPx: "0px",
addKeyModalWidth: "200px",
addKeyModalMargin: "auto",
addKeyModalPadding: "10px",
addKeyModalRadius: "3px"
},
S = n(45),
w = function w(e) {
var t = function (e) {
return {
backgroundColor:

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e.base00,\n      ellipsisColor: e.base09,\n      braceColor: e.base07,\n      expandedIcon: e.base0D,\n      collapsedIcon: e.base0E,\n      keyColor: e.base07,\n      arrayKeyColor: e.base0C,\n      objectSize: e.base04,\n      copyToClipboard: e.base0F,\n      copyToClipboardCheck: e.base0D,\n      objectBorder: e.base02,\n      dataTypes: {\n        boolean: e.base0E,\n        date: e.base0D,\n        float: e.base0B,\n        function: e.base0D,\n        integer: e.base0F,\n        string: e.base09,\n        nan: e.base08,\n        null: e.base0A,\n        undefined: e.base05,\n      },\n      regexp: e.base0A,\n      background: e.base02,\n      editVariable: {\n        editIcon: e.base0E,\n        cancelIcon: e.base09,\n        removeIcon: e.base09,\n        addIcon: e.base0E,\n        checkIcon: e.base0E,\n      },\n      background: e.base01,\n      color: e.base0A,\n      border: e.base07,\n      addKeyModal: {\n        background: e.base05,\n        border: e.base04,\n        color: e.base0A,\n        labelColor: e.base01,\n      },\n      validationFailure: {\n        background: e.base09,\n        iconColor: e.base01,\n        fontColor: e.base01,\n      },\n      return {\n        \"app-container\": {\n          fontFamily: C.globalFontFamily,\n          cursor: C.globalCursor,\n          backgroundColor: t.backgroundColor,\n          position: \"relative\",\n          ellipsis: {\n            display: \"inline-block\",\n            color: t.ellipsisColor,\n            fontSize: C.ellipsisFontSize,\n            lineHeight: C.ellipsisLineHeight,\n            cursor: C.ellipsisCursor,\n          },\n          \"brace-row\": {\n            display: \"inline-block\",\n            cursor: \"pointer\",\n            brace: {\n              display: \"inline-block\",\n              cursor: C.braceCursor,\n              fontWeight: C.braceFontWeight,\n              color: t.braceColor,\n            },\n            \"expanded-icon\": {\n              color: t.expandedIcon,\n            },\n            \"collapsed-icon\": {\n              color: t.collapsedIcon,\n            },\n            colon: {\n              display: \"inline-block\",\n              margin: C.keyMargin,\n              color: t.keyColor,\n              verticalAlign: \"top\",\n            },\n            objectKeyVal: function objectKeyVal(e, n) {\n              return {\n                style: o({\n                  paddingTop: C.keyValPaddingTop,\n                  paddingRight: C.keyValPaddingRight,\n                  paddingBottom: C.keyValPaddingBottom,\n                  borderLeft: C.keyValBorderLeft + \" \" + t.objectBorder,\n                },\n                {\n                  paddingLeft: n.paddingLeft - 1 + \"px\",\n                  borderLeft: C.keyValBorderHover + \" \" + t.objectBorder,\n                },\n                n),\n                \"object-key-val-no-border\": {\n                  padding: C.keyValPadding,\n                },\n                \"pushed-content\": {\n                  marginLeft: C.pushedContentMarginLeft,\n                  variableValue: function variableValue(e, t) {\n                    return {\n                      style: o({\n                        display: \"inline-block\",\n                        paddingRight: C.variableValuePaddingRight,\n                        position: \"relative\",\n                      }, t),\n                    },\n                    \"object-name\": {\n                      display: \"inline-block\",\n                      color: t.keyColor,\n                      letterSpacing: C.keyLetterSpacing,\n                      fontStyle: C.keyFontStyle,\n                      verticalAlign: C.keyVerticalAlign,\n                      opacity: C.keyOpacity,\n                    },\n                    \":hover\": {\n                      opacity: C.keyOpacityHover,\n                    },\n                    \"array-key\": {\n                      display: \"inline-block\",\n                      color: t.arrayKeyColor,\n                      letterSpacing: C.keyLetterSpacing,\n                      fontStyle: C.keyFontStyle,\n                      verticalAlign: C.keyVerticalAlign,\n                      opacity: C.keyOpacity,\n                    },\n                    \":hover\": {\n                      opacity: C.keyOpacityHover,\n                    },\n                    \"object-size\": {\n                      color: t.objectSize,\n                      borderRadius: C.objectSizeBorderRadius,\n                      fontStyle: C.objectSizeFontStyle,\n                      margin: C.objectSizeMargin,\n                      cursor: \"default\",\n                    },\n                    \"data-type-label\": {\n                      fontSize: C.dataTypeFontSize,\n                      marginRight: C.dataTypeMarginRight,\n                      opacity: C.datatypeOpacity,\n                    },\n                    boolean: {\n                      display: \"inline-block\",\n                      color: t.dataTypes.boolean,\n                    },\n                    date: {\n                      display: \"inline-block\",\n                      color: t.dataTypes.date,\n                    },\n                    \"date-value\": {\n                      marginLeft: C.dateValueMarginLeft,\n                    },\n                    float: {\n                      display: \"inline-block\",\n                      color: t.dataTypes.float,\n                    },\n                    function: {\n                      display: \"inline-block\",\n                      color: t.dataTypes.function,\n                      cursor: \"pointer\",\n                      whiteSpace: \"pre-line\",\n                    },\n                    \"function-value\": {\n                      fontStyle: \"italic\",\n                    },\n                    integer: {\n                      display: \"inline-block\",\n                      color: t.dataTypes.integer,\n                    },\n                    string: {\n                      display: \"inline-block\",\n                      color: t.dataTypes.string,\n                    },\n                    nan: {\n                      display: \"inline-block\",\n                      color: t.dataTypes.nan,\n                      fontSize: C.nanFontSize,\n                      fontWeight: C.nanFontWeight,\n                      backgroundColor: t.dataTypes.background,\n                      padding: C.nanPadding,\n                      borderRadius: C.nanBorderRadius,\n                    },\n                    null: {\n                      display: \"inline-block\",\n                    },

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color: t.dataTypes.null,\n      fontSize: C.nullFontSize,\n      fontWeight: C.nullFontWeight,\nbackgroundColor: t.dataTypes.background,\n      padding: C.nullPadding,\n      borderRadius: C.nullBorderRadius\n    },\n    undefined: {\n      display: \"inline-block\",\n      color: t.dataTypes.undefined,\n      fontSize: C.undefinedFontSize,\n      padding: C.undefinedPadding,\n      borderRadius: C.undefinedBorderRadius,\n      backgroundColor: t.dataTypes.background\n    },\n    regexp: {\n      display: \"inline-block\",\n      color: t.dataTypes.regexp\n    },\n    \"copy-to-clipboard\": {\n      cursor: C.clipboardCursor\n    },\n    \"copy-icon\": {\n      color: t.copyToClipboard,\n      fontSize: C.iconFontSize,\n      marginRight: C.iconMarginRight,\n      verticalAlign: \"top\"\n    },\n    \"copy-icon-copied\": {\n      color: t.copyToClipboardCheck,\n      marginLeft: C.clipboardCheckMarginLeft\n    },\n    \"array-group-meta-data\": {\n      display: \"inline-block\",\n      padding: C.arrayGroupMetaPadding\n    },\n    \"object-meta-data\": {\n      display: \"inline-block\",\n      padding: C.metaDataPadding\n    },\n    \"icon-container\": {\n      display: \"inline-block\",\n      width: C.iconContainerWidth\n    },\n    tooltip: {\n      padding: C.tooltipPadding\n    },\nremoveVarIcon: {\n      verticalAlign: \"top\",\n      display: \"inline-block\",\n      color: t.editVariable.removeIcon,\n      cursor: C.iconCursor,\n      fontSize: C.iconFontSize,\n      marginRight: C.iconMarginRight\n    },\n    addVarIcon: {\n      verticalAlign: \"top\",\n      display: \"inline-block\",\n      color: t.editVariable.addIcon,\n      cursor: C.iconCursor,\n      fontSize: C.iconFontSize,\n      marginRight: C.iconMarginRight\n    },\n    editVarIcon: {\n      verticalAlign: \"top\",\n      display: \"inline-block\",\n      color: t.editVariable.editIcon,\n      cursor: C.iconCursor,\n      fontSize: C.iconFontSize,\n      marginRight: C.iconMarginRight\n    },\n    \"edit-icon-container\": {\n      display: \"inline-block\",\n      verticalAlign: \"top\"\n    },\n    \"check-icon\": {\n      display: \"inline-block\",\n      cursor: C.iconCursor,\n      color: t.editVariable.checkIcon,\n      fontSize: C.iconFontSize,\n      paddingRight: C.iconPaddingRight\n    },\n    \"cancel-icon\": {\n      display: \"inline-block\",\n      cursor: C.iconCursor,\n      color: t.editVariable.cancelIcon,\n      fontSize: C.iconFontSize,\n      paddingRight: C.iconPaddingRight\n    },\n    \"edit-input\": {\n      display: \"inline-block\",\n      minWidth: C.editInputMinWidth,\n      borderRadius: C.editInputBorderRadius,\n      backgroundColor: t.editVariable.background,\n      color: t.editVariable.color,\n      padding: C.editInputPadding,\n      marginRight: C.editInputMarginRight,\n      fontFamily: C.editInputFontFamily\n    },\n    \"detected-row\": {\n      padding: C.detectedRowPaddingTop\n    },\n    \"key-modal-request\": {\n      position: C.addKeyCoverPosition,\n      top: C.addKeyCoverPositionPx,\n      left: C.addKeyCoverPositionPx,\n      right: C.addKeyCoverPositionPx,\n      bottom: C.addKeyCoverPositionPx,\n      backgroundColor: C.addKeyCoverBackground\n    },\n    \"key-modal\": {\n      width: C.addKeyModalWidth,\n      backgroundColor: t.addKeyModal.background,\n      marginLeft: C.addKeyModalMargin,\n      marginRight: C.addKeyModalMargin,\n      padding: C.addKeyModalPadding,\n      borderRadius: C.addKeyModalRadius,\n      margin: \"15px 0 5px 0\",\n      position: \"relative\"\n    },\n    \"key-modal-label\": {\n      color: t.addKeyModal.labelColor,\n      marginLeft: \"2px\",\n      margin: \"5px 0 5px 0\",\n      fontSize: \"11px\"\n    },\n    \"key-modal-input-container\": {\n      overflow: \"hidden\"\n    },\n    \"key-modal-input\": {\n      width: \"100%\",\n      padding: \"3px 6px\",\n      fontFamily: \"monospace\",\n      color: t.addKeyModal.color,\n      border: \"none\",\n      boxSizing: \"border-box\",\n      borderRadius: \"2px\"\n    },\n    \"key-modal-cancel\": {\n      backgroundColor: t.editVariable.removeIcon,\n      position: \"absolute\",\n      top: \"0px\",\n      right: \"0px\",\n      border: \"1px solid #ccc\",\n      border: \"0px 3px 0px 3px\",\n      cursor: \"pointer\"\n    },\n    \"key-modal-cancel-icon\": {\n      color: t.addKeyModal.labelColor,\n      fontSize: C.iconFontSize,\n      transform: \"rotate(45deg)\"\n    },\n    \"key-modal-submit\": {\n      color: t.editVariable.addIcon,\n      fontSize: C.iconFontSize,\n      position: \"absolute\",\n      right: \"2px\",\n      top: \"3px\",\n      cursor: \"pointer\"\n    },\n    \"function-ellipsis\": {\n      display: \"inline-block\",\n      color: t.ellipsisColor,\n
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fontSize: C.ellipsisFontSize,\n      lineHeight: C.ellipsisLineHeight,\n      cursor: C.ellipsisCursor\n    },\n    \"validation-failure\": {\n      float: \"right\", \n      padding: \"3px 6px\", \n      borderRadius: \"2px\", \n      cursor: \"pointer\", \n      color: t.validationFailure.fontColor, \n      backgroundColor: t.validationFailure.background\n    }, \n    \"validation-failure-label\": {\n      marginRight: \"6px\" \n    }, \n    \"validation-failure-clear\": {\n      position: \"relative\", \n      verticalAlign: \"top\", \n      cursor: \"pointer\", \n      color: t.validationFailure.iconColor, \n      fontSize: C.iconFontSize, \n      transform: \"rotate(45deg)\" \n    } \n  }; \n\n  function A(e, t, n) {\n    return e || console.error(\"theme has not been set\"), function (e) {\n      var t = k;\n      return !1 !== e && \"none\" !== e || (t = O), Object(S.createStyling)(w, {\n        defaultBase16: t\n      })(e);\n    }(e)(t, n);\n  } \n\n  var M = function (e) {\n    u(n, e);\n    var t = h(n);\n\n    function n() {\n      return i(this, n), t.apply(this, arguments);\n    } \n\n    return c(n, [{\n      key: \"render\", \n      value: function value() {\n        var e = this.props, \n            t = (e.rjvId, e.type_name), \n            n = e.displayDataTypes, \n            a = e.theme;\n        return n ? m.a.createElement(\"span\", Object.assign({\n          className: \"data-type-label\" \n        }, A(a, \"data-type-label\")), t) : null;\n      } \n    }], n);\n  }(m.a.PureComponent), \n  P = function (e) {\n    u(n, e);\n    var t = h(n);\n\n    function n() {\n      return i(this, n), t.apply(this, arguments);\n    } \n\n    return c(n, [{\n      key: \"render\", \n      value: function value() {\n        var e = this.props;\n        return m.a.createElement(\"div\", A(e.theme, \"boolean\"), m.a.createElement(M, Object.assign({\n          type_name: \"bool\" \n        }, e)), e.value ? \"true\" : \"false\");\n      } \n    }], n);\n  }(m.a.PureComponent), \n  F = function (e) {\n    u(n, e);\n    var t = h(n);\n\n    function n() {\n      return i(this, n), t.apply(this, arguments);\n    } \n\n    return c(n, [{\n      key: \"render\", \n      value: function value() {\n        var e = this.props;\n        return m.a.createElement(\"div\", A(e.theme, \"date\"), m.a.createElement(M, Object.assign({\n          type_name: \"date\" \n        }, e)), m.a.createElement(\"span\", Object.assign({\n          className: \"date-value\" \n        }, A(e.theme, \"date-value\")), e.value.toLocaleTimeString(\"en-us\", {\n          weekday: \"short\", \n          year: \"numeric\", \n          month: \"short\", \n          day: \"numeric\", \n          hour: \"2-digit\", \n          minute: \"2-digit\" \n        }));\n      } \n    }], n);\n  }(m.a.PureComponent), \n  D = function (e) {\n    u(n, e);\n    var t = h(n);\n\n    function n() {\n      return i(this, n), t.apply(this, arguments);\n    } \n\n    return c(n, [{\n      key: \"render\", \n      value: function value() {\n        var e = this.props;\n        return m.a.createElement(\"div\", A(e.theme, \"float\"), m.a.createElement(M, Object.assign({\n          type_name: \"float\" \n        }, e)), this.props.value);\n      } \n    }], n);\n  }(m.a.PureComponent); \n\n  function I(e, t) {\n    (null == t || t > e.length) && (t = e.length);\n    for (var n = 0, a = new Array(t); n < t; n++) {\n      a[n] = e[n];\n    } \n\n    return a;\n  } \n\n  function R(e, t) {\n    if (e) {\n      if (\"string\" == typeof e) return I(e, t);\n      var n = Object.prototype.toString.call(e).slice(8, -1);\n      return \"Object\" === n && e.constructor && (n = e.constructor.name), \"Map\" === n || \"Set\" === n ? Array.from(e) : \"Arguments\" === n || /^(?:Ui|I)nt(?:8|16|32)?(?:Clamped)?Array$/.test(n) ? I(e, t) : void 0;\n    } \n\n    function L(e, t) {\n      var _n;\n\n      if (\"undefined\" == typeof Symbol || null == e[Symbol.iterator]) {\n        if (Array.isArray(e) || (_n = R(e)) || t && e && \"number\" == typeof e.length) {\n          _n && (e = _n);\n\n          var a = 0, \n              r = function r() {};\n\n          return {\n            s: r, \n            n: function n() {\n              return a >= e.length ? {\n                done: !0\n              } : {\n                done: !1, \n                value: e[a++]\n              };\n            }, \n            e: function e(_e2) {\n              throw _e2;\n            }, \n            f: r\n          };\n        } \n\n        throw new TypeError(\"Invalid attempt to iterate non-iterable instance.\\nIn order to be iterable, non-array objects must have a [Symbol.iterator]() method.\");\n      } \n\n      var o, \n          i = !0, \n          s = !1;\n      return {\n        s: function s() {\n          _n = e[Symbol.iterator]();\n        }, \n        n: function n() {\n          var e = _n.next();\n\n          return i = e.done, e;\n        }, \n        e: function e(_e3) {\n          s = !0, o = _e3;\n        }, \n        f: function f() {\n          try {\n            i || null\n          } \n          == _n.return || _n.return();\n        } \n      } \n    } \n\n    finally {\n      if (s) throw o;\n    } \n  } \n\n  function B(e) {\n    return function (e) {\n      if (Array.isArray(e)) return I(e);\n    }(e) || function (e) {\n      if (\"undefined\" != typeof Symbol && Symbol.iterator in Object(e)) return Array.from(e);\n    }(e) || R(e) || function () {\n      throw new TypeError(\"Invalid attempt to spread non-iterable instance.\\nIn order to be iterable, non-array

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objects must have a [Symbol.iterator]() method.\");\n    }();\n  }\n\n  var N = n(46),\n      z = new\n(n(47).Dispatcher()),\n      T = new (function (e) {\n        u(n, e);\n        var t = h(n);\n\n        function n() {\n          var\n          e;\n          i(this, n);\n\n          for (var a = arguments.length, r = new Array(a), s = 0; s < a; s++) {\n            r[s] =\n            arguments[s];\n          }\n\n          return (e = t.call.apply(t, [this].concat(r))).objects = {}, e.set = function (t, n, a, r) {\n            void 0 === e.objects[t] && (e.objects[t] = {}), void 0 === e.objects[t][n] && (e.objects[t][n] = {}),\n            e.objects[t][n][a] = r;\n          }, e.get = function (t, n, a, r) {\n            return void 0 === e.objects[t] || void 0 ===\n            e.objects[t][n] || null == e.objects[t][n][a] ? r : e.objects[t][n][a];\n          }, e.handleAction = function (t) {\n            var\n            n = t.rjvId,\n            a = t.data;\n\n            switch (t.name) {\n              case \"RESET\":\n                e.emit(\"reset-\" +\n                n);\n                break;\n\n              case \"VARIABLE_UPDATED\":\n                t.data.updated_src = e.updateSrc(n, a),\n                e.set(n, \"action\", \"variable-update\", o(o({}, a), {}), {\n                  type: \"variable-edited\"\n                })),\n                e.emit(\"variable-update-\" + n);\n                break;\n\n              case \"VARIABLE_REMOVED\":\n                t.data.updated_src = e.updateSrc(n, a), e.set(n, \"action\", \"variable-update\", o(o({}, a), {}), {\n                  type:\n                  \"variable-removed\"\n                }\n                )), e.emit(\"variable-update-\" + n);\n                break;\n\n              case \"VARIABLE_ADDED\":\n                t.data.updated_src = e.updateSrc(n, a), e.set(n, \"action\", \"variable-update\", o(o({}, a), {}), {\n                  type:\n                  \"variable-added\"\n                })), e.emit(\"variable-update-\" + n);\n                break;\n\n              case\n              \"ADD_VARIABLE_KEY_REQUEST\":\n                e.set(n, \"action\", \"new-key-request\", a), e.emit(\"add-key-\n                request-\" + n);\n            }\n          }, e.updateSrc = function (t, n) {\n            var a = n.name,\n            r =\n            n.namespace,\n            o = n.new_value,\n            i = (n.existing_value, n.variable_removed);\n            r.shift();\n            var s,\n            c = e.get(t, \"global\", \"src\"),\n            l = e.deepCopy(c, B(r)),\n            u = l,\n            f =\n            L(r);\n\n            try {\n              for (f.s(); !(s = f.n()).done;) {\n                u = u[s.value];\n              }\n            } catch (e) {\n              f.e(e);\n            } finally {\n              f.f();\n            }\n\n            return i ? \"array\" == _(u) ?\n            u.splice(a, 1) : delete u[a] : null !== a ? u[a] = o : l = o, e.set(t, \"global\", \"src\", l, l);\n          }, e.deepCopy =\n          function (t, n) {\n            var a,\n            r = _(t),\n            i = n.shift();\n\n            return \"array\" == r ? a = B(t) :\n            \"object\" == r && (a = o({}, t)), void 0 !== i && (a[i] = e.deepCopy(t[i], n)), a;\n          }, e;\n        }\n      })(N.EventEmitter());\n      z.register(T.handleAction.bind(T));\n\n      var q = T,\n          V = function (e) {\n            u(n,\n            e);\n            var t = h(n);\n\n            function n(e) {\n              var a;\n              return i(this, n), (a = t.call(this, e)).toggleCollapsed =\n              function () {\n                a.setState({\n                  collapsed: !a.state.collapsed\n                }), function () {\n                  q.set(a.props.rjvId, a.props.namespace, \"collapsed\", a.state.collapsed);\n                };\n              }, a.getFunctionDisplay = function (e) {\n                var t = d(a).props;\n                return e ?\n                m.a.createElement(\"span\", null, a.props.value.toString().slice(9, -1).replace(/\\{\\{[\\s\\S]+/, \"\\{\n                \"),\n                m.a.createElement(\"span\", {\n                  className: \"function-collapsed\", \n                  style: {\n                    fontWeight:\n                    \"bold\"\n                  }\n                }, m.a.createElement(\"span\", null, \"{\n                \"), m.a.createElement(\"span\", A(t.theme,\n                \"ellipsis\"), \"...\"), m.a.createElement(\"span\", null, \"}\")) : a.props.value.toString().slice(9, -1);\n              }, a.state =\n              {\n                collapsed: q.get(e.rjvId, e.namespace, \"collapsed\", !0)\n              }, a;\n            }\n          }\n        }\n      )(n,\n      [ {\n        key:\n        \"render\", \n        value: function value() {\n          var e = this.props,\n          t = this.state.collapsed;\n          return\n          m.a.createElement(\"div\", A(e.theme, \"function\"), m.a.createElement(M, Object.assign({\n            type_name:\n            \"function\"\n          }, e)), m.a.createElement(\"span\",\n          Object.assign({}, A(e.theme, \"function-value\"), {\n            className: \"rjv-function-container\", \n            onClick: this.toggleCollapsed\n          })), this.getFunctionDisplay(t));\n        }\n      } ]), n);\n    }\n  }\n\n  K = function (e) {\n    u(n, e);\n    var t = h(n);\n\n    function n() {\n      return\n      i(this, n), t.apply(this, arguments);\n    }\n\n    return c(n, [ {\n      key: \"render\", \n      value: function value()\n      {\n        return m.a.createElement(\"div\", A(this.props.theme, \"nan\"), \"NaN\");\n      }\n    } ]), n);\n  }\n\n  W = function (e) {\n    u(n, e);\n    var t = h(n);\n\n    function n() {\n      return\n      i(this, n), t.apply(this, arguments);\n    }\n\n    return c(n, [ {\n      key: \"render\", \n      value: function value()\n      {\n        return m.a.createElement(\"div\", A(this.props.theme, \"null\"), \"NULL\");\n      }\n    } ]), n);\n  }\n\n  H = function (e) {\n    u(n, e);\n    var t = h(n);\n\n    function n() {\n      return\n      i(this, n), t.apply(this, arguments);\n    }\n\n    return c(n, [ {\n      key: \"render\", \n      value: function value()

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{\n      var e = this.props;\n      return m.a.createElement("div", A(e.theme, "integer"), m.a.createElement(M,
Object.assign({\n      type_name: "int"\n      }, e)), this.props.value);\n    }\n  })), n;\n
}(m.a.PureComponent),\n  U = function (e) {\n  u(n, e);\n  var t = h(n);\n\n  function n() {\n  return
i(this, n), t.apply(this, arguments);\n  }\n\n  return c(n, [{\n  key: "render",\n  value: function value()
{\n  var e = this.props;\n  return m.a.createElement("div", A(e.theme, "regexp"), m.a.createElement(M,
Object.assign({\n  type_name: "regexp"\n  }, e)), this.props.value.toString());\n  }\n  }]),
n;\n
}(m.a.PureComponent),\n  G = function (e) {\n  u(n, e);\n  var t = h(n);\n\n  function n(e) {\n
var a;\n  return i(this, n), (a = t.call(this, e)).toggleCollapsed = function () {\n  a.setState({\n
collapsed: !a.state.collapsed\n  }, function () {\n  q.set(a.props.rjvId, a.props.namespace, "collapsed",
a.state.collapsed);\n  });\n  }, a.state = {\n  collapsed: q.get(e.rjvId, e.namespace, "collapsed", !0)\n
}, a;\n
}\n\n  return c(n, [{\n  key: "render",\n  value: function value() {\n  this.state.collapsed;\n
var e = this.props,\n  t = e.collapseStringsAfterLength,\n  n = e.theme,\n  a = e.value,\n
r = {\n  style: {\n  cursor: "default"\n  }\n  });\n  return "integer" === _(t) &&
a.length > t && (r.style.cursor = "pointer", this.state.collapsed
&& (a = m.a.createElement("span", null, a.substring(0, t), m.a.createElement("span", A(n, "ellipsis"), "..."))),
m.a.createElement("div", A(n, "string"), m.a.createElement(M, Object.assign({\n  type_name: "string"\n
}, e)), m.a.createElement("span", Object.assign({\n  className: "string-value"\n  }, r, {\n
onClick: this.toggleCollapsed\n  }, "", a, ""));\n  }\n  })), n;\n
}(m.a.PureComponent),\n  J =
function (e) {\n  u(n, e);\n  var t = h(n);\n\n  function n() {\n  return i(this, n), t.apply(this, arguments);\n
}\n\n  return c(n, [{\n  key: "render",\n  value: function value() {\n  return
m.a.createElement("div", A(this.props.theme, "undefined"), "undefined");\n  }\n  }]), n;\n
}(m.a.PureComponent);\n
function Y() {\n  return (Y = Object.assign || function (e) {\n  for (var t = 1; t <
arguments.length;
t++) {\n  var n = arguments[t];\n\n  for (var a in n) {\n  Object.prototype.hasOwnProperty.call(n, a)
&& (e[a] = n[a]);\n  }\n  }\n\n  return e;\n  }).apply(this, arguments);\n
}\n\n  var $ =
v.useLayoutEffect,\n  Q = function Q(e) {\n  var t = Object(v.useRef)(e);\n  return $(function () {\n
t.current = e;\n  }, t);\n  },\n  Z = function Z(e, t) {\n  "function" != typeof e ? e.current = t : e(t);\n
},\n  X = function X(e, t) {\n  var n = Object(v.useRef)();\n  return Object(v.useCallback)(function (a) {\n
e.current = a, n.current && Z(n.current, null), n.current = t, t && Z(t, a);\n  }, [t]);\n
},\n  ee = {\n  "min-height": "0",\n  "max-height": "none",\n  height: "0",\n  visibility: "hidden",\n  overflow:
"hidden",\n  position: "absolute",\n  "z-index": "-1000",\n  top: "0",\n  right: "0"\n
},\n  te = function te(e) {\n  Object.keys(ee).forEach(function (t) {\n  e.style.setProperty(t, ee[t],
"important");\n  });\n  },\n  ne = null;\n\n  var ae = function ae() {},\n  re = ["borderBottomWidth",
"borderLeftWidth", "borderRightWidth", "borderTopWidth", "boxSizing", "fontFamily", "fontSize",
"fontStyle", "fontWeight", "letterSpacing", "lineHeight", "paddingBottom", "paddingLeft",
"paddingRight", "paddingTop", "tabSize", "textIndent", "textRendering", "textTransform", "width"],\n
oe = !!document.documentElement.currentStyle,\n  ie = function ie(e, t) {\n  var n = e.cacheMeasurements,\n
a = e.maxRows,\n  r = e.minRows,\n  o = e.onChange,\n  i = void 0 === o ? ae : o,\n  s =
e.onHeightChange,\n  c = void 0 === s ? ae : s,\n  l = function (e, t) {\n  if (null == e) return {};\n
var n,\n  a,\n  r =
{\n  },\n  o = Object.keys(e);\n\n  for (a = 0; a < o.length; a++) {\n  n = o[a], t.indexOf(n) >= 0 || (r[n] =
e[n]);\n  }\n\n  return r;\n  }(e, ["cacheMeasurements", "maxRows", "minRows", "onChange",
"onHeightChange"]);
\n  var u,\n  f = void 0 !== l.value,\n  p = Object(v.useRef)(null),\n  d =
X(p, t),\n  b = Object(v.useRef)(0),\n  h = Object(v.useRef)(),\n  m = function m() {\n  var e =
p.current,\n  t = n && h.current ? h.current : function (e) {\n  var t = window.getComputedStyle(e);\n
if (null === t) return null;\n  var n,\n  a = (n = t, re.reduce(function (e, t) {\n  return e[t] = n[t],
e;\n  }, {})),\n  r = a.boxSizing;\n  return "" === r ? null : (oe && "border-box" === r &&
(a.width = parseFloat(a.width) + parseFloat(a.borderRightWidth) + parseFloat(a.borderLeftWidth) +

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parseFloat(a.paddingRight)
+ parseFloat(a.paddingLeft) + `px`), {n      sizingStyle: a,\n      paddingSize: parseFloat(a.paddingBottom)
+ parseFloat(a.paddingTop),\n      borderSize: parseFloat(a.borderBottomWidth) +
parseFloat(a.borderTopWidth)\n      });\n      (e);\n\n      if (t) {\n      h.current = t;\n\n      var o = function
(e, t, n, a) {\n      void 0 === n && (n = 1), void 0 === a && (a = 1 / 0), ne || ((ne =
document.createElement(`textarea`)).setAttribute(`tab-index`, `"-1"`), ne.setAttribute(`aria-hidden`, `true`)),
te(ne), null === ne.parentNode && document.body.appendChild(ne);\n      var r = e.paddingSize,\n      o
= e.borderSize,\n      i = e.sizingStyle,\n      s = i.boxSizing;\n      Object.keys(i).forEach(function (e)
{\n      var t = e;\n      ne.style[t] = i[t];\n      }), te(ne), ne.value = t;\n\n      var c = function (e, t) {\n
var n = e.scrollHeight;\n
      return `border-box` === t.sizingStyle.boxSizing ? n + t.borderSize : n - t.paddingSize;\n      }(ne,
e);\n\n      ne.value = `x`;\n      var l = ne.scrollHeight - r,\n      u = l * n;\n      `border-box` ===
s && (u = u + r + o), c = Math.max(u, c);\n      var f = l * a;\n      return `border-box` === s && (f = f + r +
o), [c = Math.min(f, c), l];\n      }(t, e.value || e.placeholder || `x`, r, a),\n      i = o[0],\n      s = o[1];\n\n      b.current !== i && (b.current = i, e.style.setProperty(`height`, i + `px`, `important`)), c(i, {\n
rowHeight: s\n      }));\n      }\n      });\n\n      return Object(v.useLayoutEffect)(m), u = Q(m),
Object(v.useLayoutEffect)(function () {\n      var e = function e(_e4) {\n      u.current(_e4);\n      });\n\n      return window.addEventListener(`resize`, e), function () {\n      window.removeEventListener(`resize`,
e);\n      };
    }, []), Object(v.createElement(`textarea`, Y({, l, {\n      onChange: function onChange(e) {\n
f || m(), i(e);\n      },\n      ref: d\n      }));\n      },\n      se = Object(v.forwardRef)(ie);\n\n      function ce(e) {\n
e = e.trim();\n      try {\n      if (`[` === (e = JSON.stringify(JSON.parse(e)))[0]) return le(`array`,
JSON.parse(e));\n      if (`{` === e[0]) return le(`object`, JSON.parse(e));\n      if (e.match(/^-?\d+\.?\d+\/) &&
e.match(/^-?\d+\.?\d+\/)[0] === e) return le(`float`, parseFloat(e));\n      if (e.match(/^-?\d+e-\d+\/) &&
e.match(/^-?\d+e-\d+\/)[0] === e) return le(`float`, Number(e));\n      if (e.match(/^-?\d+\/) && e.match(/^-
?\d+\/)[0] === e) return le(`integer`, parseInt(e));\n      if (e.match(/^-?\d+e\+|\d+\/) && e.match(/^-
?\d+e\+|\d+\/)[0] === e) return le(`integer`, Number(e));\n      } catch (e) {}
    }\n\n      switch (e = e.toLowerCase())
    {\n      case `undefined`:\n
      return le(`undefined`, void 0);\n\n      case `nan`:\n      return le(`nan`, NaN);\n\n      case `null`:\n
      return le(`null`, null);\n\n      case `true`:\n      return le(`boolean`, !0);\n\n      case `false`:\n
      return le(`boolean`, !1);\n\n      default:\n      if (e = Date.parse(e)) return le(`date`, new Date(e));\n      }\n\n      return le(!1, null);\n      }\n\n      function le(e, t) {\n      return {\n      type: e,\n      value: t\n      };
    }\n\n      var ue
= function (e) {\n      u(n, e);\n      var t = h(n);\n\n      function n() {\n      return i(this, n), t.apply(this,
arguments);\n      }\n\n      return c(n, [{\n      key: `render`,\n      value: function value() {\n      var e =
this.props,\n      t = e.style,\n      n = x(e, [`style`]);\n      return m.a.createElement(`span`, n,
m.a.createElement(`svg`, Object.assign({}, xe(t), {\n      viewBox:
`0 0 24 24`,\n      fill: `currentColor`,\n      preserveAspectRatio: `xMidYMid meet`\n      })),
m.a.createElement(`path`, {\n      d: `M12,20C7.59,20 4,16.41 4,12C4,7.59 7.59,4 12,4C16.41,4 20,7.59
20,12C20,16.41 16.41,20 12,20M12,2A10,10 0 0,0 2,12A10,10 0 0,0 12,2A10,10 0 0,0 22,12A10,10 0 0,0
12,2M7,13H17V11H7`\n      }));\n      }\n      }]), n;\n      }(m.a.PureComponent),\n      fe = function (e) {\n
u(n, e);\n      var t = h(n);\n\n      function n() {\n      return i(this, n), t.apply(this, arguments);\n      }\n\n      return
c(n, [{\n      key: `render`,\n      value: function value() {\n      var e = this.props,\n      t = e.style,\n      n = x(e, [`style`]);\n      return m.a.createElement(`span`, n, m.a.createElement(`svg`, Object.assign({},
xe(t), {\n      viewBox: `0 0 24 24`,\n      fill: `currentColor`,\n      preserveAspectRatio: `xMidYMid
meet`\n      })), m.a.createElement(`path`, {\n      d: `M12,20C7.59,20 4,16.41 4,12C4,7.59 7.59,4 12,4C16.41,4 20,7.59
20,12C20,16.41 16.41,20 12,20M12,2A10,10 0 0,0 2,12A10,10 0 0,0 12,2A10,10 0 0,0 22,12A10,10 0 0,0
12,2M13,7H11V11H7V13H11V17H13V13H17V11H13V7Z`\n      }));\n      }\n      }]), n;\n      }(m.a.PureComponent),\n      pe = function (e) {\n      u(n, e);\n      var t = h(n);\n\n      function n() {\n      return

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i(this, n), t.apply(this, arguments);\n    }\n    return c(n, [{\n      key: \"render\",\n      value: function value()\n    {\n      var e = this.props,\n          t = e.style,\n          n = x(e, [\"style\"]),\n          a = xe(t).style;\n      return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n        fill: a.color,\n        width: a.height,\n        height: a.width,\n        style: a,\n        viewBox: \"0 0 1792 1792\"\n      }, m.a.createElement(\"path\", {\n        d: \"M1344 800v64q0\n14-9 23t-23 9h-832q-14 0-23-9t-9-23v-64q0-14 9-23t23-9h832q14 0 23 9t9 23zm128 448v-832q0-66-47-113t-113-47h-832q-66 0-113 47t-47 113v832q0 66 47 113t113 47h832q66 0 113-47t47-113zm128-832v832q0 119-84.5 203.5t-203.5 84.5h-832q-119 0-203.5-84.5t-84.5-203.5v-832q0-119 84.5-203.5t203.5-84.5h832q119 0 203.5 84.5t84.5 203.5z\"\n      }));\n    }\n  }], n);\n}(m.a.PureComponent),\n  de = function (e) {\n  u(n, e);\n  var t = h(n);\n  function n() {\n    return i(this, n), t.apply(this, arguments);\n  }\n  return c(n, [{\n    key: \"render\",\n    value: function value() {\n      var e = this.props,\n          t = e.style,\n          n = x(e, [\"style\"]),\n          a = xe(t).style;\n      return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n        fill: a.color,\n        width: a.height,\n        height: a.width,\n        style: a,\n        viewBox: \"0 0 1792 1792\"\n      }, m.a.createElement(\"path\", {\n        d: \"M1344 800v64q0 14-9 23t-23 9h-352v352q0 14-9 23t-23 9h-64q-14 0-23-9t-9-23v-352h-352q-14 0-23-9t-9-23v-64q0-14 9-23t23-9h352v-352q0-14 9-23t23-9h64q14 0 23 9t9 23zm128 448v-832q0-66-47-113t-113-47h-832q-66 0-113 47t-47 113v832q0 66 47 113t113 47h832q66 0 113-47t47-113zm128-832v832q0 119-84.5 203.5t-203.5 84.5h-832q-119 0-203.5-84.5t-84.5-203.5v-832q0-119 84.5-203.5t203.5-84.5h832q119 0 203.5 84.5t84.5 203.5z\"\n      }));\n    }\n  }], n);\n}(m.a.PureComponent),\n  be = function (e) {\n  u(n, e);\n  var t = h(n);\n  function n() {\n    return i(this, n), t.apply(this, arguments);\n  }\n  return c(n, [{\n    key: \"render\",\n    value: function value()\n    {\n      var e = this.props,\n          t = e.style,\n          n = x(e, [\"style\"]);\n      return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n        style: o(o({\n          xe(t).style), {\n            paddingLeft: \"2px\",\n            verticalAlign: \"top\"\n          },\n          viewBox: \"0 0 15 15\",\n          fill: \"currentColor\"\n        }, m.a.createElement(\"path\", {\n          d: \"M0 14l6-6-6z\"\n        }));\n      }\n    }], n);\n}(m.a.PureComponent),\n  he = function (e) {\n  u(n, e);\n  var t = h(n);\n  function n() {\n    return i(this, n), t.apply(this, arguments);\n  }\n  return c(n, [{\n    key: \"render\",\n    value: function value() {\n      var e = this.props,\n          t = e.style,\n          n = x(e, [\"style\"]);\n      return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n        style: o(o({\n          xe(t).style), {\n            paddingLeft: \"2px\",\n            verticalAlign: \"top\"\n          },\n          viewBox: \"0 0 15 15\",\n          fill: \"currentColor\"\n        }, m.a.createElement(\"path\", {\n          d: \"M0 5l6 6-6z\"\n        }));\n      }\n    }], n);\n}(m.a.PureComponent),\n  ve = function (e) {\n  u(n, e);\n  var t = h(n);\n  function n() {\n    return i(this, n), t.apply(this, arguments);\n  }\n  return c(n, [{\n    key: \"render\",\n    value: function value() {\n      var e = this.props,\n          t = e.style,\n          n = x(e, [\"style\"]);\n      return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n        Object.assign({\n          xe(t),\n          viewBox: \"0 0 40 40\",\n          fill: \"currentColor\",\n          preserveAspectRatio: \"xMidYMid meet\"\n        }, m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n          d: \"m30 35h-25v-22.5h25v7.5h2.5v-12.5c0-1.4-1.1-2.5-2.5-2.5h-7.5c0-2.8-2.2-5-5-5 2.2-5 5h-7.5c-1.4 0-2.5 1.1-2.5 2.5v27.5c0 1.4 1.1 2.5 2.5 2.5h25c1.4 0 2.5-1.1 2.5-2.5v-5h-2.5v5z m-20-27.5h2.5s2.5-1.1 2.5-2.5 1.1-2.5 2.5-2.5 2.5\n1.1 2.5 2.5 1.3 2.5 2.5 2.5h2.5s2.5 1.1 2.5 2.5h-20c0-1.5 1.1-2.5 2.5-2.5z m-2.5 20h5v-2.5h-5v2.5z m17.5-5v-5l-10 7.5 10 7.5v-5h12.5v-5h-12.5z m-17.5 10h7.5v-2.5h-7.5v2.5z m12.5-17.5h-12.5v2.5h12.5v-2.5z m-7.5 5h-5v2.5h5v-2.5z\"\n        }));\n      }\n    }], n);\n}(m.a.PureComponent),\n  me = function (e) {\n  u(n, e);\n  var t = h(n);\n  function n() {\n    return i(this, n), t.apply(this, arguments);\n  }\n  return c(n, [{\n    key: \"render\",\n    value: function value() {\n      var e = this.props,\n          t = e.style,\n          n = x(e, [\"style\"]);\n      return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n        Object.assign({\n          xe(t),\n          viewBox: \"0 0 40 40\",\n          fill: \"currentColor\",\n          preserveAspectRatio: \"xMidYMid meet\"\n        }, m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n          d: \"m28.6 25q0-0.5-0.4-1l-4-4 4-4q0.4-0.5

```

0.4-1

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0-0.6-0.4-1.11-2-2q-0.4-0.4-1-0.4-0.6 0-1 0.41-4.1 4.1-4-4.1q-0.4-0.4-1-0.4-0.6 0-1 0.41-2 2q-0.5 0.5-0.5 1.1 0 0.5
0.5 114 4-4 4q-0.5 0.5-0.5 1 0 0.7 0.5 1.112 2q0.4 0.4 1 0.4 0.6 0 1-0.414-4.1 4.1 4.1q0.4 0.4 1 0.4 0.6 0 1-0.412-
2q0.4-0.4 0.4-1z m8.7-5q0 4.7-2.3 8.6t-6.3 6.2-8.6 2.3-8.6-2.3-6.2-6.2-2.3-8.6 2.3-8.6 6.2-6.2 8.6-2.3 8.6 2.3 6.3 6.2
2.3 8.6z"\n      ))));\n      }\n      }], n;\n      }(m.a.PureComponent),\n      ye = function (e) {\n        u(n, e);\n        var t = h(n);\n        function n() {\n          return i(this, n), t.apply(this, arguments);\n        }\n        return c(n, [{\n          key: \"render\", \n          value: function value() {\n            var e = this.props, \n            t = e.style, \n            n = x(e, \n            [\"style\"]);\n            return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n              viewBox: \"0 0 40 40\", \n              fill: \"currentColor\", \n              preserveAspectRatio: \"xMidYMid meet\"\n            })), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n              d: \"m30.1 21.4v-2.8q0-0.6-0.4-1t-1-0.5h-5.7v-5.7q0-0.6-0.4-1t-1-0.4h-2.9q-0.6 0-1 0.4t-0.4 1v5.7h-5.7q-0.6 0-1 0.5t-0.5 1v2.8q0 0.6 0.5 1t1
0.5h5.7v5.7q0 0.5 0.4 1t1 0.4h2.9q0.6 0 1-0.4t0.4-1v-5.7h5.7q0.6 0 1-0.5t0.4-1z m7.2-1.4q0 4.7-2.3 8.6t-6.3 6.2-8.6
2.3-8.6-2.3-6.2-6.2-2.3-8.6 2.3-8.6 6.2-6.2 8.6-2.3 8.6 2.3 6.3 6.2 2.3 8.6z\"\n      ))));\n      }\n      }], n;\n      }(m.a.PureComponent),\n      ge = function (e) {\n        u(n, e);\n        var t = h(n);\n        function n() {\n          return i(this, n), t.apply(this, arguments);\n        }\n        return c(n, [{\n          key: \"render\", \n          value: function value() {\n            var e = this.props, \n            t = e.style, \n            n = x(e, [\"style\"]);\n            return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n              viewBox: \"0 0 40 40\", \n              fill: \"currentColor\", \n              preserveAspectRatio: \"xMidYMid meet\"\n            })), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n              d: \"m31.6 21.6h-10v10h-3.2v-10h-10v-3.2h10v-10h3.2v10h3.2z\"\n            }))));\n      }\n      }], n;\n      }(m.a.PureComponent),\n      Ee = function (e) {\n        u(n, e);\n        var t = h(n);\n        function n() {\n          return i(this, n), t.apply(this, arguments);\n        }\n        return c(n, [{\n          key: \"render\", \n          value: function value() {\n            var e = this.props, \n            t = e.style, \n            n = x(e, [\"style\"]);\n            return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n              viewBox: \"0 0 40 40\", \n              fill: \"currentColor\", \n              preserveAspectRatio: \"xMidYMid meet\"\n            })), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n              d: \"m19.8 26.4l2.6-2.6-3.4-3.4-2.6 2.6v1.3h2.2v2.1h1.2z m9.8-16q-0.3-0.4-0.7 0l-7.8 7.8q-0.4 0.4 0 0.7t0.7 0l7.8-7.8q0.4-0.4 0-0.7z m1.8 13.2v4.3q0 2.6-1.9 4.5t-4.5 1.9h-18.6q-2.6 0-4.5-1.9t-1.9-4.5v-18.6q0-2.7 1.9-4.6t4.5-1.8h18.6q1.4 0 2.6 0.5 0.3 0.2 0.4 0.5 0.1 0.4-0.2 0.7l-1.1 1.1q-0.3 0.3-0.7 0.1-0.5-0.1-1-0.1h-18.6q-1.4 0-2.5 1.1t-1 2.5v18.6q0 1.4 1 2.5t2.5 1h18.6q1.5 0 2.5-1t1.1-2.5v-2.9q0-0.2 0.2-0.4l1.4-1.5q0.3-0.3 0.8-0.1t0.4 0.6z m-2.1-16.5l6.4 6.5-15 15h-6.4v-6.5z m9.9 3l-2.1 2-6.4-6.4 2.1-2q0.6-0.7 1.5-0.7t1.5 0.7l3.4 3.4q0.6 0.6 0.6 1.5t-0.6 1.5z\"\n      ))));\n      }\n      }], n;\n      }(m.a.PureComponent),\n      je = function (e) {\n        u(n, e);\n        var t = h(n);\n        function n() {\n          return i(this, n), t.apply(this, arguments);\n        }\n        return c(n, [{\n          key: \"render\", \n          value: function value() {\n            var e = this.props, \n            t = e.style, \n            n = x(e, [\"style\"]);\n            return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n              viewBox: \"0 0 40 40\", \n              fill: \"currentColor\", \n              preserveAspectRatio: \"xMidYMid meet\"\n            })), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n              d: \"m31.7 16.4q0-0.6-0.4-1l-2.1-2.1q-0.4-0.4-1-0.4t-1 0.4l-9.1 9.1-5-5q-0.5-0.4-1-0.4t-1 0.4l-2.1 2q-0.4 0.4-0.4 1 0 0.6 0.4 1l8.1 8.1q0.4 0.4 1 0.4 0.6 0 1-0.4l12.2-12.1q0.4-0.4 0.4-1z m5.6 3.6q0 4.7-2.3 8.6t-6.3 6.2-8.6 2.3-8.6-2.3-6.2-6.2-2.3-8.6 2.3-8.6 6.2-6.2 8.6-2.3 8.6 2.3 6.3 6.2 2.3 8.6z\"\n      ))));\n      }\n      }], n;\n      }(m.a.PureComponent);\n      function xe(e) {\n        return e || (e = {}), {\n          style: o(o({\n            verticalAlign: \"middle\", \n          }, e), {}), {\n            color: e.color ? e.color : \"#000000\", \n            height: \"1em\", \n            width: \"1em\", \n          })\n        };\n      }\n      var _e = function (e) {\n        u(n, e);\n        var t = h(n);\n        function n(e) {\n          var a;\n          return i(this, n), (a = t.call(this, e)).copiedTimer = null, a.handleCopy = function () {\n            var e = document.createElement(\"textarea\"), \n            t = a.props, \n            n = t.clickCallback, \n            r = t.src, \n            o = t.namespace;\n            e.innerHTML = JSON.stringify(a.clipboardValue, null, \" \"), \n            document.body.appendChild(e), e.select(), document.execCommand(\"copy\"), document.body.removeChild(e),
```

```

a.copiedTimer = setTimeout(function () {
  a.setState({
    copied: !1
  });
}, 5500),
a.setState({
  copied: !0
}, function () {
  "function" == typeof n && n({
    src: r,
    namespace: o,
    name: o[o.length - 1]
  });
}, a.getClippyIcon = function () {
  var e = a.props.theme;
  return a.state.copied ? m.a.createElement("span", null, m.a.createElement(ve,
Object.assign({
  className: "copy-icon"
}, A(e, "copy-icon")), m.a.createElement("span", A(e, "copy-icon-copied"),
"\"): m.a.createElement(ve, Object.assign({
  className: "copy-icon"
}, A(e, "copy-icon"));
}, a.clipboardValue = function (e) {
  switch (_(e)) {
    case "function":
    case "regexp":
    return e.toString();
    default:
    return e;
  }
}, a.state = {
  copied: !1
}, a;
})\n return c(n, [{
  key: "componentWillUnmount",
  value: function value() {
    this.copiedTimer && (clearTimeout(this.copiedTimer), this.copiedTimer = null);
  }
}, {
  key: "render",
  value: function value() {
    var e = this.props,
        t = (e.src, e.theme),
        n = e.hidden,
        a = e.rowHovered,
        r = A(t, "copy-to-clipboard").style,
        i = "inline";
    return n && (i = "none"), m.a.createElement("span", {
      className: "copy-to-clipboard-container",
      title: "Copy to clipboard",
      style: {
        verticalAlign: "top",
        display: a ? "inline-block" : "none"
      }
}, m.a.createElement("span", {
  style: o(o({
    r,
    display: i
  })),
  onClick: this.handleClick,
  this.getClippyIcon());
}
]), n;
})(m.a.PureComponent),
ke = function (e) {
  u(n, e);
  var t = h(n);
  function
n(e) {
  var a;
  return i(this, n), (a = t.call(this, e)).getEditIcon = function () {
    var e = a.props,
        t = e.variable,
        n = e.theme;
    return m.a.createElement("div", {
      className: "click-to-
edit",
      style: {
        verticalAlign:
"top",
        display: a.state.hovered ? "inline-block" : "none"
      }
}, m.a.createElement(Ee,
Object.assign({
  className: "click-to-edit-icon"
}, A(n, "editVarIcon"), {
  onClick:
function onClick() {
  a.prepopInput(t);
}
}));
}, a.prepopInput = function (e) {
  if (!1 !== a.props.onEdit) {
    var t = function (e) {
      var t;
      switch (_(e)) {
        case "undefined":
        t = "undefined";
        break;
        case "nan":
        t =
"NaN";
        break;
        case "string":
        t = e;
        break;
        case
"date":
        case "function":
        case "regexp":
        t = e.toString();
        break;
        default:
        try {
          t = JSON.stringify(e, null, " ");
        } catch (e) {
          t = "";
        }
      }
      return t;
    }(e.value),
    n = ce(t);
    a.setState({
      editMode: !0,
      editValue: t,
      parsedInput: {
        type: n.type,
        value: n.value
      }
});
}, a.getRemoveIcon = function () {
  var e = a.props,
      t =
e.variable,
      n = e.namespace,
      r = e.theme,
      o = e.rjvId;
  return
m.a.createElement("div", {
  className: "click-to-remove",
  style: {
    verticalAlign:
"top",
    display: a.state.hovered ? "inline-block" : "none"
  }
}, m.a.createElement(me,
Object.assign({
  className: "click-to-remove-icon"
}, A(r, "removeVarIcon"), {
  onClick: function onClick() {
    z.dispatch({
      name:
"VARIABLE_REMOVED",
      rjvId: o,
      data: {
        name: t.name,
        namespace: n,
        existing_value: t.value,
        variable_removed: !0
      }
}));
}, a.getValue = function (e, t) {
  var n = !t && e.type,
      r = d(a).props;
  switch (n) {
    case !1:
    return a.getEditInput();
    case "string":
    return
m.a.createElement(G, Object.assign({
  value: e.value
}, r));
    case "integer":
    return
m.a.createElement(H, Object.assign({
  value: e.value
}, r));
    case "float":
    return
m.a.createElement(D,
Object.assign({
  value: e.value
}, r));
    case "boolean":
    return
m.a.createElement(P, Object.assign({
  value: e.value
}, r));
    case "function":
    return
m.a.createElement(V, Object.assign({
  value: e.value
}, r));
    case "null":
    return

```



```

return m.a.createElement(W, r);\n\n      case \"nan\":\n        return m.a.createElement(K, r);\n\n      case \"undefined\":\n        return m.a.createElement(J, r);\n\n      case \"date\":\n        return\n        m.a.createElement(F, Object.assign({\n          value: e.value\n        }, r));\n\n      case \"regexp\":\n        return m.a.createElement(U, Object.assign({\n          value: e.value\n        }, r));\n\n      default:\n        return m.a.createElement(\"div\", {\n          className:\n            \"object-value\"\n          }, JSON.stringify(e.value));\n        }\n      }, a.getEditInput = function () {\n        var e\n        = a.props.theme,\n          t = a.state.editValue;\n        return m.a.createElement(\"div\", null,\n          m.a.createElement(se, Object.assign({\n            type: \"text\",\n            inputRef: function inputRef(e) {\n              return e && e.focus();\n            },\n            value: t,\n            className: \"variable-editor\",\n            onChange:\n              function onChange(e) {\n                var t = e.target.value,\n                  n = ce(t);\n                a.setState({\n                  editValue: t,\n                    parsedInput: {\n                      type: n.type,\n                      value: n.value\n                    }\n                });\n              },\n            onKeyDown: function onKeyDown(e) {\n              switch (e.key) {\n                case\n                  \"Escape\":\n                    a.setState({\n                      editMode: !1,\n                      editValue: \"\"\n                    });\n                    break;\n\n                case \"Enter\":\n                  (e.ctrlKey ||\n                    e.metaKey) && a.submitEdit(!0);\n                  e.stopPropagation();\n                },\n                placeholder:\n                  \"update this value\",\n                minRows: 2\n              }, A(e, \"edit-input\")), m.a.createElement(\"div\", A(e, \"edit-\n            icon-container\"), m.a.createElement(me, Object.assign({\n              className: \"edit-cancel\" \n            }, A(e,\n              \"cancel-icon\"), {\n                onClick: function onClick() {\n                  a.setState({\n                    editMode: !1,\n                    editValue: \"\"\n                  });\n                }\n              })), m.a.createElement(je, Object.assign({\n                className: \"edit-\n            check string-value\" \n            }, A(e, \"check-icon\"), {\n              onClick: function onClick() {\n                a.submitEdit();\n              }\n            })), m.a.createElement(\"div\", null, a.showDetected()));\n          }, a.submitEdit = function (e) {\n            var t = a.props,\n              n = t.variable,\n              r = t.namespace,\n              o = t.rjvId,\n              i = a.state,\n              s = i.editValue,\n              c = i.parsedInput,\n              l = s;\n            e\n            && c.type && (l = c.value), a.setState({\n              editMode: !1\n            }, z.dispatch({\n              name:\n                \"VARIABLE_UPDATED\",\n              rjvId: o,\n              data: {\n                name: n.name,\n                namespace: r,\n                existing_value: n.value,\n                new_value: l,\n                variable_removed: !1\n              }\n            }));\n          },\n          a.showDetected = function () {\n            var e = a.props,\n              t = e.theme,\n              n = (e.variable,\n                e.namespace, e.rjvId, a.state.parsedInput),\n              r = (n.type, n.value, a.getDetectedInput());\n            if (r) return\n            m.a.createElement(\"div\", null, m.a.createElement(\"div\", A(t, \"detected-row\"),\n              r, m.a.createElement(je, {\n                className: \"edit-check detected\",\n                style: o({\n                  verticalAlign:\n                    \"top\",\n                  paddingLeft: \"3px\" \n                }, A(t, \"check-icon\").style),\n                onClick: function onClick()\n                {\n                  a.submitEdit(!0);\n                }\n              }));\n            }, a.getDetectedInput = function () {\n              var e =\n                a.state.parsedInput,\n                  t = e.type,\n                  n = e.value,\n                  r = d(a.props,\n                    i = r.theme;\n                if (!1 !== t) switch (t.toLowerCase()) {\n                  case \"object\":\n                    return m.a.createElement(\"span\", null,\n                      m.a.createElement(\"span\", {\n                        style: o(o({\n                          A(i, \"brace\")\n                        }).style), {\n                          cursor: \"default\"\n                        })\n                      }, \"{\", m.a.createElement(\"span\", {\n                        style: o(o({\n                          A(i, \"ellipsis\")\n                        }).style), {\n                          cursor: \"default\"\n                        })\n                      }, \"...\",\n                      m.a.createElement(\"span\", {\n                        style: o(o({\n                          A(i, \"brace\")\n                        }).style), {\n                          cursor: \"default\"\n                        })\n                      }, \"}));\n                    }\n                  case \"array\":\n                    return\n                    m.a.createElement(\"span\", null, m.a.createElement(\"span\", {\n                      style: o(o({\n                        A(i, \"brace\")\n                      }).style), {\n                        cursor: \"default\"\n                      })\n                    }, \"[\", m.a.createElement(\"span\", {\n                      style:\n                        o(o({\n                          A(i, \"ellipsis\")\n                        }).style), {\n                          cursor: \"default\"\n                        })\n                      }, \"...\",\n                      m.a.createElement(\"span\", {\n                        style: o(o({\n                          A(i, \"brace\")\n                        }).style), {\n                          cursor: \"default\"\n                        })\n                      }, \"\"]);)\n                    }\n                  case \"string\":\n                    return m.a.createElement(G, Object.assign({\n                      value: n\n                    }, r));\n                    }\n                  case \"integer\":\n                    return m.a.createElement(H, Object.assign({\n                      value: n\n                    }, r));\n                    }\n                  case \"float\":\n                    return m.a.createElement(D, Object.assign({\n                      value: n\n                    }, r));\n                    }\n                  case\n                    \"boolean\":\n                    return m.a.createElement(P, Object.assign({\n                      value: n\n                    }, r));\n                    }\n                }\n            }\n          }\n        }\n      }\n    }\n  }\n}

```

```

case \"function\":\n      return m.a.createElement(V, Object.assign({\n        value: n\n      }, r));\n\n  case \"null\":\n    return m.a.createElement(W, r);\n\n  case \"nan\":\n    return\nm.a.createElement(K, r);\n\n  case \"undefined\":\n    return m.a.createElement(J, r);\n\n  case\n\"date\":\n    return m.a.createElement(F, Object.assign({\n      value: new Date(n)\n    }, r));\n\n  }, a.state = {\n    editMode: !1,\n    editValue:\n\n  },\n  hovered: !1,\n  renameKey: !1,\n  parsedInput: {\n    type: !1,\n    value: null\n  }, a);\n\n  return c(n, [{\n    key: \"render\",\n    value: function value() {\n      var e = this,\n          t = this.props,\n          n = t.variable,\n          a = t.singleIndent,\n          r = t.type,\n          i =\nt.theme,\n          s = t.namespace,\n          c = t.indentWidth,\n          l = t.enableClipboard,\n          u =\nt.onEdit,\n          f = t.onDelete,\n          p = t.onSelect,\n          d = t.displayArrayKey,\n          b =\nt.quotesOnKeys,\n          h = this.state.editMode;\n      return m.a.createElement(\"div\", Object.assign({}, A(i,\n\"objectKeyVal\", {\n        paddingLeft: c * a\n      })), {\n        onMouseEnter: function onMouseEnter() {\n          return e.setState(o(o({}, e.state), {}, {\n            hovered: !0\n          }));\n        },\n        onMouseLeave: function onMouseLeave() {\n          return e.setState(o(o({}, e.state), {}, {\n            hovered: !1\n          }));\n        },\n        className: \"variable-row\",\n        key: n.name\n      })), \"array\" == r ? d ? m.a.createElement(\"span\", Object.assign({}, A(i,\n\"array-key\", {\n        key: n.name + \"_\" + s\n      })), n.name, m.a.createElement(\"div\", A(i, \"colon\", \":\"))) : null : m.a.createElement(\"span\", null, m.a.createElement(\"span\", Object.assign({}, A(i, \"object-name\"), {\n        className: \"object-key\",\n        key: n.name + \"_\" + s\n      })), !!b &&\nm.a.createElement(\"span\", {\n        style: {\n          verticalAlign: \"top\"\n        }, \"\"),\nm.a.createElement(\"span\", {\n        style: {\n          display: \"inline-block\"\n        }, n.name), !!b &&\nm.a.createElement(\"span\", {\n        style: {\n          verticalAlign: \"top\"\n        }, \"\"), m.a.createElement(\"span\", A(i,\n\"colon\"), \":\")), m.a.createElement(\"div\", Object.assign({\n        className: \"variable-value\",\n        onClick: !1 === p && !1 === u ? null : function (t) {\n          var a = B(s);\n          (t.ctrlKey || t.metaKey) &&\n          !1 !== u ? e.prepopInput(n) : !1 !== p && (a.shift(), p(o(o({}, n), {}), {\n            namespace: a\n          }));\n        }\n      }, A(i, \"variableValue\", {\n        cursor: !1 === p ? \"default\" : \"pointer\"\n      })),\n      this.getValue(n, h)), l ? m.a.createElement(_e, {\n        rowHovered: this.state.hovered,\n        hidden: h,\n        src: n.value,\n        clickCallback: l,\n        theme: i,\n        namespace: [].concat(B(s), [n.name])\n      }) :\n      null, !1 !== u && 0 == h ? this.getEditIcon() : null, !1 !== f && 0 == h ? this.getRemoveIcon()\n      : null);\n    }, n);\n  })(m.a.PureComponent),\n  Oe = function (e) {\n    u(n, e);\n    var t = h(n);\n    function n() {\n      var e;\n      i(this, n);\n      for (var a = arguments.length, r = new Array(a), s = 0; s < a;\n        s++) {\n        r[s] = arguments[s];\n      }\n      return (e = t.call.apply(t, [this].concat(r))).getObjectSize =\n        function () {\n          var t = e.props,\n              n = t.size,\n              a = t.theme;\n          if (t.displayObjectSize) return\nm.a.createElement(\"span\", Object.assign({\n          className: \"object-size\"\n        }, A(a, \"object-size\")), n,\n\" item\", 1 === n ? \"\": \"s\");\n        }, e.getAddAttribute = function (t) {\n          var n = e.props,\n              a =\nn.theme,\n              r = n.namespace,\n              i = n.name,\n              s = n.src,\n              c = n.rjvId,\n              l =\nn.depth;\n          return m.a.createElement(\"span\", {\n            className: \"click-to-add\",\n            style: {\n              verticalAlign: \"top\",\n              display: t ? \"inline-block\" : \"none\"\n            }, m.a.createElement(ye, Object.assign({\n              className: \"click-to-add-icon\",\n            }, A(a, \"addVarIcon\")), {\n              onClick: function onClick() {\n                var e = {\n                  name:\nl > 0 ? i : null,\n                  namespace: r.splice(0, r.length - 1),\n                  existing_value: s,\n                  variable_removed: !1,\n                  key_name: null\n                });\n                \"object\" === _ (s) ? z.dispatch({\n                  name: \"ADD_VARIABLE_KEY_REQUEST\",\n                  rjvId: c,\n                  data: e\n                }) : z.dispatch({\n                  name: \"VARIABLE_ADDED\",\n                  rjvId: c,\n                  data: o(o({}, e), {}, {\n                    new_value: [].concat(B(s), [null])\n                  })\n                });\n              }\n            }));\n          }, e.getRemoveObject = function (t) {\n            var n = e.props,\n                a = n.theme,\n                r =\n(n.hover, n.namespace),\n                o = n.name,\n                i = n.src,\n                s = n.rjvId;\n            if (1 !== r.length)

```

```

return m.a.createElement("span", {
  className: "click-to-remove",
  style: {
    display: t ?
    "inline-block" : "none"
  }
}, m.a.createElement(me, Object.assign({
  className: "click-to-remove-icon"
}, A(a, "removeVarIcon"), {
  onClick: function onClick() {
    z.dispatch({
      name: "VARIABLE_REMOVED",
      rjvId: s,
      data: {
        name: o,
        namespace: r.splice(0, r.length - 1),
        existing_value: i,
        variable_removed: !0
      }
}));
}
}, e.render = function () {
  var t = e.props,
      n = t.theme,
      a = t.onDelete,
      r = t.onAdd,
      o = t.enableClipboard,
      i = t.src,
      s = t.namespace,
      c = t.rowHovered;
  return m.a.createElement("div", Object.assign({}, A(n, "object-meta-data"), {
    className: "object-meta-data",
    onClick: function onClick(e) {
      e.stopPropagation();
    }
}), e.getObjectSize(), o ? m.a.createElement(_e, {
  rowHovered: c,
  clickCallback: o,
  src: i,
  theme: n,
  namespace: s
}) : null, !1 !== r ? e.getAddAttribute(c) : null, !1 !== a ? e.getRemoveObject(c) : null);
}, e;
})(m.a.PureComponent);
function Ce(e) {
  var t = e.parent_type,
      n = e.namespace,
      a = e.quotesOnKeys,
      r = e.theme,
      o = e.jsonRoot,
      i = e.name,
      s = e.displayArrayKey,
      c = e.name ? e.name : "";
  return !o || !1 !== i && null !== i ? "array" === t ? s ? m.a.createElement("span", Object.assign({}, A(r, "array-key"), {
    key: n
  })), m.a.createElement("span", {
    className: "array-key"
  }, c), m.a.createElement("span", A(r, "colon"), ":") : m.a.createElement("span", Object.assign({}, A(r, "object-name"), {
    key: n
  })), m.a.createElement("span", {
    className: "object-key"
  }, a && m.a.createElement("span", {
    style: {
      verticalAlign: "top"
    }
  }, "")), m.a.createElement("span", null, c), a && m.a.createElement("span", {
    style: {
      verticalAlign: "top"
    }
  }, "")), m.a.createElement("span", A(r, "colon"), ":") : m.a.createElement("span", null);
}
function Se(e) {
  var t = e.theme;
  switch (e.iconStyle) {
    case "triangle":
      return m.a.createElement(he, Object.assign({}, A(t, "expanded-icon"), {
        className: "expanded-icon"
      }));
    case "square":
      return m.a.createElement(pe, Object.assign({}, A(t, "expanded-icon"), {
        className: "expanded-icon"
      }));
    default:
      return m.a.createElement(ue, Object.assign({}, A(t, "expanded-icon"), {
        className: "expanded-icon"
      }));
  }
}
function we(e) {
  var t = e.theme;
  switch (e.iconStyle) {
    case "triangle":
      return m.a.createElement(be, Object.assign({}, A(t, "collapsed-icon"), {
        className: "collapsed-icon"
      }));
    case "square":
      return m.a.createElement(de, Object.assign({}, A(t, "collapsed-icon"), {
        className: "collapsed-icon"
      }));
    default:
      return m.a.createElement(fe, Object.assign({}, A(t, "collapsed-icon"), {
        className: "collapsed-icon"
      }));
  }
}
var Ae = function (e) {
  u(n, e);
  var t = h(n);
  function n(e) {
    var a;
    return i(this, n), (a = t.call(this, e)).toggleCollapsed = function (e) {
      var t = [];
      for (var n in a.state.expanded) {
        t.push(a.state.expanded[n]);
      }
      t[e] = !t[e], a.setState({
        expanded: t
      });
    }, a.state = {
      expanded: []
    }, a;
  }
  return c(n, [{
    key: "getExpandedIcon",
    value: function value(e) {
      var t = this.props,
          n = t.theme,
          a = t.iconStyle;
      return this.state.expanded[e] ? m.a.createElement(Se, {
        theme: n,
        iconStyle: a
      }) : m.a.createElement(we, {
        theme: n,
        iconStyle: a
      });
    }
}], {
  key: "render",
  value: function value() {
    var e = this,
        t = this.props,
        n = t.src,
        a = t.groupArraysAfterLength,
        r = (t.depth, t.name),
        o = t.theme,
        i = t.jsonRoot,
        s = t.namespace,
        c = (t.parent_type, x(t, ["src", "groupArraysAfterLength", "depth", "name", "theme", "jsonRoot", "namespace", "parent_type"])),
        l = 0,
        u = 5 * this.props.indentWidth,
        i || (l = 5 * this.props.indentWidth);
    var f = a,
        p = Math.ceil(n.length / f);
    return m.a.createElement("div", Object.assign({
      className: "object-key-val"
}, A(o, i ? "json-root" : "objectKeyVal", {
  paddingLeft: l
})), m.a.createElement(Ce, this.props),

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    m.a.createElement("span", null, m.a.createElement(Oe, Object.assign({\n      size: n.length\n    },
this.props))), B(Array(p)).map(function (t, a) {\n      return m.a.createElement("div", Object.assign({\n
key: a,\n      className: \"object-key-val array-group\"\n    }, A(o, \"objectKeyVal\", {\n
marginLeft: 6,\n      paddingLeft: u\n    })), m.a.createElement("span", A(o, \"brace-row\"),
m.a.createElement("div", Object.assign({\n      className: \"icon-container\"\n    }, A(o, \"icon-
container\")), {\n      onClick: function onClick(t) {\n        e.toggleCollapsed(a);\n      }\n    })),
e.getExpandedIcon(a), e.state.expanded[a] ? m.a.createElement(Fe, Object.assign({\n      key: r + a,\n
depth: 0,\n      name: !1,\n      collapsed: !1,\n      groupArraysAfterLength: f,\n      index_offset:
a * f,\n
      src: n.slice(a * f, a * f + f),\n      namespace: s,\n      type: \"array\", \n      parent_type:
\"array_group\", \n      theme: o\n    }, c)) : m.a.createElement("span", Object.assign({}, A(o, \"brace\")),
{\n      onClick: function onClick(t) {\n        e.toggleCollapsed(a);\n      }, \n      className:
\"array-group-brace\"\n    })), \"[\", m.a.createElement("div", Object.assign({}, A(o, \"array-group-meta-
data\")), {\n      className: \"array-group-meta-data\"\n    })), m.a.createElement("span", Object.assign({\n
      className: \"object-size\"\n    }, A(o, \"object-size\")), a * f, \" - \", a * f + f > n.length ? n.length : a * f
+ f), \"\"]\"));\n    });\n  }\n  })), n;\n  }(m.a.PureComponent),\n  Me = function (e) {\n    u(n, e);\n
var t = h(n);\n    function n(e) {\n      var a;\n      i(this, n), (a = t.call(this,
e)).toggleCollapsed = function () {\n        a.setState({\n          expanded: !a.state.expanded\n        }, function ()
{\n          q.set(a.props.rjvId, a.props.namespace, \"expanded\", a.state.expanded);\n        });\n      },
a.getObjectContent = function (e, t, n) {\n        return m.a.createElement("div", {\n          className: \"pushed-
content object-container\"\n        }, m.a.createElement("div", Object.assign({\n          className: \"object-
content\"\n        }, A(a.props.theme, \"pushed-content\")), a.renderObjectContents(t, n));\n      }, a.getEllipsis =
function () {\n        return 0 === a.state.size ? null : m.a.createElement("div", Object.assign({\n          A(a.props.theme,
\"ellipsis\")), {\n          className: \"node-ellipsis\", \n          onClick: a.toggleCollapsed\n        }, \"...\");\n      },
a.getObjectMetaData = function (e) {\n        var t = a.props,\n          n = (t.rjvId, t.theme, a.state),\n          r =
n.size,\n
          o = n.hovered;\n        return m.a.createElement(Oe, Object.assign({\n          rowHovered: o,\n          size:
r\n        }, a.props));\n      }, a.renderObjectContents = function (e, t) {\n        var n,\n          r = a.props,\n
          o = r.depth,\n          i = r.parent_type,\n          s = r.index_offset,\n          c = r.groupArraysAfterLength,\n
          l = r.namespace,\n          u = a.state.object_type,\n          f = [],\n          p = Object.keys(e || {});\n
return a.props.sortKeys && \"array\" !== u && (p = p.sort()), p.forEach(function (r) {\n          if (n = new Pe(r,
e[r]), \"array_group\" === i && s && (n.name = parseInt(n.name) + s), e.hasOwnProperty(r) if (\"object\" ===
n.type) f.push(m.a.createElement(Fe, Object.assign({\n            key: n.name,\n            depth: o + 1,\n
            name: n.name,\n            src: n.value,\n            namespace: l.concat(n.name),\n
            parent_type: u\n          }, t));else if (\"array\" === n.type) {\n            var p = Fe;\n            c &&
n.value.length > c && (p = Ae), f.push(m.a.createElement(p, Object.assign({\n              key: n.name,\n
              depth: o + 1,\n              name: n.name,\n              src: n.value,\n              namespace: l.concat(n.name),\n
              type: \"array\", \n              parent_type: u\n            }, t));\n          } else f.push(m.a.createElement(ke,
Object.assign({\n            key: n.name + \"_\" + 1,\n            variable: n,\n            singleIndent: 5,\n
            namespace: l,\n            type: a.props.type\n          }, t));\n        }, f);\n      }\n      var r = n.getState(e);\n
return a.state = o(o({\n        }, r), {\n        }, {\n        prevProps: {\n        }, a;\n      })\n    }, return c(n, [{\n      key:
\"getBraceStart\", \n      value: function value(e, t) {\n        var n = this,\n
          a = this.props,\n          r = a.src,\n          o = a.theme,\n          i = a.iconStyle;\n        if (\"array_group\" ===
a.parent_type) return m.a.createElement("span", null, m.a.createElement("span", A(o, \"brace\")), \"array\" === e
? \"[\" : \"{\", t ? this.getObjectMetaData(r) : null);\n        var s = t ? Se : we;\n        return
m.a.createElement("span", null, m.a.createElement("span", Object.assign({\n          onClick: function onClick(e)
{\n            n.toggleCollapsed();\n          }\n        }, A(o, \"brace-row\")), m.a.createElement("div",
Object.assign({\n          className: \"icon-container\"\n        }, A(o, \"icon-container\"))), m.a.createElement(s, {\n

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        theme: o,\n        iconStyle: i\n    })), m.a.createElement(Ce, this.props), m.a.createElement("span",
A(o, {"brace"}, {"array"} === e ? {"[" : "("}), t ? this.getObjectMetaData(r) : null);\n    }, {\n    key:
"render",\n    value:
function value() {\n        var e = this,\n            t = this.props,\n            n = t.depth,\n            a = t.src,\n            r
= (t.namespace, t.name, t.type, t.parent_type),\n            i = t.theme,\n            s = t.jsvRoot,\n            c =
t.iconStyle,\n            l = x(t, [{"depth"}, "src", "namespace", "name", "type", "parent_type", "theme",
"jsvRoot", "iconStyle"]),\n            u = this.state,\n            f = u.object_type,\n            p = u.expanded,\n
d = {};\n        return s || {"array_group"} === r ? {"array_group"} === r && (d.borderLeft = 0, d.display = "inline")
: d.paddingLeft = 5 * this.props.indentWidth, m.a.createElement("div", Object.assign({\n        className:
"object-key-val",\n        onMouseEnter: function onMouseEnter() {\n            return e.setState(o(o({}, e.state),
{}), {\n            hovered: !0\n        }));\n        },\n        onMouseLeave: function
onMouseLeave() {\n            return e.setState(o(o({}, e.state), {}, {\n            hovered: !1\n        }));\n
    })\n    }, A(i, s ? {"jsv-root"} : {"objectKeyVal"}, d), this.getBraceStart(f, p), p ? this.getObjectContent(n, a, o({\n
        theme: i,\n        iconStyle: c\n    }, l)) : this.getEllipsis(), m.a.createElement("span", {\n
className: {"brace-row"},\n    }, m.a.createElement("span", {\n        style: o(o({}, A(i, {"brace"}).style), {},
{\n        paddingLeft: p ? {"3px"} : {"0px"},\n    })), {"array"} === f ? {"[" : "("}), p ? null :
this.getObjectMetaData(a));\n    }], [{"\n    key: "getDerivedStateFromProps",\n    value: function
value(e, t) {\n        var a = t.prevProps;\n        return e.src !== a.src || e.collapsed !== a.collapsed || e.name !==
a.name || e.namespace !== a.namespace || e.rjvId !== a.rjvId ? o(o({}, n.getState(e)), {}, {\n
        prevProps: e\n    }): null;\n    }]), n;\n    }(m.a.PureComponent);\n\n    Me.getState = function (e)
{\n        var t = Object.keys(e.src).length,\n            n = (!1 === e.collapsed || !0 !== e.collapsed && e.collapsed >
e.depth) && (!e.shouldCollapse || !1 === e.shouldCollapse({\n            name: e.name,\n            src: e.src,\n            type:
_(e.src),\n            namespace: e.namespace\n        }))) && 0 !== t;\n        return {\n            expanded: q.get(e.rjvId,
e.namespace, {"expanded"}, n),\n            object_type: {"array"} === e.type ? {"array"} : {"object"},\n            parent_type:
{"array"} === e.type ? {"array"} : {"object"},\n            size: t,\n            hovered: !1\n        };;\n\n        var Pe = function e(t,
n) {\n            i(this, e), this.name = t, this.value = n, this.type = _(n);\n        };;\n\n        j(Me);\n        var Fe = Me,\n            De =
function (e) {\n            u(n, e);\n            var t = h(n);\n            function n() {\n                var e;\n                i(this, n);\n                for (var a =
arguments.length, r = new Array(a), o = 0; o < a; o++) {\n                    r[o] = arguments[o];\n                }\n                return (e =
t.call.apply(t, [this].concat(r))).render = function () {\n                    var t = d(e).props,\n                        n = [t.name],\n                        a =
Fe;\n                    return Array.isArray(t.src) && t.groupArraysAfterLength && t.src.length > t.groupArraysAfterLength
&& (a = Ae), m.a.createElement("div", {\n                        className: {"pretty-json-container object-container"},\n
                    }, m.a.createElement("div", {\n                        className: {"object-content"},\n                    }, m.a.createElement(a,
Object.assign({\n                        namespace: n,\n                        depth: 0,\n                        jsvRoot: !0\n                    }, t)));\n                }, e;\n            })\n            return n;\n        }(m.a.PureComponent),\n            Ie = function (e) {\n                u(n, e);\n                var t = h(n);\n                function n(e)
{\n                    var a;\n                    return i(this, n), (a = t.call(this, e)).closeModal = function () {\n                        z.dispatch({\n
                            rjvId: a.props.rjvId,\n                            name: {"RESET"},\n                        });\n                    }, a.submit = function () {\n
                        a.props.submit(a.state.input);\n                    }, a.state = {\n                        input: e.input ? e.input : {""},\n                    };\n                    return
c(n, [{"\n                    key: "render",\n                    value: function value() {\n                        var e = this,\n                            t = this.props,\n                            n
= t.theme,\n                            a = t.rjvId,\n                            r = t.isValid,\n                            o = this.state.input,\n                            i = r(o);\n                        return m.a.createElement("div", Object.assign({\n                            className: {"key-modal-request"},\n                        }, A(n, {"key-
modal-request"}, {\n                            onClick: this.closeModal\n                        })), m.a.createElement("div", Object.assign({}, A(n,
{"key-modal"}, {\n                            onClick: function onClick(e) {\n                                e.stopPropagation();\n                            }\n                        })),
m.a.createElement("div", A(n, {"key-modal-label"}, {"Key Name:"}), m.a.createElement("div",
{\n                            style: {\n                                position: {"relative"},\n                            },\n                        }, m.a.createElement("input",
Object.assign({}, A(n, {"key-modal-input"}, {\n                            className: {"key-modal-input"},\n                            ref: function ref(e)
{\n                                return e && e.focus();\n                            },\n                            spellCheck: !1,\n                            value: o,\n                            placeholder:
"...",\n                            onChange: function onChange(t) {\n                                e.setState({\n                                    input: t.target.value\n
                                });\n                            },\n                            onKeyPress: function onKeyPress(t) {\n                                i && {"Enter"} === t.key ? e.submit() :

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"Escape\\" === t.key && e.closeModal();\n      }\n      )), i ? m.a.createElement(je, Object.assign({}, A(n,
"key-modal-submit"), {\n      className: \"key-modal-submit\", \n      onClick: function onClick(t) {\n
return e.submit();\n      }\n      }): null), m.a.createElement(\"span\", A(n, \"key-modal-cancel\"),
m.a.createElement(ge, Object.assign({}, A(n, \"key-modal-cancel-icon\"), {\n      className: \"key-modal-
cancel\", \n      onClick: function onClick() {\n      z.dispatch({\n      rjvId: a, \n      name:
\"RESET\"\n      });\n      }\n      })))));\n      }\n      })), n;\n      }(m.a.PureComponent), \n      Re =
function (e) {\n      u(n, e);\n      var t = h(n);\n      function n() {\n      var e;\n      i(this, n);\n      for (var a =
arguments.length, r = new Array(a), s = 0; s < a; s++) {\n      r[s] = arguments[s];\n      }\n      return (e =
t.call.apply(t, [this].concat(r))).isValid = function (t) {\n      var n = e.props.rjvId, \n      a = q.get(n, \"action\",
\"new-key-request\");\n      return \"\" != t && -1 === Object.keys(a.existing_value).indexOf(t);\n      }, e.submit
= function (t) {\n      var n = e.props.rjvId, \n      a = q.get(n, \"action\", \"new-key-request\");\n
a.new_value = o({}, a.existing_value), a.new_value[t] = e.props.defaultValue, z.dispatch({\n      name:
\"VARIABLE_ADDED\", \n      rjvId: n, \n      data: a\n      });\n      }, e;\n      }\n      return c(n, [{\n
key: \"render\", \n      value: function value() {\n      var e = this.props, \n      t = e.active, \n      n =
e.theme, \n      a = e.rjvId;\n      return t ? m.a.createElement(Ie, {\n      rjvId: a, \n      theme: n, \n
isValid: this.isValid, \n      submit: this.submit\n      }): null;\n      }\n      }]), n;\n      }(m.a.PureComponent), \n
Le = function (e) {\n      u(n, e);\n      var t = h(n);\n      function n() {\n      return i(this, n), t.apply(this,
arguments);\n      }\n      return c(n, [{\n      key: \"render\", \n      value: function value() {\n      var e =
this.props, \n      t = e.message, \n      n = e.active, \n
a = e.theme, \n      r = e.rjvId;\n      return n ? m.a.createElement(\"div\", Object.assign({\n
className: \"validation-failure\", \n      }, A(a, \"validation-failure\"), {\n      onClick: function onClick() {\n
z.dispatch({\n      rjvId: r, \n      name: \"RESET\"\n      });\n      }\n      })),
m.a.createElement(\"span\", A(a, \"validation-failure-label\"), t), m.a.createElement(ge, A(a, \"validation-failure-
clear\"))): null;\n      }\n      }]), n;\n      }(m.a.PureComponent), \n      Be = function (e) {\n      u(n, e);\n      var t =
h(n);\n      function n(e) {\n      var a;\n      return i(this, n), (a = t.call(this, e)).rjvId = Date.now().toString(),
a.getListeners = function () {\n      return {\n      reset: a.resetState, \n      \"variable-update\": a.updateSrc, \n
\"add-key-request\": a.addKeyRequest\n      }; \n      }, a.updateSrc =
function () {\n      var e, \n      t = q.get(a.rjvId, \"action\", \"variable-update\"), \n      n = t.name, \n
r = t.namespace, \n      o = t.new_value, \n      i = t.existing_value, \n      s = (t.variable_removed,
t.updated_src), \n      c = t.type, \n      l = a.props, \n      u = l.onEdit, \n      f = l.onDelete, \n
p = l.onAdd, \n      d = {\n      existing_src: a.state.src, \n      new_value: o, \n      updated_src: s, \n
name: n, \n      namespace: r, \n      existing_value: i\n      }; \n      switch (c) {\n      case \"variable-
added\": \n      e = p(d);\n      break;\n      case \"variable-edited\": \n      e = u(d);\n
break;\n      case \"variable-removed\": \n      e = f(d);\n      }\n      !1 !== e ? (q.set(a.rjvId,
\"global\", \"src\", s), a.setState({\n      src: s\n      }): a.setState({\n      validationFailure: !0\n      });\n      }, a.addKeyRequest = function
() {\n      a.setState({\n      addKeyRequest: !0\n      });\n      }, a.resetState = function () {\n
a.setState({\n      validationFailure: !1, \n      addKeyRequest: !1\n      });\n      }, a.state = {\n
addKeyRequest: !1, \n      editKeyRequest: !1, \n      validationFailure: !1, \n      src: n.defaultProps.src, \n
name: n.defaultProps.name, \n      theme: n.defaultProps.theme, \n      validationMessage:
n.defaultProps.validationMessage, \n      prevSrc: n.defaultProps.src, \n      prevName: n.defaultProps.name, \n
prevTheme: n.defaultProps.theme\n      }, a;\n      }\n      return c(n, [{\n      key: \"componentDidMount\", \n
value: function value() {\n      q.set(this.rjvId, \"global\", \"src\", this.state.src);\n      var e =
this.getListeners();\n      for (var t in e) {\n      q.on(t + \"-\" + this.rjvId, e[t]);\n      }\n      this.setState({\n
addKeyRequest: !1, \n      editKeyRequest: !1\n      });\n      }\n      }, {\n      key:
\"componentDidUpdate\", \n      value: function value(e, t) {\n      !1 !== t.addKeyRequest && this.setState({\n
addKeyRequest: !1\n      }), !1 !== t.editKeyRequest && this.setState({\n      editKeyRequest: !1\n

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    }, e.src !== this.state.src && q.set(this.rjvId, 'global', 'src', this.state.src);
  }, {
    key:
    'componentWillUnmount',
    value: function value() {
      var e = this.getListeners();
      for (var t in e) {
        q.removeListener(t + '-' + this.rjvId, e[t]);
      }
    }, {
    key: 'render',
    value: function value() {
      var e = this.state,
          t = e.validationFailure,
          n = e.validationMessage,
          a = e.addKeyRequest,
          r = e.theme,
          i = e.src,
          s = e.name,
          c = this.props,
          l = c.style,
          u = c.defaultValue;
      return m.a.createElement('div', {
        className: 'react-json-view',
        style: o(o({}, A(r, 'app-container').style), l)
      }, m.a.createElement(Le, {
        message: n,
        active: t,
        theme: r,
        rjvId: this.rjvId
      }), m.a.createElement(De, Object.assign({}, this.props, {
        src: i,
        name: s,
        theme: r,
        type: _(i),
        rjvId: this.rjvId
      })), m.a.createElement(Re, {
        active: a,
        theme: r,
        rjvId: this.rjvId,
        defaultValue: u
      }));
    }, [{
    key: 'getDerivedStateFromProps',
    value: function value(e, t) {
      if (e.src !== t.prevSrc || e.name !== t.prevName || e.theme !== t.prevTheme) {
        var a = {
          src: e.src,
          name: e.name,
          theme: e.theme,
          validationMessage: e.validationMessage,
          prevSrc: e.src,
          prevName: e.name,
          prevTheme: e.theme
        };
        return n.validateState(a);
      }
      return null;
    }
  ]), n;
}(m.a.PureComponent);
Be.defaultProps = {
  src: {},
  name: 'root',
  theme: 'rjv-default',
  collapsed: !1,
  collapseStringsAfterLength: !1,
  shouldCollapse: !1,
  sortKeys: !1,
  quotesOnKeys: !0,
  groupArraysAfterLength: 100,
  indentWidth: 4,
  enableClipboard: !0,
  displayObjectSize: !0,
  displayDataTypes: !0,
  onEdit: !1,
  onDelete: !1,
  onAdd: !1,
  onSelect: !1,
  iconStyle: 'triangle',
  style: {},
  validationMessage: 'Validation Error',
  defaultValue: null,
  displayArrayKey: !0
};
Be.validateState = function (e) {
  var t = {};
  return 'object' !== _(e.theme) || function (e) {
    var t = [
      'base00', 'base01', 'base02', 'base03', 'base04', 'base05', 'base06', 'base07', 'base08', 'base09',
      'base0A', 'base0B', 'base0C', 'base0D', 'base0E', 'base0F'
    ];
    if ('object' === _(e)) {
      for (var n = 0; n < t.length; n++) {
        if (!(t[n] in e)) return !1;
      }
      return !0;
    }
    return !1;
  }(e.theme) || (console.error('react-json-view error:', 'theme prop must be a theme name or valid base-16 theme object.', 'defaulting to 'rjv-default' theme'), t.theme = 'rjv-default'), 'object' !== _(e.src) && 'array' !== _(e.src) && (console.error('react-json-view error:', 'src property must be a valid json object'), t.name = 'ERROR', t.src = {
    message: 'src property must be a valid json object'
  }, o(o({}, e), t);
}, j(Be);
t.default = Be;
})(n);
/*noobject-assign(c) Sindre Sorhus@license MIT*/
'use strict';
/* eslint-disable no-unused-vars */
var getOwnPropertySymbols = Object.getOwnPropertySymbols;
var hasOwnProperty = Object.prototype.hasOwnProperty;
var propIsEnumerable = Object.prototype.propertyIsEnumerable;
function toObject(val) {
  if (val === null || val === undefined) {
    throw new TypeError('Object.assign cannot be called with null or undefined');
  }
  return Object(val);
}
function shouldUseNative() {
  try {
    if (!Object.assign) {
      return false;
    }
    // Detect buggy property enumeration order in older V8 versions.
    // https://bugs.chromium.org/p/v8/issues/detail?id=4118
    var test1 = new String('abc');
    // eslint-disable-line no-new-wrappers
    test1[5] = 'de';
    if (Object.getOwnPropertyNames(test1)[0] === '5') {
      return false;
    }
    // https://bugs.chromium.org/p/v8/issues/detail?id=3056
    var test2 = {};
    for (var i = 0; i < 10; i++) {
      test2['_' + String.fromCharCode(i)] = i;
    }
    var order2 = Object.getOwnPropertyNames(test2).map(function (n) {
      return test2[n];
    });
    if (order2.join('') !== '0123456789') {
      return false;
    }
    // https://bugs.chromium.org/p/v8/issues/detail?id=3056
    var test3 = {};
    'abcdefghijklmnopqrst'.split('').forEach(function (letter) {
      test3[letter] = letter;
    });
    if (Object.keys(Object.assign({}, test3)).join('') !== 'abcdefghijklmnopqrst') {
      return false;
    }
    return true;
  } catch (err) {
    // We don't expect any of the above to throw, but better to be safe.
    return false;
  }
}
module.exports = shouldUseNative() ? Object.assign : function (target, source) {
  var from;
  var to =

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toObject(target);\n var symbols;\n\n for (var s = 1; s < arguments.length;\n
s++) {\n from = Object(arguments[s]);\n\n for (var key in from) {\n if (hasOwnProperty.call(from, key)) {\n
to[key] = from[key];\n }\n }\n\n if (getOwnPropertySymbols) {\n symbols =\n
getOwnPropertySymbols(from);\n\n for (var i = 0; i < symbols.length; i++) {\n if\n
(propIsEnumerable.call(from, symbols[i])) {\n to[symbols[i]] = from[symbols[i];\n }\n }\n }\n }\n\n\n
return to;\n};","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nexports.default\n
= undefined;\n\nvar _AppBar = require('./AppBar');\n\nvar _AppBar2 =\n
_interopRequireDefault(_AppBar);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ?\n
obj : {\n default: obj\n };}\n\n\nexports.default = _AppBar2.default;","module.exports = !require('./_descriptors')\n
&& !require('./_fails')(function () {\n return Object.defineProperty(require('./_dom-create')('div'), 'a', {\n get:\n
function get()\n
{\n return 7;\n }\n }).a != 7;\n});","var isObject = require('./_is-object');\n\nvar document =\n
require('./_global').document; // typeof document.createElement is 'object' in old IE\n\nvar is =\n
isObject(document) && isObject(document.createElement);\n\nmodule.exports = function (it) {\n return is ?\n
document.createElement(it) : {};\n};","var has = require('./_has');\n\nvar toObject = require('./_to-object');\n\nvar\n
arrayIndexOf = require('./_array-includes')(false);\n\nvar IE_PROTO = require('./_shared-\n
key')('IE_PROTO');\n\nmodule.exports = function (object, names) {\n var O = toObject(object);\n var i = 0;\n var\n
result = [];\n var key;\n\n for (key in O) {\n if (key != IE_PROTO) has(O, key) && result.push(key);\n } // Don't\n
enum bug & hidden keys\n\n while (names.length > i) {\n if (has(O, key = names[i++])) {\n\n
~arrayIndexOf(result, key) || result.push(key);\n }\n }\n\n return result;\n};","// fallback for non-array-like ES3\n
and non-enumerable old\n
V8 strings\n\nvar cof = require('./_cof'); // eslint-disable-next-line no-prototype-builtins\n\nmodule.exports =\n
Object('z').propertyIsEnumerable(0) ? Object : function (it) {\n return cof(it) == 'String' ? it.split("") :\n
Object(it);\n};","// 7.1.15 ToLength\n\nvar toInteger = require('./_to-integer');\n\nvar min =\n
Math.min;\n\nmodule.exports = function (it) {\n return it > 0 ? min(toInteger(it), 0x1fffffffffffff) : 0; // pow(2, 53) -\n
1 == 9007199254740991\n};","module.exports = {\n "default": require("core-js/library/fn/object/keys"),\n\n
__esModule: true\n};","// most Object methods by ES6 should accept primitives\n\nvar $export =\n
require('./_export');\n\nvar core = require('./_core');\n\nvar fails = require('./_fails');\n\nmodule.exports = function\n
(KEY, exec) {\n var fn = (core.Object || {})[KEY] || Object[KEY];\n var exp = {};\n exp[KEY] = exec(fn);\n\n
$export($export.S + $export.F * fails(function () {\n fn(1);\n })), 'Object', exp);\n};","// 19.1.2.9 / 15.2.3.2\n
Object.getPrototypeOf(O)\n\nvar\n
has = require('./_has');\n\nvar toObject = require('./_to-object');\n\nvar IE_PROTO = require('./_shared-\n
key')('IE_PROTO');\n\nvar ObjectProto = Object.prototype;\n\nmodule.exports = Object.getPrototypeOf || function\n
(O) {\n O = toObject(O);\n if (has(O, IE_PROTO)) return O[IE_PROTO];\n\n if (typeof O.constructor ==\n
'function' && O instanceof O.constructor) {\n return O.constructor.prototype;\n }\n\n return O instanceof Object\n
? ObjectProto : null;\n};","module.exports = {\n "default": require("core-js/library/fn/object/define-property"),\n\n
__esModule: true\n};","use strict";\n\nvar LIBRARY = require('./_library');\n\nvar $export =\n
require('./_export');\n\nvar redefine = require('./_redefine');\n\nvar hide = require('./_hide');\n\nvar Iterators =\n
require('./_iterators');\n\nvar $iterCreate = require('./_iter-create');\n\nvar setToStringTag = require('./_set-to-string-\n
tag');\n\nvar getPrototypeOf = require('./_object-gpo');\n\nvar ITERATOR = require('./_wks')('iterator');\n\nvar\n
BUGGY = !([].keys && 'next' in [].keys()); // Safari has buggy iterators w/o `next`\n\nvar FF_ITERATOR =\n
'@@iterator';\n\nvar KEYS = 'keys';\n\nvar VALUES = 'values';\n\nvar returnThis = function returnThis() {\n return\n
this;\n};\n\nmodule.exports = function (Base, NAME, Constructor, next, DEFAULT, IS_SET, FORCED) {\n\n
$iterCreate(Constructor, NAME, next);\n\n var getMethod = function getMethod(kind) {\n if (!BUGGY && kind\n
in proto) return proto[kind];\n\n switch (kind) {\n case KEYS:\n return function keys() {\n return new\n
Constructor(this, kind);\n }\n\n case VALUES:\n return function values() {\n return new\n
Constructor(this, kind);\n }\n\n }\n\n return function entries() {\n return new Constructor(this, kind);\n
};\n\n\n var TAG = NAME + 'Iterator';\n var DEF_VALUES = DEFAULT == VALUES;\n var

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VALUES_BUG = false;\n var proto = Base.prototype;\n var $native = proto[ITERATOR]
  || proto[FF_ITERATOR] || DEFAULT && proto[DEFAULT];\n var $default = $native ||
getMethod(DEFAULT);\n var $entries = DEFAULT ? !DEF_VALUES ? $default : getMethod('entries') :
undefined;\n var $anyNative = NAME === 'Array' ? proto.entries || $native : $native;\n var methods, key,
IteratorPrototype; // Fix native\n\n if ($anyNative) {\n   IteratorPrototype = getPrototypeOf($anyNative.call(new
Base()));\n\n   if (IteratorPrototype !== Object.prototype && IteratorPrototype.next) {\n     // Set @@toStringTag
to native iterators\n     setToStringTag(IteratorPrototype, TAG, true); // fix for some old engines\n\n     if
(!LIBRARY && typeof IteratorPrototype[ITERATOR] !== 'function') hide(IteratorPrototype, ITERATOR,
returnThis);\n   }\n } // fix Array#{values, @@iterator}.name in V8 / FF\n\n if (DEF_VALUES && $native &&
$native.name !== VALUES) {\n   VALUES_BUG = true;\n\n   $default = function values() {\n     return
$native.call(this);\n   };\n } // Define iterator\n\n\n if ((!LIBRARY || FORCED) && (BUGGY || VALUES_BUG || !proto[ITERATOR])) {\n   hide(proto,
ITERATOR, $default);\n } // Plug for library\n\n Iterators[NAME] = $default;\n Iterators[TAG] =
returnThis;\n\n if (DEFAULT) {\n   methods = {\n     values: DEF_VALUES ? $default : getMethod(VALUES),\n\n     keys: IS_SET ? $default : getMethod(KEYS),\n     entries: $entries\n   };\n   if (FORCED) for (key in methods)
{\n     if (!(key in proto)) redefine(proto, key, methods[key]);\n   } else $export($export.P + $export.F * (BUGGY ||
VALUES_BUG), NAME, methods);\n }\n\n return methods;\n};", "module.exports = require('./_hide');", "//
19.1.2.7 / 15.2.3.4 Object.getOwnPropertyNames(O)\nvar $keys = require('./_object-keys-internal');\n\nvar
hiddenKeys = require('./_enum-bug-keys').concat('length', 'prototype');\n\nexports.f = Object.getOwnPropertyNames
|| function getOwnPropertyNames(O) {\n  return $keys(O, hiddenKeys);\n};", "var pIE = require('./_object-
pie');\n\nvar createDesc = require('./_property-desc');\n\nvar
toObject = require('./_to-object');\n\nvar toPrimitive = require('./_to-primitive');\n\nvar has =
require('./_has');\n\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\n\nvar gOPD =
Object.getOwnPropertyDescriptor;\n\nexports.f = require('./_descriptors') ? gOPD : function
getOwnPropertyDescriptor(O, P) {\n  O = toObject(O);\n  P = toPrimitive(P, true);\n  if (IE8_DOM_DEFINE) try
{\n    return gOPD(O, P);\n  } catch (e) {\n    /* empty */\n  }\n  if (has(O, P)) return createDesc(!pIE.f.call(O, P),
O[P]);\n};", "use strict;\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar
_toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 =
_interopRequireDefault(_toConsumableArray2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _toArray2 =
require('babel-runtime/helpers/toArray');\n\nvar _toArray3 = _interopRequireDefault(_toArray2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-
dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar
_TransitionGroup = require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 =
_interopRequireDefault(_TransitionGroup);\n\nvar _dom = require('./utils/dom');\n\nvar _dom2 =
_interopRequireDefault(_dom);\n\nvar _CircleRipple = require('./CircleRipple');\n\nvar _CircleRipple2 =
_interopRequireDefault(_CircleRipple);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n} // Remove the first element of the array\n\nvar shift = function
shift(_ref) {\n  var _ref2 = (0, _toArray3.default)(_ref),\n      newArray = _ref2.slice(1);\n\n  return
newArray;\n};\n\nvar TouchRipple = function (_Component) {\n  (0, _inherits3.default)(TouchRipple,

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_Component);\n\n function TouchRipple(props, context) {\n  (0, _classCallCheck3.default)(this, TouchRipple); //
Touch start produces a mouse down event for compat reasons. To avoid\n  // showing ripples twice we skip
showing a ripple for the
  first mouse down\n  // after a touch start. Note we don't store ignoreNextMouseDown in this.state\n  // to avoid
re-rendering when we change it.\n\n  var _this = (0, _possibleConstructorReturn3.default)(this,
(TouchRipple.__proto__ || (0, _getPrototypeOf2.default)(TouchRipple)).call(this, props, context));\n\n
_this.handleMouseDown = function (event) {\n  // only listen to left clicks\n  if (event.button === 0) {\n
_this.start(event, false);\n  }\n  };\n\n  _this.handleMouseUp = function () {\n  _this.end();\n  };\n\n
_this.handleMouseLeave = function () {\n  _this.end();\n  };\n\n  _this.handleTouchStart = function (event) {\n
  event.stopPropagation(); // If the user is swiping (not just tapping), save the position so we can\n  // abort ripples
if the user appears to be scrolling.\n\n  if (_this.props.abortOnScroll && event.touches) {\n
_this.startListeningForScrollAbort(event);\n\n    _this.startTime = Date.now();\n
    }\n\n    _this.start(event, true);\n  };\n\n  _this.handleTouchEnd = function () {\n  _this.end();\n  };\n\n
_this.handleTouchMove = function (event) {\n  // Stop trying to abort if we're already 300ms into the animation\n
  var timeSinceStart = Math.abs(Date.now() - _this.startTime);\n  if (timeSinceStart > 300) {\n
_this.stopListeningForScrollAbort();\n\n    return;\n  } // If the user is scrolling...\n\n\n  var deltaY =
Math.abs(event.touches[0].clientY - _this.firstTouchY);\n  var deltaX = Math.abs(event.touches[0].clientX -
_this.firstTouchX); // Call it a scroll after an arbitrary 6px (feels reasonable in testing)\n\n  if (deltaY > 6 || deltaX
> 6) {\n  var currentRipples = _this.state.ripples;\n  var ripple = currentRipples[0]; // This clone will replace
the ripple in ReactTransitionGroup with a\n  // version that will disappear immediately when removed from the
DOM\n\n  var abortedRipple =
  _react2.default.cloneElement(ripple, {\n    aborted: true\n  }); // Remove the old ripple and replace it with
the new updated one\n\n\n  currentRipples = shift(currentRipples);\n  currentRipples = [].concat((0,
_toConsumableArray3.default)(currentRipples), [abortedRipple]);\n\n  _this.setState({\n    ripples:
currentRipples\n  }, function () {\n  // Call end after we've set the ripple to abort otherwise the setState\n
  // in end() merges with this and the ripple abort fails\n  _this.end();\n  });\n  }\n  };\n\n
_this.ignoreNextMouseDown = false;\n  _this.state = {\n  // This prop allows us to only render the
ReactTransitionGroup\n  // on the first click of the component, making the initial render faster.\n  hasRipples:
false,\n  nextKey: 0,\n  ripples: []\n  };\n  return _this;\n  }\n\n  (0, _createClass3.default)(TouchRipple, [{\n
key: 'start',\n  value: function start(event,
  isRippleTouchGenerated) {\n  var theme = this.context.muiTheme.ripple;\n\n  if (this.ignoreNextMouseDown
&& !isRippleTouchGenerated) {\n  this.ignoreNextMouseDown = false;\n  return;\n  }\n\n  var ripples
= this.state.ripples; // Add a ripple to the ripples array\n\n  ripples = [].concat((0,
_toConsumableArray3.default)(ripples), [_react2.default.createElement(_CircleRipple2.default, {\n  key:
this.state.nextKey,\n  style: !this.props.centerRipple ? this.getRippleStyle(event) : {},\n  color:
this.props.color || theme.color,\n  opacity: this.props.opacity,\n  touchGenerated: isRippleTouchGenerated\n
})]);\n  this.ignoreNextMouseDown = isRippleTouchGenerated;\n  this.setState({\n    hasRipples: true,\n
nextKey: this.state.nextKey + 1,\n    ripples: ripples\n  });\n  }\n  }, {\n  key: 'end',\n  value: function end()\n
{\n  var currentRipples = this.state.ripples;\n  this.setState({\n
    ripples: shift(currentRipples)\n  });\n\n  if (this.props.abortOnScroll) {\n
this.stopListeningForScrollAbort();\n  }\n  } // Check if the user seems to be scrolling and abort the animation if
so\n\n  }, {\n  key: 'startListeningForScrollAbort',\n  value: function startListeningForScrollAbort(event) {\n
this.firstTouchY = event.touches[0].clientY;\n  this.firstTouchX = event.touches[0].clientX; // Note that when
scrolling Chrome throttles this event to every 200ms\n  // Also note we don't listen for scroll events directly as
there's no general\n  // way to cover cases like scrolling within containers on the page\n\n
document.body.addEventListener('touchmove', this.handleTouchMove);\n  }\n  }, {\n  key:
'stopListeningForScrollAbort',\n  value: function stopListeningForScrollAbort() {\n
document.body.removeEventListener('touchmove', this.handleTouchMove);\n  }\n  }, {\n  key: 'getRippleStyle',\n

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value: function getRippleStyle(event)
{
  var el = _reactDom2.default.findDOMNode(this);
  var elHeight = el.offsetHeight;
  var elWidth = el.offsetWidth;
  var offset = _dom2.default.offset(el);
  var isTouchEvent = event.touches && event.touches.length;
  var pageX = isTouchEvent ? event.touches[0].pageX : event.pageX;
  var pageY = isTouchEvent ? event.touches[0].pageY : event.pageY;
  var pointerX = pageX - offset.left;
  var pointerY = pageY - offset.top;
  var topLeftDiag = this.calcDiag(pointerX, pointerY);
  var topRightDiag = this.calcDiag(elWidth - pointerX, pointerY);
  var botRightDiag = this.calcDiag(elWidth - pointerX, elHeight - pointerY);
  var botLeftDiag = this.calcDiag(pointerX, elHeight - pointerY);
  var rippleRadius = Math.max(topLeftDiag, topRightDiag, botRightDiag, botLeftDiag);
  var rippleSize = rippleRadius * 2;
  var left = pointerX - rippleRadius;
  var top = pointerY - rippleRadius;

  return {
    directionInvariant: true,
    height: rippleSize,
    width: rippleSize,
    top: top,
    left: left
  };
}, {
  key: 'calcDiag',
  value: function calcDiag(a, b) {
    return Math.sqrt(a * a + b * b);
  }
}, {
  key: 'render',
  value: function render() {
    var _props = this.props,
        children = _props.children,
        style = _props.style,
        _state = this.state,
        hasRipples = _state.hasRipples,
        ripples = _state.ripples;
    var prepareStyles = this.context.muiTheme.prepareStyles;
    var rippleGroup = void 0;
    if (hasRipples) {
      var mergedStyles = (0, _simpleAssign2.default)({
        height: '100%',
        width: '100%',
        position: 'absolute',
        top: 0,
        left: 0,
        overflow: 'hidden',
        pointerEvents: 'none',
        zIndex: 1 // This is also needed so that ripples do not bleed past a parent border radius.
      }, style);
      rippleGroup = _react2.default.createElement(_TransitionGroup2.default, {
        style: prepareStyles(mergedStyles)
      }, ripples);
    }
    return _react2.default.createElement('div', {
      onMouseUp: this.handleMouseUp,
      onMouseDown: this.handleMouseDown,
      onMouseLeave: this.handleMouseLeave,
      onTouchStart: this.handleTouchStart,
      onTouchEnd: this.handleTouchEnd
    }, rippleGroup, children);
  }
});
return TouchRipple;
})(_react.Component);
TouchRipple.defaultProps = {
  abortOnScroll: true
};
TouchRipple.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
TouchRipple.propTypes = process.env.NODE_ENV !== "production" ? {
  abortOnScroll: _propTypes2.default.bool,
  centerRipple: _propTypes2.default.bool,
  children: _propTypes2.default.node,
  color: _propTypes2.default.string,
  opacity: _propTypes2.default.number,
  style: _propTypes2.default.object
} : {};
nextExports.default = TouchRipple;
module.exports = {
  "default": require("./core-js/library/fn/array/from"),
  __esModule: true
};
var classof = require("./_classof");
var ITERATOR = require("./_wks")('iterator');
var Iterators = require("./_iterators");
module.exports = require("./_core").getIteratorMethod = function (it) {
  if (it != undefined) return it[ITERATOR] || it['@@iterator']
};
Iterators[classof(it)];
// getting tag from 19.1.3.6 Object.prototype.toString()
var cof = require("./_cof");
var TAG = require("./_wks")('toStringTag');
// ES3 wrong here
var ARG = cof(function () {
  return arguments;
})();
var tryGet = function tryGet(it, key) {
  try {
    return it[key];
  } catch (e) {
    /* empty */
  }
};
module.exports = function (it) {
  var O, T, B;
  return it === undefined ? 'Undefined' : it === null ? 'Null' // @@toStringTag case
  : typeof (T = tryGet(O = Object(it), TAG)) === 'string' ? T // builtinTag case
  : ARG ? cof(O) // ES3 arguments fallback
  : (B = cof(O)) === 'Object' && typeof O.caller === 'function' ? 'Arguments' : B;
};
"use strict";
__esModule = true;
var _from = require("./_core-js/array/from");
var _from2 = _interopRequireDefault(_from);
function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}
nextExports.default = function (arr) {
  return Array.isArray(arr) ? arr : (0, _from2.default)(arr);
};
"use strict";
Object.defineProperty(exports, "__esModule", {
  value: true
});
nextExports.default = {
  isDescendant: function isDescendant(parent, child) {
    var node = child.parentNode;
    while (node !== null) {
      if (node === parent) return true;
      node = node.parentNode;
    }
    return false;
  },
  offset: function offset(el) {
    var rect = el.getBoundingClientRect();
  }
};

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return {\n  top: rect.top + document.body.scrollTop,\n  left: rect.left + document.body.scrollLeft\n  };\n\n};\n\n";\n\nuse strict;\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 =\nrequire('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar\n_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar\n_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =\nrequire('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =\n_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-\nruntime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar\n_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =\n_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-\nruntime/helpers/possibleConstructorReturn');\n\nvar\n_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =\nrequire('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar\n_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar\n_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-\ntypes');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =\nrequire('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\n\nfunction\n_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\n\nfunction\ngetStyles(props, context, state) {\n  var verticalPosition = props.verticalPosition;\n  var horizontalPosition =\nprops.horizontalPosition;\n  var touchMarginOffset = props.touch ? 10 : 0;\n  var touchOffsetTop = props.touch ? -\n20\n: -10;\n  var offset = verticalPosition === 'bottom' ? 14 + touchMarginOffset : -14 - touchMarginOffset;\n  var\n_context$muiTheme = context.muiTheme,\n  baseTheme = _context$muiTheme.baseTheme,\n  zIndex =\n_context$muiTheme.zIndex,\n  tooltip = _context$muiTheme.tooltip,\n  borderRadius =\n_context$muiTheme.borderRadius;\n  var styles = {\n    root: {\n      position: 'absolute',\n      fontFamily:\nbaseTheme.fontFamily,\n      fontSize: '10px',\n      lineHeight: '22px',\n      padding: '0 8px',\n      zIndex:\nzIndex.tooltip,\n      color: tooltip.color,\n      overflow: 'hidden',\n      top: -10000,\n      borderRadius:\nborderRadius,\n      userSelect: 'none',\n      opacity: 0,\n      right: horizontalPosition === 'left' ? 12 : null,\n      left:\nhorizontalPosition === 'center' ? (state.offsetWidth - 48) / 2 * -1 : horizontalPosition === 'right' ? 12 : null,\n      transition: _transitions2.default.easeOut('0ms', 'top', '450ms') + ', ' + _transitions2.default.easeOut('450ms',\n'transform', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'opacity', '0ms')\n    },\n    label: {\n      position:\n'relative',\n      whiteSpace: 'nowrap'\n    },\n    ripple: {\n      position: 'absolute',\n      left: horizontalPosition ===\n'center' ? '50%' : horizontalPosition === 'left' ? '100%' : '0%',\n      top: verticalPosition === 'bottom' ? 0 : '100%',\n      transform: 'translate(-50%, -50%)',\n      borderRadius: '50%',\n      backgroundColor: 'transparent',\n      transition:\n_transitions2.default.easeOut('0ms', 'width', '450ms') + ', ' + _transitions2.default.easeOut('0ms', 'height', '450ms') + ',\n' + _transitions2.default.easeOut('450ms', 'backgroundColor', '0ms')\n    },\n    rootWhenShown: {\n      top:\nverticalPosition === 'top' ? touchOffsetTop : 36,\n      opacity: tooltip.opacity,\n      transform: 'translate(0px, ' +\noffset + 'px)',\n      transition: _transitions2.default.easeOut('0ms', 'top', '0ms') + ', ' +\n_transitions2.default.easeOut('450ms',\n'transform', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'opacity', '0ms')\n    },\n    rootWhenTouched: {\n      fontSize: '14px',\n      lineHeight: '32px',\n      padding: '0 16px'\n    },\n    rippleWhenShown: {\n      backgroundColor: tooltip.rippleBackgroundColor,\n      transition: _transitions2.default.easeOut('450ms', 'width',\n'0ms') + ', ' + _transitions2.default.easeOut('450ms', 'height', '0ms') + ', ' + _transitions2.default.easeOut('450ms',\n'backgroundColor', '0ms')\n    }\n  };\n  return styles;\n}\n\n\nvar Tooltip = function (_Component) {\n  (0,\n_inherits3.default)(Tooltip, _Component);\n\n  function Tooltip() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, Tooltip);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0;\n_key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,\n_possibleConstructorReturn3.default)(this, (_ref = Tooltip.__proto__ ||

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(0, _getPrototypeOf2.default)(Tooltip)).call.apply(_ref, [this].concat(args)), _this), _this.state = {n
offsetWidth: null\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0,
_createClass3.default)(Tooltip, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n
this.setRippleSize();\n this.setTooltipPosition();\n }\n }, {\n key: 'componentWillReceiveProps',\n value:
function componentWillReceiveProps() {\n this.setTooltipPosition();\n }\n }, {\n key:
'componentDidUpdate',\n value: function componentDidUpdate() {\n this.setRippleSize();\n }\n }, {\n key:
'setRippleSize',\n value: function setRippleSize() {\n var ripple = this.refs.ripple;\n var tooltip =
this.refs.tooltip;\n var tooltipWidth = parseInt(tooltip.offsetWidth, 10) / (this.props.horizontalPosition ===
'center' ? 2 : 1);\n var tooltipHeight = parseInt(tooltip.offsetHeight, 10);\n var rippleDiameter
= Math.ceil(Math.sqrt(Math.pow(tooltipHeight, 2) + Math.pow(tooltipWidth, 2)) * 2);\n if (this.props.show)
{\n ripple.style.height = rippleDiameter + 'px';\n ripple.style.width = rippleDiameter + 'px';\n } else {\n
ripple.style.width = '0px';\n ripple.style.height = '0px';\n }\n }\n }, {\n key: 'setTooltipPosition',\n
value: function setTooltipPosition() {\n this.setState({\n offsetX: this.refs.tooltip.offsetWidth\n });\n
}\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n horizontalPosition =
_props.horizontalPosition,\n label = _props.label,\n show = _props.show,\n touch = _props.touch,\n
verticalPosition = _props.verticalPosition,\n other = (0, _objectWithoutProperties3.default)(_props,
['horizontalPosition', 'label', 'show', 'touch', 'verticalPosition']);\n var prepareStyles =
this.context.muiTheme.prepareStyles;\n
var styles = getStyles(this.props, this.context, this.state);\n return _react2.default.createElement('div', (0,
_extends3.default)({}, other, {\n ref: 'tooltip',\n style: prepareStyles((0, _simpleAssign2.default)(styles.root,
this.props.show && styles.rootWhenShown, this.props.touch && styles.rootWhenTouched, this.props.style))\n
}), _react2.default.createElement('div', {\n ref: 'ripple',\n style: prepareStyles((0,
_simpleAssign2.default)(styles.ripple, this.props.show && styles.rippleWhenShown))\n })),
_react2.default.createElement('span', {\n style: prepareStyles(styles.label)\n }, label);\n }\n }));\n return
Tooltip;\n})(_react.Component);\n\nTooltip.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nTooltip.propTypes = process.env.NODE_ENV !== \"production\" ? {\n
/**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n
horizontalPosition:
_propTypes2.default.oneOf(['left', 'right', 'center']),\n label: _propTypes2.default.node.isRequired,\n show:
_propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style:
_propTypes2.default.object,\n touch: _propTypes2.default.bool,\n verticalPosition:
_propTypes2.default.oneOf(['top', 'bottom'])\n} : {};\n\nexports.default = Tooltip;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nexports.extendChildren =
extendChildren;\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction
extendChildren(children, extendedProps, extendedChildren) {\n return _react2.default.Children.map(children,
function (child) {\n if (!_react2.default.isValidElement(child)) {\n return child;\n }\n\n var newProps =
typeof extendedProps === 'function' ? extendedProps(child)
: extendedProps;\n var newChildren = typeof extendedChildren === 'function' ? extendedChildren(child) :
extendedChildren ? extendedChildren : child.props.children;\n return _react2.default.cloneElement(child,
newProps, newChildren);\n });\n}","use strict";\n\nexports.__esModule = true;\n\nvar _setStatic =
require('./setStatic');\n\nvar _setStatic2 = _interopRequireDefault(_setStatic);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar
setDisplayNames = function setDisplayNames(displayNames) {\n return (0, _setStatic2.default)('displayName',
displayNames);\n};\n\nexports.default = setDisplayNames;","use strict";\n\nexports.__esModule = true;\n\nvar
_getDisplayName = require('./getDisplayName');\n\nvar _getDisplayNames2 =
_interopRequireDefault(_getDisplayNames);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar wrapDisplayName = function

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wrapDisplayName(BaseComponent, hocName) {\n  return hocName + '(' + (0,
_getDisplayName2.default)(BaseComponent) + ');';\n};\n\nexports.default = wrapDisplayName;";function
_typeof(obj) {\n  \n"@babel/helpers - typeof";\n\n  return (module.exports = _typeof = \"function\" == typeof
Symbol && \"symbol\" == typeof Symbol.iterator ? function (obj) {\n    return typeof obj;\n  } : function (obj) {\n
return obj && \"function\" == typeof Symbol && obj.constructor === Symbol && obj !== Symbol.prototype ?
\"symbol\" : typeof obj;\n  }, module.exports.__esModule = true, module.exports[\"default\"] = module.exports),
_typeof(obj);\n}\n\nmodule.exports = _typeof, module.exports.__esModule = true, module.exports[\"default\"] =
module.exports;";"use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true;\n});\n\nvar
_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2
= require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react =
require('react');\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _ReactDOM = require('react-dom');\n\nvar _dom =
require('./utils/dom');\n\nvar _dom2 = _interopRequireDefault(_dom);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj;\n};\n} // heavily inspired by
https://github.com/Khan/react-components/blob/master/js/layered-component-mixin.jsx\n\nvar
RenderToLayer = function (_Component) {\n  (0, _inherits3.default)(RenderToLayer, _Component);\n\n  function
RenderToLayer() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this,
RenderToLayer);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n
args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = RenderToLayer.__proto__ || (0,
_getPrototypeOf2.default)(RenderToLayer)).call.apply(_ref, [this].concat(args))), _this), _this.onClickAway =
function (event) {\n      if (event.defaultPrevented) {\n        return;\n      }\n\n      if
(!_this.props.componentClickAway) {\n        return;\n      }\n\n      if (!_this.props.open) {\n        return;\n      }\n
var el = _this.layer;\n\n      if (event.target !== el && event.target === window ||
document.documentElement.contains(event.target)
&& !_dom2.default.isDescendant(el, event.target)) {\n        _this.props.componentClickAway(event);\n      }\n    },
_temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(RenderToLayer,
[{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      this.renderLayer();\n    }\n  },
{\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n      this.renderLayer();\n    }\n  },
{\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n      this.unrenderLayer();\n
}\n  }, {\n    key: 'getLayer',\n    value: function getLayer() {\n      return this.layer;\n    }\n  }, {\n    key:
'unrenderLayer',\n    value: function unrenderLayer() {\n      if (!this.layer) {\n        return;\n      }\n\n      if
(this.props.useLayerForClickAway) {\n        this.layer.style.position = 'relative';\n      }\n
this.layer.removeEventListener('click', this.onClickAway);\n    }\n  }
else {\n    window.removeEventListener('click', this.onClickAway);\n  }\n\n  (0,
_reactDom.unmountComponentAtNode)(this.layer);\n  document.body.removeChild(this.layer);\n  this.layer =
null;\n  }\n  /**\n   * By calling this method in componentDidMount() and\n   * componentDidUpdate(), you're
effectively creating a "wormhole" that\n   * funnels React's hierarchical updates through to a DOM node on an\n
* entirely different part of the page.\n   */\n  }, {\n    key: 'renderLayer',\n    value: function renderLayer() {\n
var _this2 = this;\n\n    var _props = this.props,\n        open = _props.open,\n        render = _props.render;\n\n
if (open) {\n      if (!this.layer) {\n        this.layer = document.createElement('div');\n      }\n
document.body.appendChild(this.layer);\n\n      if (this.props.useLayerForClickAway) {\n

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this.layer.addEventListener('click', this.onClickAway);\n      this.layer.style.position
= 'fixed';\n      this.layer.style.top = 0;\n      this.layer.style.bottom = 0;\n      this.layer.style.left = 0;\n      this.layer.style.right = 0;\n      this.layer.style.zIndex = this.context.muiTheme.zIndex.layer;\n    } else {\n      setTimeout(function () {\n        window.addEventListener('click', _this2.onClickAway);\n      }, 0);\n    }\n  }\n  var layerElement = render();\n  this.layerElement = (0,
_reactDom.unstable_renderSubtreeIntoContainer)(this, layerElement, this.layer);\n  } else {\n    this.unrenderLayer();\n  }\n  }, {\n    key: 'render',\n    value: function render() {\n      return null;\n    }\n  });\n  return RenderToLayer;\n}(_react.Component);\n\nRenderToLayer.defaultProps = {\n  useLayerForClickAway: true\n};\nRenderToLayer.contextTypes = {\n  muiTheme:\n  _propTypes2.default.object.isRequired\n};\nRenderToLayer.propTypes = process.env.NODE_ENV !==\n'production'\n? {\n  componentClickAway: _propTypes2.default.func,\n  open: _propTypes2.default.bool.isRequired,\n  render:\n  _propTypes2.default.func.isRequired,\n  useLayerForClickAway: _propTypes2.default.bool\n} :\n{};\n\nexports.default = RenderToLayer;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value:\n  true\n});\n\nexports.default = undefined;\n\nvar _Badge = require('./Badge');\nvar _Badge2 =\n  _interopRequireDefault(_Badge);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj\n: {\n  default: obj\n};\n}\n\nexports.default = _Badge2.default;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value:\n  true\n});\n\nexports.BottomNavigationItem = exports.BottomNavigation\n= undefined;\n\nvar _BottomNavigation2 = require('./BottomNavigation');\nvar _BottomNavigation3 =\n  _interopRequireDefault(_BottomNavigation2);\n\nvar _BottomNavigationItem2 =\n  require('./BottomNavigationItem');\nvar _BottomNavigationItem3 =\n  _interopRequireDefault(_BottomNavigationItem2);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&\n  obj.__esModule ? obj : {\n  default: obj\n};\n}\n\nexports.BottomNavigation =\n  _BottomNavigation3.default;\n\nexports.BottomNavigationItem = _BottomNavigationItem3.default;\n\nexports.default =\n  _BottomNavigation3.default;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value:\n  true\n});\n\nexports.CardExpandable = exports.CardActions = exports.CardText =\n  exports.CardMedia = exports.CardTitle = exports.CardHeader = exports.Card = undefined;\n\nvar _Card2 =\n  require('./Card');\nvar _Card3 = _interopRequireDefault(_Card2);\n\nvar _CardHeader2 =\n  require('./CardHeader');\nvar _CardHeader3 = _interopRequireDefault(_CardHeader2);\n\nvar _CardTitle2 =\n  require('./CardTitle');\nvar _CardTitle3 = _interopRequireDefault(_CardTitle2);\n\nvar _CardMedia2 =\n  require('./CardMedia');\nvar _CardMedia3 = _interopRequireDefault(_CardMedia2);\n\nvar _CardText2 =\n  require('./CardText');\nvar _CardText3 = _interopRequireDefault(_CardText2);\n\nvar _CardActions2 =\n  require('./CardActions');\nvar _CardActions3 = _interopRequireDefault(_CardActions2);\n\nvar\n  _CardExpandable2 = require('./CardExpandable');\nvar _CardExpandable3 =\n  _interopRequireDefault(_CardExpandable2);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&\n  obj.__esModule ? obj : {\n  default: obj\n};\n}\n\nexports.Card = _Card3.default;\n\nexports.CardHeader =\n  _CardHeader3.default;\n\nexports.CardTitle = _CardTitle3.default;\n\nexports.CardMedia =\n  _CardMedia3.default;\n\nexports.CardText = _CardText3.default;\n\nexports.CardActions =\n  _CardActions3.default;\n\nexports.CardExpandable = _CardExpandable3.default;\n\nexports.default =\n  _Card3.default;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value:\n  true\n});\n\n_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\nvar _getPrototypeOf2 =\n  _interopRequireDefault(_getPrototypeOf);\n\nvar\n  _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\nvar _classCallCheck3 =\n  _interopRequireDefault(_classCallCheck2);\n\nvar\n  _createClass2 = require('babel-\nruntime/helpers/createClass');\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar\n  _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\nvar _possibleConstructorReturn3 =\n  _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =\n  require('babel-runtime/helpers/inherits');\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar

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_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _keyboardArrowUp = require('./svg-icons/hardware/keyboard-arrow-up');\n\nvar _keyboardArrowUp2 = _interopRequireDefault(_keyboardArrowUp);\n\nvar _keyboardArrowDown = require('./svg-icons/hardware/keyboard-arrow-down');\n\nvar _keyboardArrowDown2 = _interopRequireDefault(_keyboardArrowDown);\n\nvar _IconButton = require('./IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\n\nfunction getStyles() {\n  return {\n    root: {\n      top: 0,\n      bottom: 0,\n      right: 4,\n      margin: 'auto',\n      position: 'absolute'\n    }\n  };}\n\n\nvar CardExpandable = function (_Component) {\n  (0, _inherits3.default)(CardExpandable, _Component);\n\n  function CardExpandable() {\n    (0, _classCallCheck3.default)(this, CardExpandable);\n\n    return (0, _possibleConstructorReturn3.default)(this, (CardExpandable.__proto__ || (0, _getPrototypeOf2.default)(CardExpandable)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(CardExpandable, [{\n    key: 'render',\n    value: function render() {\n      var styles = getStyles(this.props, this.context);\n      return _react2.default.createElement(_IconButton2.default, {\n        style: (0, _simpleAssign2.default)(styles.root, this.props.style),\n        onClick: this.props.onExpanding,\n        iconStyle: this.props.iconStyle\n      }, this.props.expanded ? this.props.openIcon : this.props.closeIcon);\n    }\n  }]);\n  return CardExpandable;\n}(_react.Component);\n\n\nCardExpandable.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\n\nCardExpandable.defaultProps = {\n  closeIcon: _react2.default.createElement(_keyboardArrowDown2.default, null),\n  openIcon: _react2.default.createElement(_keyboardArrowUp2.default, null)\n};\n\n\nCardExpandable.propTypes = process.env.NODE_ENV !== "production" ? {\n  closeIcon: _propTypes2.default.node,\n  expanded: _propTypes2.default.bool,\n  iconStyle: _propTypes2.default.object,\n  onExpanding: _propTypes2.default.func.isRequired,\n  openIcon: _propTypes2.default.node,\n  style: _propTypes2.default.object\n} : {};\n\n\nexports.default = CardExpandable;","use strict";\n\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\n\nexports.default = undefined;\n\n\nvar _Chip = require('./Chip');\n\nvar _Chip2 = _interopRequireDefault(_Chip);\n\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\n\n\nexports.default = _Chip2.default;","use strict";\n\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\n\nexports.default = undefined;\n\n\nvar _CircularProgress = require('./CircularProgress');\n\nvar _CircularProgress2 = _interopRequireDefault(_CircularProgress);\n\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\n\n\nexports.default = _CircularProgress2.default;","use strict";\n\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\n\nvar _simpleAssign = require('simple-assign');\n\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\n\nvar _react = require('react');\n\n\nvar _react2 = _interopRequireDefault(_react);\n\n\nvar _propTypes = require('prop-types');\n\n\nvar _propTypes2 =

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_interopRequireDefault(_propTypes);\n\nvar _transitions = require('./styles/transitions');\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nvar _AutoLockScrolling = require('./AutoLockScrolling');\n\nvar
_AutoLockScrolling2 = _interopRequireDefault(_AutoLockScrolling);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n };}\n\nfunction getStyles(props, context) {\n var
overlay = context.muiTheme.overlay;\n var style = {\n  root: {\n    position: 'fixed',\n    height: '100%',\n
width: '100%',\n    top: 0,\n    left: '-100%',\n    opacity: 0,\n    backgroundColor: overlay.backgroundColor,\n
WebkitTapHighlightColor: 'rgba(0, 0, 0, 0)',\n    // Remove mobile color flashing
(deprecated)\n    // Two ways to promote overlay to its own render layer\n    willChange: 'opacity',\n
transform: 'translateZ(0)',\n    transition: props.transitionEnabled && _transitions2.default.easeOut('0ms', 'left',
'400ms') + ', ' + _transitions2.default.easeOut('400ms', 'opacity')\n  }\n };}\n\n if (props.show) {\n (0,
_simpleAssign2.default)(style.root, {\n  left: 0,\n  opacity: 1,\n  transition:
_transitions2.default.easeOut('0ms', 'left') + ', ' + _transitions2.default.easeOut('400ms', 'opacity')\n });}\n\n
return style;\n}\n\nvar Overlay = function (_Component) {\n (0, _inherits3.default)(Overlay, _Component);\n\n
function Overlay() {\n (0, _classCallCheck3.default)(this, Overlay);\n  return (0,
_possibleConstructorReturn3.default)(this, (Overlay.__proto__ || (0, _getPrototypeOf2.default)(Overlay)).apply(this,
arguments));\n }\n\n (0, _createClass3.default)(Overlay, [{\n  key: 'setOpacity',\n  value: function
setOpacity(opacity)
  {\n    this.refs.overlay.style.opacity = opacity;\n  }\n }], {\n  key: 'render',\n  value: function render() {\n var
_props = this.props,\n    autoLockScrolling = _props.autoLockScrolling,\n    show = _props.show,\n
style = _props.style,\n    transitionEnabled = _props.transitionEnabled,\n    other = (0,
_objectWithoutProperties3.default)(_props, ['autoLockScrolling', 'show', 'style', 'transitionEnabled']);\n var
prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n
return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n  ref: 'overlay',\n  style:
prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n })), autoLockScrolling &&
_react2.default.createElement(_AutoLockScrolling2.default, {\n  lock: show\n }));\n }\n });\n\n return
Overlay;\n}(_react.Component);\n\nOverlay.defaultProps = {\n  autoLockScrolling:
true,\n  style: {},\n  transitionEnabled: true\n};\n\nOverlay.contextTypes = {\n  muiTheme:
 PropTypes2.default.object.isRequired\n};\n\nOverlay.propTypes = process.env.NODE_ENV !== "production" ?
{\n  autoLockScrolling: PropTypes2.default.bool,\n  show: PropTypes2.default.bool.isRequired,\n\n /**\n *
Override the inline-styles of the root element.\n */\n  style: PropTypes2.default.object,\n  transitionEnabled:
 PropTypes2.default.bool\n } : {};\n\nexports.default = Overlay;"", "use strict";\n\nObject.defineProperty(exports,
"__esModule", {\n  value: true\n});\n\nexports.default = undefined;\n\nvar _Drawer = require('./Drawer');\n\nvar
_Drawer2 = _interopRequireDefault(_Drawer);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n  default: obj\n };}\n\nexports.default = _Drawer2.default;"", "use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nexports.default = undefined;\n\nvar
_FloatingActionButton = require('./FloatingActionButton');\n\nvar
_FloatingActionButton2 = _interopRequireDefault(_FloatingActionButton);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n  default: obj\n };}\n\nexports.default
= _FloatingActionButton2.default;"", "use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value:
true\n});\n\nexports.default = exports.GridTile = exports.GridList = undefined;\n\nvar _GridList2 =
require('./GridList');\n\nvar _GridList3 = _interopRequireDefault(_GridList2);\n\nvar _GridTile2 =
require('./GridTile');\n\nvar _GridTile3 = _interopRequireDefault(_GridTile2);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n  default: obj\n
};}\n\nexports.GridList = _GridList3.default;\n\nexports.GridTile = _GridTile3.default;\n\nexports.default =
_GridList3.default;"", "use strict";\n\nexports.__esModule = true;\n\nvar _defineProperty = require("../core-
js/object/define-property");\n\nvar _defineProperty2
= _interopRequireDefault(_defineProperty);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n  default: obj\n };}\n\nexports.default = function (obj, key, value) {\n if (key in obj)

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{\n (0, _defineProperty2.default)(obj, key, {\n value: value,\n enumerable: true,\n configurable: true,\n writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n};","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.MenuItem
= exports.IconMenu = undefined;\n\nvar _IconMenu2 = require('./IconMenu');\n\nvar _IconMenu3 =
_interopRequireDefault(_IconMenu2);\n\nvar _MenuItem2 = require('./MenuItem/MenuItem');\n\nvar _MenuItem3
= _interopRequireDefault(_MenuItem2);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.IconMenu = _IconMenu3.default;\nexports.MenuItem
= _MenuItem3.default;\nexports.default
= _IconMenu3.default;","use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nexports.default = undefined;\n\nvar _LinearProgress = require('./LinearProgress');\n\nvar
_LinProgress2 = _interopRequireDefault(_LinearProgress);\n\nfunction _interopRequireDefault(obj) {\n return
obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _LinearProgress2.default;","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nexports.default =
exports.makeSelectable = exports.ListItem = exports.List = undefined;\n\nvar _List2 = require('./List');\n\nvar
_List3 = _interopRequireDefault(_List2);\n\nvar _ListItem2 = require('./ListItem');\n\nvar _ListItem3 =
_interopRequireDefault(_ListItem2);\n\nvar _makeSelectable2 = require('./makeSelectable');\n\nvar
_makeSelectable3 = _interopRequireDefault(_makeSelectable2);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n
default: obj\n };\n}\n\nexports.List = _List3.default;\nexports.ListItem =
_ListItem3.default;\nexports.makeSelectable = _makeSelectable3.default;\nexports.default = _List3.default;","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_react = require('react');\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _getMuiTheme = require('./getMuiTheme');\n\nvar _getMuiTheme2 =
_interopRequireDefault(_getMuiTheme);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar MuiThemeProvider = function (_Component) {\n (0,
_inherits3.default)(MuiThemeProvider, _Component);\n\n function MuiThemeProvider() {\n (0,
_classCallCheck3.default)(this, MuiThemeProvider);\n return (0, _possibleConstructorReturn3.default)(this,
(MuiThemeProvider.__proto__ || (0, _getPrototypeOf2.default)(MuiThemeProvider)).apply(this, arguments));\n
}\n\n (0, _createClass3.default)(MuiThemeProvider, [{\n key: 'getChildContext',\n value: function
getChildContext() {\n return {\n muiTheme: this.props.muiTheme || (0, _getMuiTheme2.default)()\n
};\n }}, {\n key: 'render',\n value: function
render() {\n return this.props.children;\n } }]);\n return
MuiThemeProvider;\n})(_react.Component);\n\nMuiThemeProvider.childContextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nMuiThemeProvider.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n children: _propTypes2.default.element,\n muiTheme: _propTypes2.default.object\n } :
{};\n\nexports.default = MuiThemeProvider;","use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n
value: true\n});\n\nexports.default = prefixValue;\n\nfunction prefixValue(plugings, property, value, style, metaData)
{\n for (var i = 0, len = plugings.length; i < len; ++i) {\n var processedValue = plugings[i](property, value, style,
metaData); // we can stop processing if a value is returned\n // as all plugin criteria are unique\n\n if
(processedValue) {\n return processedValue;\n } } }\n\nmodule.exports = exports["default"];","use

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strict";\n\nObject.defineProperty(exports, \"__esModule\",
  {\n  value: true\n});\nexports.default = addNewValuesOnly;\n\nfunction addIfNew(list, value) {\n  if
(list.indexOf(value) === -1) {\n    list.push(value);\n  }\n}\n\nfunction addNewValuesOnly(list, values) {\n  if
(Array.isArray(values)) {\n    for (var i = 0, len = values.length; i < len; ++i) {\n      addIfNew(list, values[i]);\n    }
  } else {\n    addIfNew(list, values);\n  }\n}\n\nmodule.exports = exports[\"default\"];\",\"use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\nexports.default =
isObject;\n\nfunction isObject(value) {\n  return value instanceof Object &&
!Array.isArray(value);\n}\n\nmodule.exports = exports[\"default\"];\",\"use strict";\n\nObject.defineProperty(exports,
\"__esModule\", {\n  value: true\n});\nexports.default = hyphenateProperty;\n\nvar _hyphenateStyleName =
require('hyphenate-style-name');\n\nvar _hyphenateStyleName2 =
_interopRequireDefault(_hyphenateStyleName);\n\nfunction _interopRequireDefault(obj) {\n
  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction hyphenateProperty(property) {\n
  return (0, _hyphenateStyleName2.default)(property);\n}\n\nmodule.exports = exports['default'];\",\"use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\nexports.default =
exports.PopoverAnimationVertical = exports.Popover = undefined;\n\nvar _Popover2 = require('./Popover');\n\nvar
_Popover3 = _interopRequireDefault(_Popover2);\n\nvar _PopoverAnimationVertical2 =
require('./PopoverAnimationVertical');\n\nvar _PopoverAnimationVertical3 =
_interopRequireDefault(_PopoverAnimationVertical2);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nexports.Popover =
_Popover3.default;\n\nexports.PopoverAnimationVertical = _PopoverAnimationVertical3.default;\n\nexports.default =
_Popover3.default;\",\"use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar
_extends2 =
require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar
_EnhancedSwitch = require('./internal/EnhancedSwitch');\n\nvar _EnhancedSwitch2 =
_interopRequireDefault(_EnhancedSwitch);\n\nvar _radioButtonUnchecked = require('./svg-icons/toggle/radio-
button-unchecked');\n\nvar _radioButtonUnchecked2 = _interopRequireDefault(_radioButtonUnchecked);\n\nvar
_radioButtonChecked = require('./svg-icons/toggle/radio-button-checked');\n\nvar _radioButtonChecked2 =
_interopRequireDefault(_radioButtonChecked);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props,
context) {\n  var radioButton = context.muiTheme.radioButton;\n  return {\n    icon: {\n      height:
radioButton.size,\n      width: radioButton.size\n    },\n    target: {\n      transition: _transitions2.default.easeOut(),\n
      position: 'absolute',\n      opacity: 1,\n      transform: 'scale(1)',\n      fill: radioButton.borderColor\n    },\n    fill: {\n
      position: 'absolute',\n      opacity: 1,\n      transform: 'scale(0)',\n      transformOrigin: '50% 50%',\n      transition:
_transitions2.default.easeOut(),\n      fill: radioButton.checkedColor\n    },\n    targetWhenChecked: {\n      opacity:

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0,\n  transform: 'scale(0)'\n  },\n  fillWhenChecked: {\n    opacity: 1,\n    transform: 'scale(1)'\n  },\n  targetWhenDisabled: {\n    fill: radioButton.disabledColor\n  },\n  fillWhenDisabled: {\n    fill:\n    radioButton.disabledColor\n  },\n  label: {\n    color: props.disabled ? radioButton.labelDisabledColor :\n    radioButton.labelColor\n  },\n  ripple: {\n    color: props.checked ? radioButton.checkedColor : radioButton.borderColor\n  }\n};\n\nvar RadioButton = function (_Component) {\n  (0, _inherits3.default)(RadioButton, _Component);\n\n  function RadioButton() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, RadioButton);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = RadioButton.__proto__ || (0, _getPrototypeOf2.default)(RadioButton)).call.apply(_ref, [this].concat(args))), _this), _this.handleSwitch = function (event) {\n      if (_this.props.onCheck) {\n        _this.props.onCheck(event, _this.props.value);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret));\n  } // Only called when selected, not when unselected.\n\n  (0, _createClass3.default)(RadioButton, [\n    {\n      key: 'isChecked',\n      value: function isChecked() {\n        return this.refs.enhancedSwitch.isSwitched();\n      }\n    } // Use RadioButtonGroup.setSelectedValue(newSelectionValue) to set a\n    // RadioButton's checked value.\n\n  ], {\n    key: 'setChecked',\n    value: function setChecked(newCheckedValue) {\n      this.refs.enhancedSwitch.setSwitched(newCheckedValue);\n    }\n  }, {\n    key: 'getValue',\n    value: function getValue() {\n      return this.refs.enhancedSwitch.getValue();\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          checkedIcon = _props.checkedIcon,\n          checked = _props.checked,\n          iconStyle = _props.iconStyle,\n          labelStyle = _props.labelStyle,\n          labelPosition = _props.labelPosition,\n          onCheck = _props.onCheck,\n          uncheckedIcon = _props.uncheckedIcon,\n          disabled = _props.disabled,\n          other = (0, _objectWithoutProperties3.default)(_props, ['checkedIcon', 'checked', 'iconStyle', 'labelStyle', 'labelPosition', 'onCheck', 'uncheckedIcon', 'disabled']);\n\n      var styles = getStyles(this.props, this.context);\n      var uncheckedStyles = (0, _simpleAssign2.default)(styles.target, checked && styles.targetWhenChecked, iconStyle, disabled && styles.targetWhenDisabled);\n      var checkedStyles = (0, _simpleAssign2.default)(styles.fill, checked && styles.fillWhenChecked, iconStyle, disabled && styles.fillWhenDisabled);\n      var uncheckedElement = _react2.default.isValidElement(uncheckedIcon) ? _react2.default.cloneElement(uncheckedIcon, {\n        style: (0, _simpleAssign2.default)(uncheckedStyles, uncheckedIcon.props.style)\n      }) : _react2.default.createElement(_radioButtonUnchecked2.default, {\n        style: uncheckedStyles\n      });\n      var checkedElement = _react2.default.isValidElement(checkedIcon) ? _react2.default.cloneElement(checkedIcon, {\n        style: (0, _simpleAssign2.default)(checkedStyles, checkedIcon.props.style)\n      }) : _react2.default.createElement(_radioButtonChecked2.default, {\n        style: checkedStyles\n      });\n      var mergedIconStyle = (0, _simpleAssign2.default)(styles.icon, iconStyle);\n      var mergedLabelStyle = (0, _simpleAssign2.default)(styles.label, labelStyle);\n      return _react2.default.createElement(_EnhancedSwitch2.default, (0, _extends3.default)({\n        ref: 'enhancedSwitch',\n        inputType: 'radio',\n        checked: checked,\n        switched: checked,\n        disabled: disabled,\n        rippleColor: styles.ripple.color,\n        iconStyle: mergedIconStyle,\n        labelStyle: mergedLabelStyle,\n        labelPosition: labelPosition,\n        onSwitch: this.handleSwitch,\n        switchElement: _react2.default.createElement('div', null, uncheckedElement, checkedElement)\n      }));\n    }\n  });\n\n  return RadioButton;\n})(_react.Component);\n\nRadioButton.defaultProps = {\n  checked: false,\n  disabled: false,\n  labelPosition: 'right'\n};\n\nRadioButton.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nRadioButton.propTypes = process.env.NODE_ENV !== "production" ? {\n  /**\n   * @ignore\n   * checked if true\n   * Used internally by `RadioButtonGroup`.\n   */\n  checked: _propTypes2.default.bool,\n\n  /**\n   * The icon element to show when the radio button is checked.\n   */\n  checkedIcon: _propTypes2.default.element,\n\n  /**\n   * If true, the radio button is disabled.\n   */\n  disabled: _propTypes2.default.bool,\n\n  /**\n   * Override the inline-styles of the icon element.\n   */\n  iconStyle: _propTypes2.default.object,\n\n  /**\n   * Override the inline-styles of the input element.\n   */\n  inputStyle:

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_propTypes2.default.object,\n\n /**\n * @ignore\n * Used internally by `RadioButtonGroup`. Use the
`labelPosition` property of `RadioButtonGroup` instead.\n * Where the label will be placed next to the radio
button.\n */\n labelPosition: _propTypes2.default.oneOf(['left',
'right']),\n\n /**\n * Override the inline-styles of the label element.\n */\n labelStyle:
_propTypes2.default.object,\n\n /**\n * @ignore\n * Callback function fired when the radio button is checked.
Note that this\n * function will not be called if the radio button is part of a\n * radio button group: in this case, use
the `onChange` property of\n * `RadioButtonGroup`.\n */\n * @param {object} event `change` event targeting
the element.\n * @param {string} value The element's `value`.\n */\n onChange: _propTypes2.default.func,\n\n
/**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The
icon element to show when the radio button is unchecked.\n */\n uncheckedIcon:
_propTypes2.default.element,\n\n /**\n * The value of the radio button.\n */\n value:
_propTypes2.default.any\n} : {};\n\nexports.default = RadioButton;","use strict";\n\nObject.defineProperty(exports,
"__esModule",
{\n  value: true\n});\n\nexports.default = undefined;\n\nvar _RaisedButton = require('./RaisedButton');\n\nvar
_RaisedButton2 = _interopRequireDefault(_RaisedButton);\n\nfunction _interopRequireDefault(obj) {\n  return obj
&& obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nexports.default = _RaisedButton2.default;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nexports.default = undefined;\n\nvar
_ReloadIndicator = require('./RefreshIndicator');\n\nvar _RefreshIndicator2 =
_interopRequireDefault(_RefreshIndicator);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nexports.default = _RefreshIndicator2.default;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar getStyles = function getStyles(_ref, _ref2) {\n  var
index = _ref.index;\n  var stepper = _ref2.stepper;\n  var orientation = stepper.orientation;\n  var styles = {\n
  root: {\n    flex: '0 0 auto'\n  }\n};\n\n  if (index > 0) {\n    if (orientation === 'horizontal') {\n      styles.root.marginLeft = -6;\n    } else if
(orientation === 'vertical') {\n      styles.root.marginTop = -14;\n    }\n  }\n\n  return styles;\n};\n\nvar Step =
function (_Component) {\n  (0, _inherits3.default)(Step, _Component);\n\n  function Step() {\n    var _ref3;\n    var
_temp, _this, _ret;\n    (0, _classCallCheck3.default)(this, Step);\n    for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref3 = Step.__proto__ || (0,
_getPrototypeOf2.default)(Step)).call.apply(_ref3, [this].concat(args))), _this), _this.renderChild = function (child)
{\n      var _this$props = _this.props,\n          active = _this$props.active,\n          completed =
_this$props.completed,\n          disabled = _this$props.disabled,\n          index = _this$props.index,\n          last =

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_this$props.last;\n    var icon = index + 1;\n    return _react2.default.cloneElement(child, (0,
_simpleAssign2.default)({\n    active: active,\n    completed: completed,\n    disabled: disabled,\n    icon:
icon,\n    last: last\n    }, child.props));\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n
}\n\n (0, _createClass3.default)(Step, [{\n  key: 'render',\n  value: function render() {\n    var _props =
this.props,\n    active
= _props.active,\n    completed = _props.completed,\n    disabled = _props.disabled,\n    index =
_props.index,\n    last = _props.last,\n    children = _props.children,\n    style = _props.style,\n    other
= (0, _objectWithoutProperties3.default)(_props, ['active', 'completed', 'disabled', 'index', 'last', 'children', 'style']);\n
    var prepareStyles = this.context.muiTheme.prepareStyles;\n    var styles = getStyles(this.props, this.context);\n
return _react2.default.createElement('div', (0, _extends3.default)({\n    style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n    }, other), _react2.default.Children.map(children,
this.renderChild));\n  } ]);\n  return Step;\n})(_react.Component);\n\nStep.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired,\n  stepper: _propTypes2.default.object\n};\nStep.propTypes =
process.env.NODE_ENV !== "production" ? {\n  /**\n   * Sets the step as active.
Is passed to child components.\n   */\n  active: _propTypes2.default.bool,\n\n  /**\n   * Should be `Step` sub-
components such as `StepLabel`.\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   * Mark the step as
completed. Is passed to child components.\n   */\n  completed: _propTypes2.default.bool,\n\n  /**\n   * Mark the
step as disabled, will also disable the button if\n   */\n  `StepButton` is a child of `Step`. Is passed to child
components.\n   */\n  disabled: _propTypes2.default.bool,\n\n  /**\n   * @ignore\n   * Used internally for
numbering.\n   */\n  index: _propTypes2.default.number,\n\n  /**\n   * @ignore\n   */\n  last:
_propTypes2.default.bool,\n\n  /**\n   * Override the inline-style of the root element.\n   */\n  style:
_propTypes2.default.object\n} : {};\n\nexports.default = Step;","use strict";\n\nObject.defineProperty(exports,
"__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _EnhancedButton
= require('./internal/EnhancedButton');\n\nvar _EnhancedButton2 =
_interopRequireDefault(_EnhancedButton);\n\nvar _StepLabel = require('./StepLabel');\n\nvar _StepLabel2 =
_interopRequireDefault(_StepLabel);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nvar isLabel = function isLabel(child) {\n  return child && child.type &&
child.type.muiName === 'StepLabel';\n};\n\nvar getStyles = function getStyles(props, context, state) {\n  var
hovered = state.hovered;\n  var _context$muiTheme$sste = context.muiTheme.stepper,\n    backgroundColor =
_context$muiTheme$sste.backgroundColor,\n
    hoverBackgroundColor = _context$muiTheme$sste.hoverBackgroundColor;\n  var styles = {\n    root: {\n
padding: 0,\n    backgroundColor: hovered ? hoverBackgroundColor : backgroundColor,\n    transition:
_transitions2.default.easeOut()\n    }\n  };\n  if (context.stepper.orientation === 'vertical') {\n    styles.root.width =

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'100%';\n }\n\n return styles;\n};\n\nvar StepButton = function (_Component) {\n (0,\n _inherits3.default)(StepButton, _Component);\n\n function StepButton() {\n var _ref;\n\n var _temp, _this,\n _ret;\n\n (0, _classCallCheck3.default)(this, StepButton);\n\n for (var _len = arguments.length, args =\n Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp =\n (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = StepButton.__proto__ || (0,\n _getPrototypeOf2.default)(StepButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n hovered:\n false,\n\n touched: false\n }, _this.handleMouseEnter = function (event) {\n var onMouseEnter =\n _this.props.onMouseEnter; // Cancel hover styles for touch devices\n\n if (!_this.state.touched) {\n _this.setState({\n hovered: true\n });\n }\n\n if (typeof onMouseEnter === 'function') {\n onMouseEnter(event);\n }\n }, _this.handleMouseLeave = function (event) {\n var onMouseLeave =\n _this.props.onMouseLeave;\n\n _this.setState({\n hovered: false\n });\n\n if (typeof onMouseLeave === 'function') {\n onMouseLeave(event);\n }\n }, _this.handleTouchStart = function (event) {\n var\n onTouchStart = _this.props.onTouchStart;\n\n if (!_this.state.touched) {\n _this.setState({\n touched:\n true\n });\n }\n\n if (typeof onTouchStart === 'function') {\n onTouchStart(event);\n }\n },\n _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n\n }\n\n (0, _createClass3.default)(StepButton, [{\n key: 'render',\n value: function render() {\n var _props =\n this.props,\n active = _props.active,\n children = _props.children,\n completed =\n _props.completed,\n disabled = _props.disabled,\n icon = _props.icon,\n iconContainerStyle =\n _props.iconContainerStyle,\n last = _props.last,\n onMouseEnter = _props.onMouseEnter,\n onMouseLeave = _props.onMouseLeave,\n onTouchStart = _props.onTouchStart,\n style =\n _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['active', 'children', 'completed',\n 'disabled', 'icon', 'iconContainerStyle', 'last', 'onMouseEnter', 'onMouseLeave', 'onTouchStart', 'style']);\n\n var\n styles = getStyles(this.props, this.context, this.state);\n\n var child = isLabel(children) ? children :\n _react2.default.createElement(_StepLabel2.default, null, children);\n\n return\n _react2.default.createElement(_EnhancedButton2.default,\n (0, _extends3.default)({\n disabled: disabled,\n style: (0, _simpleAssign2.default)(styles.root, style),\n onMouseEnter: this.handleMouseEnter,\n onMouseLeave: this.handleMouseLeave,\n onTouchStart:\n this.handleTouchStart\n }, other), _react2.default.cloneElement(child, {\n active: active,\n completed:\n completed,\n disabled: disabled,\n icon: icon,\n iconContainerStyle: iconContainerStyle\n }));\n\n }]\n });\n\n return StepButton;\n}(_react.Component);\n\nStepButton.contextTypes = {\n muiTheme:\n _propTypes2.default.object.isRequired,\n stepper: _propTypes2.default.object\n};\n\nStepButton.propTypes =\n process.env.NODE_ENV !== "production" ? {\n /**\n * Passed from `Step` Is passed to StepLabel.\n *\n active: _propTypes2.default.bool,\n\n /**\n * Can be a `StepLabel` or a node to place inside `StepLabel` as\n children.\n *\n children: _propTypes2.default.node,\n\n /**\n * Sets completed styling. Is passed to StepLabel.\n *\n completed: _propTypes2.default.bool,\n\n /**\n * Disables the button and sets disabled styling. Is passed to StepLabel.\n *\n disabled:\n _propTypes2.default.bool,\n\n /**\n * The icon displayed by the step label.\n *\n icon:\n _propTypes2.default.oneOfType([\n _propTypes2.default.element,\n _propTypes2.default.string,\n _propTypes2.default.number\n]),\n\n /**\n * Override the inline-styles of the icon container element.\n *\n iconContainerStyle: _propTypes2.default.object,\n\n /** @ignore *\n last: _propTypes2.default.bool,\n\n /**\n @ignore *\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore *\n onMouseLeave:\n _propTypes2.default.func,\n\n /** @ignore *\n onTouchStart: _propTypes2.default.func,\n\n /**\n * Override\n the inline-style of the root element.\n *\n style: _propTypes2.default.object\n } : {};\n\nexports.default =\n StepButton;\n\n"\"use strict";\n\nObject.defineProperty(exports,\n \"__esModule\", {\n value: true\n });\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =\n _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-\n runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =

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_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar
_inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _ExpandTransition = require('../internal/ExpandTransition');\n\nvar
_ExpandTransition2 = _interopRequireDefault(_ExpandTransition);\n\nvar _warning = require('warning');\n\nvar
_warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };}\n\nfunction ExpandTransition(props) {\n return
_react2.default.createElement(_ExpandTransition2.default, props);\n}\n\nvar getStyles = function getStyles(props,
context) {\n var styles = {\n root: {\n marginTop: -14,\n marginLeft: 14 + 11,\n // padding + 1/2 icon\n
paddingLeft: 24 - 11 + 8,\n paddingRight: 16,\n overflow: 'hidden'\n };\n};\n\n if (!props.last) {\n
styles.root.borderLeft = '1px solid ' + context.muiTheme.stepper.connectorLineColor;\n };\n\n return
styles;\n};\n\nvar StepContent = function (_Component) {\n (0, _inherits3.default)(StepContent, _Component);\n
function StepContent() {\n (0, _classCallCheck3.default)(this, StepContent);\n return (0,
_possibleConstructorReturn3.default)(this, (StepContent.__proto__ || (0,
_getPrototypeOf2.default)(StepContent)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(StepContent,
[{\n key: 'render',\n value: function render() {\n var _props = this.props,\n active = _props.active,\n
children = _props.children,\n completed = _props.completed,\n last = _props.last,\n style =
_props.style,\n transition = _props.transition,\n transitionDuration = _props.transitionDuration,\n
other = (0, _objectWithoutProperties3.default)(_props, ['active', 'children', 'completed', 'last', 'style', 'transition',
'transitionDuration']);\n var _context = this.context,\n stepper = _context.stepper,\n prepareStyles =
_context.muiTheme.prepareStyles;\n\n if (stepper.orientation !== 'vertical') {\n process.env.NODE_ENV
!== 'production' ? (0, _warning2.default)(false, 'Material-UI: <StepContent /> is only designed for use with the
vertical stepper.') : void 0;\n return null;\n }\n\n var styles = getStyles(this.props, this.context);\n var
transitionProps = {\n enterDelay: transitionDuration,\n transitionDuration: transitionDuration,\n open:
active\n };\n return _react2.default.createElement('div', (0, _extends3.default)({\n style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n }, other), _react2.default.createElement(transition, transitionProps,
_react2.default.createElement('div',
{\n style: {\n overflow: 'hidden'\n }
}, children));\n }
));\n return
StepContent;\n}(_react.Component);\n\nStepContent.defaultProps = {\n transition: ExpandTransition,\n
transitionDuration: 450\n};\n\nStepContent.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired,\n
stepper: _propTypes2.default.object\n};\n\nStepContent.propTypes = process.env.NODE_ENV !== 'production' ?
{\n /**\n * Expands the content\n */\n active: _propTypes2.default.bool,\n\n /**\n * Step content\n */\n
children: _propTypes2.default.node,\n\n /**\n * @ignore\n */\n completed: _propTypes2.default.bool,\n\n /**\n
* @ignore\n */\n last: _propTypes2.default.bool,\n\n /**\n * Override the inline-style of the root element.\n
*/\n style: _propTypes2.default.object,\n\n /**\n * ReactTransitionGroup component.\n */\n transition:
 PropTypes.func,\n\n /**\n * Adjust the duration of the content expand
transition. Passed as a prop to the transition component.\n */\n transitionDuration:
 PropTypes.number\n } : {};\n\nexports.default = StepContent;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =

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_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign
= require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _StepConnector = require('./StepConnector');\n\nvar
_StepConnector2 = _interopRequireDefault(_StepConnector);\n\nfunction _interopRequireDefault(obj) {\n return
obj && obj.__esModule ? obj : {\n default: obj\n };}\n\nvar getStyles = function getStyles(props) {\n var
orientation = props.orientation;\n return {\n root: {\n display: 'flex',\n flexDirection: orientation ===
'horizontal' ? 'row' : 'column',\n alignContent: 'center',\n alignItems: orientation === 'horizontal' ? 'center' :
'stretch',\n justifyContent: 'space-between'\n } }\n};\n\nvar Stepper = function (_Component) {\n (0,
_inherits3.default)(Stepper, _Component);\n\n function Stepper() {\n (0, _classCallCheck3.default)(this,
Stepper);\n return (0, _possibleConstructorReturn3.default)(this, (_Stepper.__proto__ || (0,
_getPrototypeOf2.default)(Stepper)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Stepper, [{\n key:
'getChildContext',\n value: function getChildContext() {\n var orientation = this.props.orientation;\n return
{\n stepper: {\n orientation: orientation\n } }\n }, {\n key: 'render',\n value: function
render() {\n var _props = this.props,\n activeStep = _props.activeStep,\n children = _props.children,\n
connector = _props.connector,\n linear = _props.linear,\n style = _props.style;\n var prepareStyles
= this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n /**\n * One
day, we may be able to use real CSS tools\n * For now, we need to create our own \"pseudo\" elements\n *
and nth
child selectors, etc\n * That's what some of this garbage is for :)\n */\n var numChildren =
_react.Children.count(children);\n\n var steps = _react.Children.map(children, function (step, index) {\n if
(!_react2.default.isValidElement(step)) {\n return null;\n }\n\n var controlProps = {\n index:
index\n };}\n\n if (activeStep === index) {\n controlProps.active = true;\n } else if (linear &&
activeStep > index) {\n controlProps.completed = true;\n } else if (linear && activeStep < index) {\n
controlProps.disabled = true;\n }\n\n if (index + 1 === numChildren) {\n controlProps.last = true;\n
}\n\n return [index > 0 && connector, _react2.default.cloneElement(step, (0,
_simpleAssign2.default)(controlProps, step.props))];\n });\n\n return _react2.default.createElement('div', {\n
style: prepareStyles((0, _simpleAssign2.default)(styles.root,
style))\n }, steps);\n } }\n});\n\n return Stepper;\n})(_react.Component);\n\nStepper.defaultProps = {\n
connector: _react2.default.createElement(_StepConnector2.default, null),\n orientation: 'horizontal',\n linear:
true\n};\n\nStepper.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nStepper.childContextTypes = {\n stepper:
_propTypes2.default.object\n};\n\nStepper.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n *
Set the active step (zero based index). This will enable `Step` control helpers.\n */\n activeStep:
_propTypes2.default.number,\n\n /**\n * Should be two or more `<Step />` components.\n */\n children:
_propTypes2.default.node,\n\n /**\n * A component to be placed between each step.\n */\n connector:
_propTypes2.default.node,\n\n /**\n * If set to `true`, the `Stepper` will assist in controlling steps for linear flow\n
*/\n linear: _propTypes2.default.bool,\n\n /**\n * The stepper
orientation (layout flow direction)\n */\n orientation: _propTypes2.default.oneOf(['horizontal', 'vertical']),\n\n
/**\n * Override the inline-style of the root element.\n */\n style: _propTypes2.default.object\n } :
{};\n\n exports.default = Stepper;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value:
true\n});\n\n exports.default = undefined;\n\nvar _Snackbar = require('./Snackbar');\n\nvar _Snackbar2 =

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_interopRequireDefault(_Snackbar);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };}\n\n\nexports.default = _Snackbar2.default;","use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nexports.default = exports.Tabs =
exports.Tab = undefined;\n\n\nvar _Tab2 = require('./Tab');\n\n\nvar _Tab3 = _interopRequireDefault(_Tab2);\n\n\nvar
_Tabs2 = require('./Tabs');\n\n\nvar _Tabs3 = _interopRequireDefault(_Tabs2);\n\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n    default: obj\n  };}\n\n\n\nexports.Tab = _Tab3.default;\n\n\nexports.Tabs = _Tabs3.default;\n\n\nexports.default
= _Tabs3.default;","use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value:
true\n});\n\n\nexports.default = exports.TableRowColumn = exports.TableRow = exports.TableHeaderColumn =
exports.TableHeader = exports.TableFooter = exports.TableBody = exports.Table = undefined;\n\n\n\nvar _Table2 =
require('./Table');\n\n\nvar _Table3 = _interopRequireDefault(_Table2);\n\n\nvar _TableBody2 =
require('./TableBody');\n\n\nvar _TableBody3 = _interopRequireDefault(_TableBody2);\n\n\nvar _TableFooter2 =
require('./TableFooter');\n\n\nvar _TableFooter3 = _interopRequireDefault(_TableFooter2);\n\n\nvar _TableHeader2 =
require('./TableHeader');\n\n\nvar _TableHeader3 = _interopRequireDefault(_TableHeader2);\n\n\nvar
_TableHeaderColumn2 = require('./TableHeaderColumn');\n\n\nvar _TableHeaderColumn3 =
_interopRequireDefault(_TableHeaderColumn2);\n\n\nvar _TableRow2 = require('./TableRow');\n\n\nvar
_TableRow3 = _interopRequireDefault(_TableRow2);\n\n\nvar _TableRowColumn2 =
require('./TableRowColumn');\n\n\nvar _TableRowColumn3 =
_interopRequireDefault(_TableRowColumn2);\n\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };}\n\n\n\nexports.Table = _Table3.default;\n\n\nexports.TableBody =
_TableBody3.default;\n\n\nexports.TableFooter = _TableFooter3.default;\n\n\nexports.TableHeader =
_TableHeader3.default;\n\n\nexports.TableHeaderColumn = _TableHeaderColumn3.default;\n\n\nexports.TableRow =
_TableRow3.default;\n\n\nexports.TableRowColumn = _TableRowColumn3.default;\n\n\nexports.default =
_Table3.default;","use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\n\n\nvar
_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\n\nvar _slicedToArray2 =
require('babel-runtime/helpers/slicedToArray');\n\n\nvar _slicedToArray3 =
_interopRequireDefault(_slicedToArray2);\n\n\nvar _react = require('react');\n\n\nvar _react2 =
_interopRequireDefault(_react);\n\n\nvar _propTypes = require('prop-types');\n\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\n\nvar _timeUtils = require('./timeUtils');\n\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\n\n\nfunction
getStyles(props, context) {\n  var styles =
{\n    root: {\n      directionInvariant: true,\n      display: 'inline-block',\n      position: 'absolute',\n      width: 32,\n      height: 32,\n      borderRadius: '100%',\n      left: 'calc(50% - 16px)',\n      top: 10,\n      textAlign: 'center',\n      padding: 5,\n      userSelect: 'none',\n      /* Chrome all / Safari all */\n      fontSize: '1.1em',\n      pointerEvents: 'none',\n      boxSizing: 'border-box'\n    }\n  };
\n  var muiTheme = context.muiTheme;\n  var pos =
props.value;\n  if (props.type === 'hour') {\n    pos %= 12;\n  } else {\n    pos = pos / 5;\n  }\n  var positions =
[[0, 5], [54.5, 16.6], [94.4, 59.5], [109, 114], [94.4, 168.5], [54.5, 208.4], [0, 223], [-54.5, 208.4], [-94.4, 168.5], [-
109, 114], [-94.4, 59.5], [-54.5, 19.6]];\n  var innerPositions = [[0, 40], [36.9, 49.9], [64, 77], [74, 114], [64, 151],
[37, 178], [0, 188], [-37, 178], [-64, 151], [-74, 114], [-64, 77], [-37, 50]];\n  if (props.isSelected) {\n
styles.root.backgroundColor = muiTheme.timePicker.accentColor;\n

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styles.root.color = muiTheme.timePicker.selectTextColor;\n }\n\n var transformPos = positions[pos];\n\n if ((0,
_timeUtils.isInner)(props)) {\n styles.root.width = 28;\n styles.root.height = 28;\n styles.root.left = 'calc(50% -
14px)';\n transformPos = innerPositions[pos];\n }\n\n var _transformPos = transformPos,\n _transformPos2 =
(0, _slicedToArray3.default)(_transformPos, 2),\n x = _transformPos2[0],\n y = _transformPos2[1];\n\n styles.root.transform = 'translate(' + x + 'px, ' + y + 'px)';\n return styles;\n}\n\nvar ClockNumber = function
(_Component) {\n (0, _inherits3.default)(ClockNumber, _Component);\n\n function ClockNumber() {\n (0,
_classCallCheck3.default)(this, ClockNumber);\n return (0, _possibleConstructorReturn3.default)(this,
(ClockNumber.__proto__ || (0, _getPrototypeOf2.default)(ClockNumber)).apply(this, arguments));\n }\n\n (0,
_createClass3.default)(ClockNumber, [{\n key: 'render',\n
value: function render() {\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles =
getStyles(this.props, this.context);\n var clockNumber = this.props.value === 0 ? '00' : this.props.value;\n
return _react2.default.createElement('span', {\n style: prepareStyles(styles.root)\n }, clockNumber);\n }
}]);\n return ClockNumber;\n}(_react.Component);\n\nClockNumber.defaultProps = {\n value: 0,\n type:
'minute',\n isSelected: false\n};\n\nClockNumber.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nClockNumber.propTypes = process.env.NODE_ENV !==
'production' ? {\n isSelected: _propTypes2.default.bool,\n onSelect: _propTypes2.default.func,\n type:
_propTypes2.default.oneOf(['hour', 'minute']),\n value: _propTypes2.default.number\n} : {};\n\nexports.default =
ClockNumber;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar
_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n
default: obj\n };}\n\nfunction calcAngle(value, base) {\n value %= base;\n var angle = 360 / base * value;\n
return angle;\n}\n\nfunction getStyles(props, context, state) {\n var hasSelected = props.hasSelected,\n type =
props.type,\n value = props.value;\n var inner = state.inner;\n var timePicker = context.muiTheme.timePicker;\n
var angle = type === 'hour' ? calcAngle(value, 12) : calcAngle(value, 60);\n var styles = {\n root: {\n height:
inner ? '30%' : '40%',\n background: timePicker.accentColor,\n width: 2,\n left: 'calc(50% - 1px)',\n
position: 'absolute',\n bottom: '50%',\n transformOrigin: 'bottom',\n pointerEvents: 'none',\n transform:
'rotateZ(' + angle + 'deg)\n },\n mark: {\n boxSizing: 'content-box',\n background:
timePicker.selectTextColor,\n border: '4px solid ' + timePicker.accentColor,\n display: hasSelected &
'none',\n width: 7,\n height: 7,\n position: 'absolute',\n
top: -5,\n left: -6,\n borderRadius: '100%\n }\n };}\n return styles;\n}\n\nvar ClockPointer = function
(_Component) {\n (0, _inherits3.default)(ClockPointer, _Component);\n\n function ClockPointer() {\n var
_ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, ClockPointer);\n\n for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n
}\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
ClockPointer.__proto__ || (0, _getPrototypeOf2.default)(ClockPointer)).call.apply(_ref, [this].concat(args))), _this),
_this.state = {\n inner: false\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0,
_createClass3.default)(ClockPointer, [{\n key: 'componentWillMount',\n value: function componentWillMount()
{\n this.setState({\n inner: (0, _timeUtils.isInner)(this.props)\n

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});\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function
componentWillReceiveProps(nextProps) {\n this.setState({\n inner: (0, _timeUtils.isInner)(nextProps)\n
});\n }\n }, {\n key: 'render',\n value: function render() {\n if (this.props.value === null) {\n return
_react2.default.createElement('span', null);\n }\n\n var styles = getStyles(this.props, this.context, this.state);\n
var prepareStyles = this.context.muiTheme.prepareStyles;\n return _react2.default.createElement('div', {\n
style: prepareStyles(styles.root)\n }, _react2.default.createElement('div', {\n style:
prepareStyles(styles.mark)\n }));\n }\n }]);\n return
ClockPointer;\n})(_react.Component);\n\nClockPointer.defaultProps = {\n hasSelected: false,\n value: null,\n type:
'minute'\n};\nClockPointer.contextTypes = {\n muiTheme:
_propTypes2.default.isRequired\};\nClockPointer.propTypes = process.env.NODE_ENV
!=="production" ? {\n hasSelected: _propTypes2.default.bool,\n type: _propTypes2.default.oneOf(['hour',
'minute']),\n value: _propTypes2.default.number\n } : {};\n\nexports.default = ClockPointer;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nexports.default =
exports.ToolbarTitle = exports.ToolbarSeparator = exports.ToolbarGroup = exports.Toolbar = undefined;\n\nvar
_Toolbar2 = require('./Toolbar');\n\nvar _Toolbar3 = _interopRequireDefault(_Toolbar2);\n\nvar _ToolbarGroup2 =
require('./ToolbarGroup');\n\nvar _ToolbarGroup3 = _interopRequireDefault(_ToolbarGroup2);\n\nvar
_ToolbarSeparator2 = require('./ToolbarSeparator');\n\nvar _ToolbarSeparator3 =
_interopRequireDefault(_ToolbarSeparator2);\n\nvar _ToolbarTitle2 = require('./ToolbarTitle');\n\nvar
_ToolbarTitle3 = _interopRequireDefault(_ToolbarTitle2);\n\n\nfunction _interopRequireDefault(obj) {\n return obj
&& obj.__esModule ? obj : {\n default: obj\n };\n}\n\n\nexports.Toolbar
= _Toolbar3.default;\nexports.ToolbarGroup = _ToolbarGroup3.default;\nexports.ToolbarSeparator =
_ToolbarSeparator3.default;\nexports.ToolbarTitle = _ToolbarTitle3.default;\n\nexports.default =
_Toolbar3.default;","use strict";\n\nvar reactIs = require('react-is');\n\n/**\n * Copyright 2015, Yahoo! Inc.\n *
Copyrights licensed under the New BSD License. See the accompanying LICENSE file for terms.\n */\n\n\nvar
REACT_STATICS = {\n childContextTypes: true,\n contextType: true,\n contextTypes: true,\n defaultProps:
true,\n displayName: true,\n getDefaultProps: true,\n getDerivedStateFromError: true,\n
getDerivedStateFromProps: true,\n mixins: true,\n propTypes: true,\n type: true\n};\n\nvar KNOWN_STATICS =
{\n name: true,\n length: true,\n prototype: true,\n caller: true,\n callee: true,\n arguments: true,\n arity:
true\n};\n\nvar FORWARD_REF_STATICS = {\n '$$typeof': true,\n render: true,\n defaultProps: true,\n
displayName: true,\n propTypes: true\n};\n\nvar MEMO_STATICS
= {\n '$$typeof': true,\n compare: true,\n defaultProps: true,\n displayName: true,\n propTypes: true,\n type:
true\n};\n\nvar TYPE_STATICS = {};\n\nTYPE_STATICS[reactIs.ForwardRef] =
FORWARD_REF_STATICS;\n\nTYPE_STATICS[reactIs.Memo] = MEMO_STATICS;\n\n\nfunction
getStatics(component) {\n // React v16.11 and below\n if (reactIs.isMemo(component)) {\n return
MEMO_STATICS;\n } // React v16.12 and above\n\n\n return TYPE_STATICS[component['$$typeof']] ||
REACT_STATICS;\n }\n\n\nvar defineProperty = Object.defineProperty;\n\nvar getOwnPropertyNames =
Object.getOwnPropertyNames;\n\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\n\nvar
getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\n\nvar getPrototypeOf =
Object.getPrototypeOf;\n\nvar objectPrototype = Object.prototype;\n\n\nfunction
hoistNonReactStatics(targetComponent, sourceComponent, blacklist) {\n if (typeof sourceComponent !== 'string')
{\n // don't hoist over string (html) components\n if (objectPrototype)
{\n var inheritedComponent = getPrototypeOf(sourceComponent);\n\n if (inheritedComponent &&
inheritedComponent !== objectPrototype) {\n hoistNonReactStatics(targetComponent, inheritedComponent,
blacklist);\n }\n }\n\n var keys = getOwnPropertyNames(sourceComponent);\n\n if
(getOwnPropertySymbols) {\n keys = keys.concat(getOwnPropertySymbols(sourceComponent));\n }\n\n var
targetStatics = getStatics(targetComponent);\n var sourceStatics = getStatics(sourceComponent);\n\n for (var i =
0; i < keys.length; ++i) {\n var key = keys[i];\n\n if (!KNOWN_STATICS[key] && !(blacklist &&
blacklist[key]) && !(sourceStatics && sourceStatics[key]) && !(targetStatics && targetStatics[key])) {\n var

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descriptor = getOwnPropertyDescriptor(sourceComponent, key);\n\n    try {\n        // Avoid failures from read-only properties\n        defineProperty(targetComponent, key, descriptor);\n    } catch (e) {} }\n\n    }\n\n    }\n\n    return targetComponent;\n}\n\nmodule.exports = hoistNonReactStatics;"/*\n * This method returns `false`.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {boolean} Returns `false`.\n *\n * @example\n *\n * _times(2, _stubFalse);\n * // => [false, false]\n *\nfunction stubFalse() {\n    return false;\n}\n\nexport default stubFalse;"import root from './_root.js';\n\n/* Detect free variable `exports` */\n\nvar freeExports = typeof exports === 'object' && exports && !exports.nodeType && exports;\n\n/* Detect free variable `module` */\n\nvar freeModule = freeExports && typeof module === 'object' && module && !module.nodeType && module;\n\n/* Detect the popular CommonJS extension `module.exports` */\n\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n\n/* Built-in value references */\n\nvar Buffer = moduleExports ? root.Buffer : undefined,\n    allocUnsafe = Buffer ? Buffer.allocUnsafe : undefined;\n\n/*\n * Creates a clone of `buffer`.\n *\n * @private\n * @param {Buffer} buffer The buffer to clone.\n * @param {boolean} [isDeep] Specify a deep clone.\n * @returns {Buffer} Returns the cloned buffer.\n *\nfunction cloneBuffer(buffer, isDeep) {\n    if (isDeep) {\n        return buffer.slice();\n    }\n\n    var length = buffer.length,\n        result = allocUnsafe ?\n        allocUnsafe(length) : new buffer.constructor(length);\n    buffer.copy(result);\n    return result;\n}\n\nexport default cloneBuffer;"/* A function that accepts a potential "extra argument" value to be injected later, and returns an instance of the thunk middleware that uses that value */\n\nfunction createThunkMiddleware(extraArgument) {\n    // Standard Redux middleware definition pattern:\n    // See: https://redux.js.org/tutorials/fundamentals/part-4-store#writing-custom-middleware\n    var middleware = function middleware(_ref) {\n        var dispatch = _ref.dispatch,\n            getState = _ref.getState;\n        return function (next) {\n            return function (action) {\n                // The thunk middleware looks for any functions that were passed to `store.dispatch`.\n                // If this "action" is really a function, call it and return the result.\n                if (typeof action === 'function') {\n                    // Inject the store's `dispatch` and `getState` methods, as well as any "extra arg"\n                    return action(dispatch, getState, extraArgument);\n                } // Otherwise, pass the action down the middleware chain as usual\n                return next(action);\n            }; \n        }; \n    }; \n\n    return middleware;\n}\n\nvar thunk = createThunkMiddleware(); // Attach the factory function so users can create a customized version\n// with whatever "extra arg" they want to inject into their thunks\n\nthunk.withExtraArgument = createThunkMiddleware;\n\nexport default thunk;"export default\n\nfunction _defineProperty(obj, key, value) {\n    if (key in obj) {\n        Object.defineProperty(obj, key, {\n            value: value,\n            enumerable: true,\n            configurable: true,\n            writable: true\n        });\n    } else {\n        obj[key] = value;\n    }\n\n    return obj;\n}"import defineProperty from './defineProperty';\n\nexport default function _objectSpread(target) {\n    for (var i = 1; i < arguments.length; i++) {\n        var source = arguments[i] != null ? arguments[i] : {};\n        var ownKeys = Object.keys(source);\n        if (typeof Object.getOwnPropertySymbols === 'function') {\n            ownKeys =\n            ownKeys.concat(Object.getOwnPropertySymbols(source).filter(function (sym) {\n                return\n                Object.getOwnPropertyDescriptor(source, sym).enumerable;\n            }));\n        }\n        ownKeys.forEach(function (key) {\n            defineProperty(target, key, source[key]);\n        });\n    }\n\n    return target;\n}"/*\n * @license React v16.14.0\n * react.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the LICENSE file in the root directory of this source tree.\n *\n'use\nstrict';\n\nvar I = require('object-assign'),\n\n    n = "function" === typeof Symbol && Symbol.for,\n    p = n ? Symbol.for("react.element") : 60103,\n    q = n ? Symbol.for("react.portal") : 60106,\n    r = n ? Symbol.for("react.fragment") : 60107,\n    t = n ? Symbol.for("react.strict_mode") : 60108,\n    u = n ? Symbol.for("react.profiler") : 60114,\n    v = n ? Symbol.for("react.provider") : 60109,\n    w = n ? Symbol.for("react.context") : 60110,\n    x = n ? Symbol.for("react.forward_ref") : 60112,\n    y = n ? Symbol.for("react.suspense") : 60113,\n    z = n ? Symbol.for("react.memo") : 60115,\n    A = n ? Symbol.for("react.lazy") : 60116,\n    B = "function" === typeof Symbol && Symbol.iterator;\n\nfunction C(a) {\n    for (var b = "https://reactjs.org/docs/error-decoder.html?invariant=" + a, c = 1; c < arguments.length; c++) {\n        b += "&args[]=" +

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encodeURIComponent(arguments[c]);\n }\n\n return \"Minified React error #\" + a + \"; visit \" + b + \" for the full message

```
or use the non-minified dev environment for full errors and additional helpful warnings.);\n\n\nvar D = {\n  isMounted: function isMounted() {\n    return !1;\n  },\n  enqueueForceUpdate: function enqueueForceUpdate()\n  {},\n  enqueueReplaceState: function enqueueReplaceState() {},\n  enqueueSetState: function enqueueSetState()\n  {}},\n  E = {};\n\nfunction F(a, b, c) {\n  this.props = a;\n  this.context = b;\n  this.refs = E;\n  this.updater = c ||\n  D;\n}\n\nF.prototype.isReactComponent = {};\n\nF.prototype.setState = function (a, b) {\n  if (!\"object\" !== typeof\n  a && !\"function\" !== typeof a && null !== a) throw Error(C(85));\n  this.updater.enqueueSetState(this, a, b,\n  \"setState\");\n};\n\nF.prototype.forceUpdate = function (a) {\n  this.updater.enqueueForceUpdate(this, a,\n  \"forceUpdate\");\n};\n\nfunction G() {\n}\n\nG.prototype = F.prototype;\n\nfunction H(a, b, c) {\n  this.props = a;\n  this.context = b;\n  this.refs = E;\n  this.updater = c || D;\n}\n\n\nvar I = H.prototype = new\n  G();\n\nI.constructor = H;\n\nI.isPureReactComponent = !0;\n\nvar J = {\n  current: null\n},\n  K =\n  Object.prototype.hasOwnProperty,\n  L = {\n  key: !0,\n  ref: !0,\n  __self: !0,\n  __source: !0\n},\n\nfunction M(a,\n  b, c) {\n  var e,\n  d = {},\n  g = null,\n  k = null;\n  if (null !== b) for (e in void 0 !== b.ref && (k = b.ref),\n  void 0 !== b.key && (g = \"\" + b.key), b) {\n    K.call(b, e) && !L.hasOwnProperty(e) && (d[e] = b[e]);\n  }\n  var\n  f = arguments.length - 2;\n  if (1 === f) d.children = c;else if (1 < f) {\n    for (var h = Array(f), m = 0; m < f; m++)\n      {\n        h[m] = arguments[m + 2];\n      }\n    d.children = h;\n  }\n  if (a && a.defaultProps) for (e in f =\n  a.defaultProps, f) {\n    void 0 === d[e] && (d[e] = f[e]);\n  }\n  return {\n    $$typeof: p,\n    type: a,\n    key: g,\n    ref: k,\n    props: d,\n    _owner: J.current\n  };}\n\n\nfunction N(a, b) {\n  return {\n    $$typeof: p,\n    type:\n    a.type,\n    key: b,\n    ref: a.ref,\n    props: a.props,\n    _owner: a._owner\n  };}\n\n\nfunction O(a) {\n  return \"object\" === typeof a && null !== a\n  && a.$$typeof === p;\n}\n\n\nfunction escape(a) {\n  var b = {\n    \"=\": \"=0\",\n    \":\": \"=:2\"\n  };}\n  return \"${\n  (\"\" + a).replace(/[=]/g, function (a) {\n    return b[a];\n  });}\n\n\nvar P = /\\/+g,\n  Q = [];\n\nfunction R(a, b, c,\n  e) {\n  if (Q.length) {\n    var d = Q.pop();\n    d.result = a;\n    d.keyPrefix = b;\n    d.func = c;\n    d.context = e;\n    d.count = 0;\n    return d;\n  }\n  return {\n    result: a,\n    keyPrefix: b,\n    func: c,\n    context: e,\n    count: 0\n  };}\n\n\nfunction S(a) {\n  a.result = null;\n  a.keyPrefix = null;\n  a.func = null;\n  a.context = null;\n  a.count = 0;\n  10 > Q.length && Q.push(a);\n}\n\n\nfunction T(a, b, c, e) {\n  var d = typeof a;\n  if (!\"undefined\" === d ||\n  !\"boolean\" === d) a = null;\n  var g = !1;\n  if (null === a) g = !0;else switch (d) {\n    case \"string\":\n    case\n    \"number\":\n      g = !0;\n      break;\n\n    case \"object\":\n      switch (a.$$typeof) {\n        case p:\n          case q:\n            g = !0;\n            }\n      }\n  }\n  if (g) return c(e, a, \"\" === b ? \"\" + U(a, 0) : b), 1;\n  g = 0;\n  b = \"\" === b ? \"\" : b + \"\";\n  if\n  (Array.isArray(a)) for (var k = 0; k < a.length; k++) {\n    d = a[k];\n    var f = b + U(d, k);\n    g += T(d, f, c, e);\n  }\n  else if (null === a || \"object\" !== typeof a ? f = null : (f = B && a[B] || a[\"@@iterator\"], f = \"function\" ===\n  typeof f ? f : null), \"function\" === typeof f) for (a = f.call(a), k = 0; !(d = a.next()).done;) {\n    d = d.value, f = b +\n  U(d, k++), g += T(d, f, c, e);\n  }\n  else if (!\"object\" === d) throw c = \"\" + a, Error(C(31), \"[object Object]\" === c ?\n  \"object with keys {\" + Object.keys(a).join(\" \", \"\") + \"}\" : c, \"\");\n  return g;\n}\n\n\nfunction V(a, b, c) {\n  return\n  null == a ? 0 : T(a, \"\", b, c);\n}\n\n\nfunction U(a, b) {\n  return \"object\" === typeof a && null !== a && null !==\n  a.key ? escape(a.key) : b.toString(36);\n}\n\n\nfunction W(a, b) {\n  a.func.call(a.context, b,\n  a.count++);\n}\n\n\nfunction aa(a, b, c) {\n  var e = a.result,\n  d = a.keyPrefix;\n  a = a.func.call(a.context, b,\n  a.count++);\n  Array.isArray(a) ? X(a, e, c, function (a) {\n    return a;\n  }) : null !== a && (O(a) && (a = N(a, d +\n  (!a.key || b && b.key === a.key ? \"\" : (\"\" + a.key).replace(P, \"$&^\") + \"^\") + c)), e.push(a));\n}\n\n\nfunction\n  X(a, b, c, e, d) {\n  var g = \"\";\n  null !== c && (g = (\"\" + c).replace(P, \"$&^\") + \"^\");\n  b = R(b, g, e, d);\n  V(a,\n  aa, b);\n  S(b);\n}\n\n\nvar Y = {\n  current: null\n};\n\nfunction Z() {\n  var a = Y.current;\n  if (null === a) throw\n  Error(C(321));\n  return a;\n}\n\n\nvar ba = {\n  ReactCurrentDispatcher: Y,\n  ReactCurrentBatchConfig: {\n\n  suspense: null\n  },\n  ReactCurrentOwner: J,\n  IsSomeRendererActing: {\n    current: !1\n  },\n  assign:\n  l\n};\n\nexports.Children = {\n  map: function map(a, b, c) {\n    if (null == a) return\n    a;\n    var e = [];\n    X(a, e, null, b, c);\n    return e;\n  },\n  forEach: function forEach(a, b, c) {\n    if (null == a)\n    return a;\n    b = R(null, null, b, c);\n    V(a, W, b);\n    S(b);\n  },\n  count: function count(a) {\n    return V(a,
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function () {
  return null;
}, null);
}, toArray: function toArray(a) {
  var b = [];
  X(a, b, null,
function (a) {
  return a;
});
return b;
}, only: function only(a) {
  if (!O(a)) throw
Error(C(143));
return a;
});
};
exports.Component = F;
exports.Fragment = r;
exports.Profiler =
u;
exports.PureComponent = H;
exports.StrictMode = t;
exports.Suspense =
y;
exports.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED =
ba;
exports.cloneElement = function (a, b, c) {
  if (null === a || void 0 === a) throw Error(C(267, a));
  var e =
l({}, a.props),
  d = a.key,
  g = a.ref,
  k = a._owner;
  if (null != b) {
    void 0 !== b.ref && (g =
b.ref, k = J.current);
    void 0 !== b.key && (d = "" + b.key);
    if (a.type && a.type.defaultProps) var f = a.type.defaultProps;
    for (h in b) {
      K.call(b, h) && !L.hasOwnProperty(h) && (e[h] = void 0 === b[h] && void 0 !== f ? f[h] :
b[h]);
    }
    var h = arguments.length - 2;
    if (1 === h) e.children = c;
    else if (1 < h) {
      f = Array(h);
      for (var m = 0; m < h; m++) {
        f[m] = arguments[m + 2];
      }
      e.children = f;
    }
    return {
      $$typeof: p,
      type: a.type,
      key: d,
      ref: g,
      props: e,
      _owner: k
    };
  };
};
exports.createContext =
function (a, b) {
  void 0 === b && (b = null);
  var a = {
    $$typeof: w,
    _calculateChangedBits: b,
    _currentValue: a,
    _currentValue2: a,
    _threadCount: 0,
    Provider: null,
    Consumer: null
  };
  a.Provider = {
    $$typeof: v,
    _context: a
  };
  return a.Consumer = a;
};
};
exports.createElement =
M;
exports.createFactory = function (a) {
  var b =
M.bind(null, a);
  b.type = a;
  return b;
};
};
exports.createRef = function () {
  return {
    current: null
  };
};
};
exports.forwardRef = function (a) {
  return {
    $$typeof: x,
    render: a
  };
};
};
exports.isValidElement = O;
exports.lazy = function (a) {
  return {
    $$typeof: A,
    _ctor: a,
    _status: -1,
    _result: null
  };
};
};
exports.memo = function (a, b) {
  return {
    $$typeof: z,
    type: a,
    compare: void 0 === b ? null : b
  };
};
};
exports.useCallback = function (a, b) {
  return Z().useCallback(a,
b);
};
};
exports.useContext = function (a, b) {
  return Z().useContext(a, b);
};
};
exports.useDebugValue =
function () {};
};
exports.useEffect = function (a, b) {
  return Z().useEffect(a,
b);
};
};
exports.useImperativeHandle = function (a, b, c) {
  return Z().useImperativeHandle(a, b,
c);
};
};
exports.useLayoutEffect = function (a, b) {
  return Z().useLayoutEffect(a, b);
};
};
exports.useMemo =
function
(a, b) {
  return Z().useMemo(a, b);
};
};
exports.useReducer = function (a, b, c) {
  return Z().useReducer(a, b,
c);
};
};
exports.useRef = function (a) {
  return Z().useRef(a);
};
};
exports.useState = function (a) {
  return
Z().useState(a);
};
};
exports.version = "16.14.0";
/** @license React v16.14.0
 * react-dom.production.min.js
 * Copyright (c) Facebook, Inc. and its affiliates.
 * This source code is licensed
under the MIT license found in the
 * LICENSE file in the root directory of this source tree.
 */
Modernizr
3.0.0pre (Custom Build) | MIT
'use strict';
var aa = require("react"),
  n = require("object-assign"),
  r = require("scheduler");
function u(a) {
  for (var b = "https://reactjs.org/docs/error-decoder.html?invariant=" +
a, c = 1; c < arguments.length; c++) {
    b += "&args[]=" + encodeURIComponent(arguments[c]);
  }
  return "Minified React error #" + a + "; visit " + b + " for the full message
or use the non-minified dev environment for full errors and additional helpful warnings.";
}
if (!aa) throw
Error(u(227));
function ba(a, b, c, d, e, f, g, h, k) {
  var l = Array.prototype.slice.call(arguments, 3);
  try {
    b.apply(c, l);
  } catch (m) {
    this.onError(m);
  }
  var da = !1,
    ea = null,
    fa = !1,
    ha = null,
    ia = {
      onError: function onError(a) {
        da = !0;
        ea = a;
      }
    };
  function ja(a, b, c, d, e, f, g, h, k) {
    da = !1;
    ea = null;
    ba.apply(ia, arguments);
  }
  function ka(a, b, c, d, e, f, g, h, k) {
    ja.apply(this,
arguments);
  }
  if (da) {
    if (da) {
      var l = ea;
      da = !1;
      ea = null;
    } else throw
Error(u(198));
    fa || (fa = !0, ha = l);
  }
  var la = null,
    ma = null,
    na = null;
  function oa(a, b, c) {
    var d = a.type || "unknown-event";
    a.currentTarget = na(c);
    ka(d, b, void 0, a);
    a.currentTarget =
null;
  }
  var pa = null;
  qa = {};
  function ra() {
    if (pa) for (var a in qa) {
      var b = qa[a],
        c = pa.indexOf(a);
      if (!(-1 < c))
throw Error(u(96, a));
      if (!sa[c]) {
        if (!b.extractEvents) throw Error(u(97, a));
        sa[c] = b;
        c =
b.eventTypes;
        for (var d in c) {
          var e = void 0;
          var f = c[d],
            g = b,
            h = d;

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if (ta.hasOwnProperty(h)) throw Error(u(99, h));\n    ta[h] = f;\n    var k = f.phasedRegistrationNames;\nif (k) {\n    for (e in k) {\n        k.hasOwnProperty(e) && ua(k[e], g, h);\n    }\n    e = !0;\n} else\nf.registrationName ? (ua(f.registrationName, g, h), e = !0) : e = !1;\nif (!e) throw Error(u(98, d, a));\n}\n}\n}\n}\n\nfunction ua(a, b, c) {\n    if (va[a]) throw Error(u(100, a));\n    va[a] = b;\n    wa[a] =\nb.eventTypes[c].dependencies;\n}\n\nvar sa = [],\n    ta = {},\n    va = {},\n    wa = {};\n\nfunction xa(a) {\n    var\n    b = !1,\n    c;\n    for (c in a) {\n        if (a.hasOwnProperty(c)) {\n            var d = a[c];\n            if (!qa.hasOwnProperty(c)\n            || qa[c] !== d) {\n                if (qa[c]) throw Error(u(102, c));\n                qa[c] = d;\n                b = !0;\n            }\n        }\n    }\n    b &&\n    ra();\n}\n\nvar ya = !("undefined" === typeof window || "undefined" === typeof window.document ||\n"undefined" === typeof window.document.createElement),\n    za = null,\n    Aa = null,\n    Ba = null;\n\nfunction\nCa(a) {\n    if (a = ma(a)) {\n        if ("function" !== typeof za) throw Error(u(280));\n        var b = a.stateNode;\n        b &&\n        (b = la(b), za(a.stateNode, a.type, b));\n    }\n}\n\nfunction Da(a) {\n    Aa ? Ba ? Ba.push(a) : Ba = [a] : Aa =\na;\n}\n\nfunction Ea() {\n    if (Aa) {\n        var a = Aa,\n            b = Ba;\n        Ba = Aa = null;\n        Ca(a);\n        if (b) for (a = 0;\na < b.length; a++) {\n            Ca(b[a]);\n        }\n    }\n}\n\nfunction Fa(a, b) {\n    return a(b);\n}\n\nfunction Ga(a, b, c, d, e)\n{\n    return a(b, c, d, e);\n}\n\nfunction\nHa() {\n}\n\nvar Ia = Fa,\n    Ja = !1,\n    Ka = !1;\n\nfunction La() {\n    if (null !== Aa || null !== Ba) Ha(),\n    Ea();\n}\n\nfunction Ma(a, b, c) {\n    if (Ka) return a(b, c);\n    Ka = !0;\n    try {\n        return Ia(a, b, c);\n    } finally {\n        Ka = !1,\n        La();\n    }\n}\n\nvar Na = /^[A-Z_a-z\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02FF\u0370-\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\uD7FF\uF900-\uFDCF\uFDF0-\uFFF0]:[A-Z_a-z\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02FF\u0370-\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\uD7FF\uF900-\uFDCF\uFDF0-\uFFF0]-0-9\u00B7\u0300-\u036F\u203F-\u2040]*$/,\n    Oa = Object.prototype.hasOwnProperty,\n    Pa = {},\n    Qa =\n{};\n\nfunction Ra(a) {\n    if (Oa.call(Qa, a)) return !0;\n    if (Oa.call(Pa, a)) return !1;\n    if (Na.test(a)) return Qa[a] =\n!0;\n    Pa[a] = !0;\n    return !1;\n}\n\nfunction Sa(a, b, c, d) {\n    if (null !== c && 0 === c.type) return !1;\n    switch\n    (typeof b) {\n        case "function":\n        case "symbol":\n            return !0;\n        case "boolean":\n            if (d) return !1;\n            if (null !== c) return !c.acceptsBooleans;\n            a = a.toLowerCase().slice(0, 5);\n            return "data-" !== a &&\n            "aria-" !== a;\n        default:\n            return !1;\n    }\n}\n\nfunction Ta(a, b, c, d) {\n    if (null === b || "undefined" ===\ntypeof b || Sa(a, b, c, d)) return !0;\n    if (d) return !1;\n    if (null !== c) switch (c.type) {\n        case 3:\n            return !b;\n        case 4:\n            return !1 === b;\n        case 5:\n            return isNaN(b);\n        case 6:\n            return isNaN(b) || 1 > b;\n    }\n}\n\nreturn !1;\n}\n\nfunction v(a, b, c, d, e, f) {\n    this.acceptsBooleans = 2 === b || 3 === b || 4 === b;\n    this.attributeName = d;\n    this.attributeNamespace = e;\n    this.mustUseProperty = c;\n    this.propertyName = a;\n    this.type = b;\n    this.sanitizeURL = f;\n}\n\nvar C = {};\n\n"children dangerouslySetInnerHTML defaultValue\n    defaultChecked innerHTML suppressContentEditableWarning\n    suppressHydrationWarning style".split(" ").forEach(function (a) {\n    C[a] = new v(a, 0, !1, a, null,\n    !1);\n});\n\n["acceptCharset", "accept-charset", ["className", "class"], ["htmlFor", "for"], ["httpEquiv",\n"http-equiv"]].forEach(function (a) {\n    var b = a[0];\n    C[b] = new v(b, 1, !1, a[1], null,\n    !1);\n});\n\n["contentEditable", "draggable", "spellCheck", "value"].forEach(function (a) {\n    C[a] = new v(a, 2,\n    !1, a.toLowerCase(), null, !1);\n});\n\n["autoReverse", "externalResourcesRequired", "focusable",\n"preserveAlpha"].forEach(function (a) {\n    C[a] = new v(a, 2, !1, a, null, !1);\n});\n\n"allowFullScreen async\n    autoFocus autoPlay controls default defer disabled disablePictureInPicture formNoValidate hidden loop noModule\n    noValidate open playsInline readOnly required reversed scoped seamless itemScope".split(" ").forEach(function\n    (a) {\n    C[a] = new v(a, 3, !1, a.toLowerCase(), null, !1);\n});\n\n["checked", "multiple", "muted",\n"selected"].forEach(function (a) {\n    C[a] = new v(a, 3, !0, a, null, !1);\n});\n\n["capture",\n"download"].forEach(function (a) {\n    C[a] = new v(a, 4, !1, a, null, !1);\n});\n\n["cols", "rows", "size",\n"span"].forEach(function (a) {\n    C[a] = new v(a, 6, !1, a, null, !1);\n});\n\n["rowSpan", "start"].forEach(function\n    (a) {\n    C[a] = new v(a, 5, !1, a.toLowerCase(), null, !1);\n});\n\nvar Ua = /[\-:]([a-z])/g;\n\nfunction Va(a) {\n    return\n    a[1].toUpperCase();\n}\n\n\n"accent-height alignment-baseline arabic-form baseline-shift cap-height clip-path clip-\nrule color-interpolation color-interpolation-filters color-profile color-rendering dominant-baseline enable-\nbackground fill-opacity fill-rule flood-color flood-opacity font-family font-size font-size-adjust font-stretch font-

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style font-variant font-weight glyph-name glyph-orientation-horizontal glyph-orientation-vertical horiz-adv-x horiz-origin-x image-rendering letter-spacing lighting-color marker-end marker-mid marker-start overline-position overline-thickness paint-order panose-1 pointer-events rendering-intent shape-rendering stop-color stop-opacity strikethrough-position strikethrough-thickness stroke-dasharray stroke-dashoffset stroke-linecap stroke-linejoin stroke-miterlimit stroke-opacity stroke-width text-anchor text-decoration text-rendering underline-position underline-thickness unicode-bidi unicode-range units-per-em v-alphabetic v-hanging v-ideographic v-mathematical vector-effect vert-adv-y vert-origin-x vert-origin-y word-spacing writing-mode xmlns:xlink x-height".split("\\").forEach(function (a) {\n var b = a.replace(Ua, Va);\n C[b] = new v(b, 1, !1, a, null, !1);\n});\n\xlink:actuate xlink:arcrole xlink:role xlink:show xlink:title xlink:type".split("\\").forEach(function (a) {\n var b = a.replace(Ua, Va);\n C[b] = new v(b, 1, !1, a, "http://www.w3.org/1999/xlink", !1);\n});\n["xml:base", "xml:lang", "xml:space"].forEach(function (a) {\n var b = a.replace(Ua, Va);\n C[b] = new v(b, 1, !1, a, "http://www.w3.org/XML/1998/namespace", !1);\n});\n["tabIndex", "crossOrigin"].forEach(function (a) {\n C[a] = new v(a, 1, !1, a.toLowerCase(), null, !1);\n});\nC.xlinkHref = new v("xlink:href", 1, !1, "xlink:href", "http://www.w3.org/1999/xlink", !0);\n["src", "href", "action", "formAction"].forEach(function (a) {\n C[a] = new v(a, 1, !1, a.toLowerCase(), null, !0);\n});\nvar Wa = aa.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED;\nWa.hasOwnProperty("ReactCurrentDispatcher") || (Wa.ReactCurrentDispatcher = {\n current: null\n});\nWa.hasOwnProperty("ReactCurrentBatchConfig") || (Wa.ReactCurrentBatchConfig = {\n suspense: null\n});\n\nfunction Xa(a, b, c, d) {\n var e = C.hasOwnProperty(b) ? C[b] : null;\n var f = null !== e ? 0 === e.type : d ? !1 : !(2 < b.length) || "o" !== b[0] && "O" !== b[0] || "n" !== b[1] && "N" !== b[1] ? !1 : !0;\n f || (Ta(b, c, e, d) && (c = null), d || null === e ? Ra(b) && (null === c ? a.removeAttribute(b) : a.setAttribute(b, "" + c)) : e.mustUseProperty ? a[e.propertyName] = null === c ? 3 === e.type ? !1 : "" : c : (b = e.attributeName, d = e.attributeNamespace, null === c ? a.removeAttribute(b) : (e = e.type, c = 3 === e || 4 === e && !0 === c ? "" : "" + c, d ? a.setAttributeNS(d, b, c) : a.setAttribute(b, c)));\n}\n\nvar Ya = /^(.*)[\\|\\/]/,\n E = "function" === typeof Symbol && Symbol.for,\n Za = E ? Symbol.for("react.element") : 60103,\n \$a = E ? Symbol.for("react.portal") : 60106,\n ab = E ? Symbol.for("react.fragment") : 60107,\n bb = E ? Symbol.for("react.strict_mode") : 60108,\n cb = E ? Symbol.for("react.profiler") : 60114,\n db = E ? Symbol.for("react.provider") : 60109,\n eb = E ? Symbol.for("react.context") : 60110,\n fb = E ? Symbol.for("react.concurrent_mode") : 60111,\n gb = E ? Symbol.for("react.forward_ref") : 60112,\n hb = E ? Symbol.for("react.suspense") : 60113,\n ib = E ? Symbol.for("react.suspense_list") : 60120,\n jb = E ? Symbol.for("react.memo") : 60115,\n kb = E ? Symbol.for("react.lazy") : 60116,\n lb = E ? Symbol.for("react.block") : 60121,\n mb = "function" === typeof Symbol && Symbol.iterator;\n\nfunction nb(a) {\n if (null === a || "object" !== typeof a) return null;\n a = mb && a[mb] || a["@@iterator"]; \n return "function" === typeof a ? a : null;\n}\n\nfunction ob(a) {\n if (-1 === a._status) {\n a._status = 0;\n var b = a._ctor;\n b = b();\n a._result = b;\n b.then(function (b) {\n 0 === a._status && (b = b.default, a._status = 1, a._result = b);\n }, function (b) {\n 0 === a._status && (a._status = 2, a._result = b);\n });\n }\n}\n\nfunction pb(a) {\n if (null == a) return null;\n if ("function" === typeof a) return a.displayName || a.name || null;\n if ("string" === typeof a) return a;\n\n switch (a) {\n case ab:\n return "Fragment";\n case \$a:\n return "Portal";\n case cb:\n return "Profiler";\n case bb:\n return "StrictMode";\n case hb:\n return "Suspense";\n case ib:\n return "SuspenseList";\n }\n\n if ("object" === typeof a) switch (a.\$typeof) {\n case eb:\n return "Context.Consumer";\n case db:\n return "Context.Provider";\n case gb:\n var b = a.render;\n b = b.displayName || b.name || "";\n return a.displayName || ("\" \" !== b ? \"ForwardRef(\" + b + \")\" : \"ForwardRef\");\n case jb:\n return pb(a.type);\n case lb:\n return pb(a.render);\n case kb:\n if (a = 1 === a._status ? a._result : null) return pb(a);\n }\n\n return null;\n}\n\nfunction qb(a) {\n var b = "";\n\n do {\n a: switch (a.tag) {\n case 3:\n case 4:\n case 6:\n case 7:\n case 10:\n case 9:\n var c = "";\n break a;\n default:\n var d = a._debugOwner,\n e = a._debugSource,\n

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    f = pb(a.type);\n    c = null;\n    d && (c = pb(d.type));\n    d = f;\n    f = \"\";\n    e ? f = \" (at \"\n
+ e.fileName.replace(Ya, \"\") + \":\" + e.lineNumber + \")\" : c && (f = \" (created by \" + c + \")\");\n    c = \"\"\n
in \" + (d || \"Unknown\") + f;\n    }\n    b += c;\n    a = a.return;\n    } while (a);\n    return b;\n}\n\nfunction rb(a)\n{\n    switch (typeof a) {\n        case \"boolean\":\n        case \"number\":\n        case \"object\":\n        case \"string\":\n        case\n
\"undefined\":\n        return a;\n        default:\n        return \"\";\n    }\n}\n\nfunction sb(a) {\n    var b = a.type;\n    return (a\n
= a.nodeName) && \"input\" === a.toLowerCase() && (\"checkbox\" === b || \"radio\" === b);\n}\n\nfunction tb(a)\n{\n    var b = sb(a) ? \"checked\" : \"value\";\n    c = Object.getOwnPropertyDescriptor(a.constructor.prototype, b),\n    d = \"\" + a[b];\n    if (!a.hasOwnProperty(b) && \"undefined\" !== typeof c && \"function\" === typeof\n
c.get && \"function\" === typeof c.set) {\n        var e = c.get,\n        f = c.set;\n        Object.defineProperty(a, b, {\n            configurable: !0,\n            get: function get() {\n                return e.call(this);\n            },\n            set: function set(a) {\n                d = \"\"\n
+ a;\n                f.call(this, a);\n            }\n        });\n        Object.defineProperty(a, b, {\n            enumerable: c.enumerable\n
});\n    }\n    return {\n        getValue: function getValue() {\n            return d;\n        },\n        setValue: function setValue(a) {\n            d =\n
\"\" + a;\n        },\n        stopTracking: function stopTracking() {\n            a._valueTracker = null;\n            delete a[b];\n        }\n    }\n}\n\nfunction xb(a) {\n    a._valueTracker || (a._valueTracker = tb(a));\n}\n\nfunction yb(a) {\n    if (!a)\n
return !1;\n    var b = a._valueTracker;\n    if (!b) return !0;\n    var c = b.getValue();\n    var d = \"\";\n    a && (d = sb(a) ?\n
a.checked ? \"true\" : \"false\" : a.value);\n    a = d;\n    return a !== c ? (b.setValue(a), !1) : !1;\n}\n\nfunction\n
zb(a, b) {\n    var c = b.checked;\n    return n({}, b, {\n        defaultChecked: void 0,\n        defaultValue: void 0,\n        value:\n
void 0,\n        checked: null !== c ? c : a._wrapperState.initialChecked\n    });\n}\n\nfunction Ab(a, b) {\n    var c = null ===\n
b.defaultValue ? \"\" : b.defaultValue,\n    d = null !== b.checked ? b.checked : b.defaultChecked;\n    c = rb(null !==\n
b.value ? b.value : c);\n    a._wrapperState = {\n        initialChecked: d,\n        initialValue: c,\n        controlled: \"checkbox\"\n
=== b.type || \"radio\" === b.type ? null !== b.checked : null !== b.value\n    };\n}\n\nfunction Bb(a, b) {\n    b =\n
b.checked;\n    null !== b && Xa(a, \"checked\", b, !1);\n}\n\nfunction Cb(a, b) {\n    Bb(a, b);\n    var c = rb(b.value),\n    d = b.type;\n    if (null !== c) {\n        if (\"number\" === d) {\n            if (0 === c && \"\" === a.value || a.value !== c)\n
a.value = \"\" + c;\n        } else a.value !== \"\" + c && (a.value = \"\" + c);\n    } else if (\"submit\" === d || \"reset\" ===\n
d) {\n        a.removeAttribute(\"value\");\n    }\n    return;\n}\n\n    b.hasOwnProperty(\"value\") ? Db(a, b.type, c) : b.hasOwnProperty(\"defaultValue\") && Db(a,\n
b.type, rb(b.defaultValue));\n    null === b.checked && null !== b.defaultChecked && (a.defaultChecked =\n
!!b.defaultChecked);\n}\n\nfunction Eb(a, b, c) {\n    if (b.hasOwnProperty(\"value\") ||\n
b.hasOwnProperty(\"defaultValue\")) {\n        var d = b.type;\n        if (!(\"submit\" !== d && \"reset\" !== d || void 0 !==\n
b.value && null !== b.value)) return;\n        b = \"\" + a._wrapperState.initialValue;\n        c || b === a.value || (a.value =\n
b);\n        a.defaultValue = b;\n    }\n    c = a.name;\n    \"\" !== c && (a.name = \"\");\n    a.defaultChecked =\n
!!a._wrapperState.initialChecked;\n    \"\" !== c && (a.name = c);\n}\n\nfunction Db(a, b, c) {\n    if (\"number\" !== b ||\n
a.ownerDocument.activeElement !== a) null === c ? a.defaultValue = \"\" + a._wrapperState.initialValue :\n
a.defaultValue !== \"\" + c && (a.defaultValue = \"\" + c);\n}\n\nfunction Fb(a) {\n    var b = \"\";\n    aa.Children.forEach(a,\n
function (a) {\n        null !== a && (b += a);\n    });\n    return b;\n}\n\nfunction Gb(a, b) {\n    a = n({\n        children: void\n
0\n    }, b);\n    if (b = Fb(b.children)) a.children = b;\n    return a;\n}\n\nfunction Hb(a, b, c, d) {\n    a = a.options;\n    (b)\n
{\n        b = {};\n        for (var e = 0; e < c.length; e++) {\n            b[\"$\" + c[e]] = !0;\n        }\n        for (c = 0; c <\n
a.length; c++) {\n            e = b.hasOwnProperty(\"$\" + a[c].value), a[c].selected !== e && (a[c].selected = e), e && d\n
&& (a[c].defaultSelected = !0);\n        }\n    } else {\n        c = \"\" + rb(c);\n        b = null;\n        for (e = 0; e < a.length; e++)\n
{\n            if (a[e].value === c) {\n                a[e].selected = !0;\n                d && (a[e].defaultSelected = !0);\n                return;\n
            }\n            null !== b || a[e].disabled || (b = a[e]);\n        }\n        null !== b && (b.selected = !0);\n    }\n}\n\nfunction Ib(a,\n
b) {\n    if (null !== b.dangerouslySetInnerHTML) throw Error(u(91));\n    return n({}, b, {\n        value: void 0,\n        defaultValue: void 0,\n        children: \"\" + a._wrapperState.initialValue\n
});\n}\n\nfunction Jb(a, b) {\n    var c =\n
b.value;\n    if (null === c) {\n        c = b.children;\n        b = b.defaultValue;\n        if (null !== c) {\n            if (null !== b) throw\n
Error(u(92));\n            if (Array.isArray(c)) {\n                if (!(1 >= c.length)) throw Error(u(93));\n                c = c[0];\n            }\n            b = c;\n        }\n        null === b && (b = \"\");\n        c = b;\n    }\n    a._wrapperState = {\n        initialValue: rb(c)\n
};\n}\n\nfunction Kb(a, b) {\n    var c = rb(b.value),\n    d = rb(b.defaultValue);\n    null !== c && (c = \"\" + c, c !==

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a.value && (a.value = c), null == b.defaultValue && a.defaultValue !== c && (a.defaultValue = c));\n null != d
&& (a.defaultValue = "" + d);\n}\n\nfunction Lb(a) {\n var b = a.textContent;\n b ===
a._wrapperState.initialValue && "" !== b && null !== b && (a.value = b);\n}\n\nvar Mb = {\n html:
"http://www.w3.org/1999/xhtml",\n mathml: "http://www.w3.org/1998/Math/MathML",\n
svg: "http://www.w3.org/2000/svg",\n}\n\nfunction Nb(a) {\n switch (a) {\n case "svg":\n return
"http://www.w3.org/2000/svg";\n case "math":\n return "http://www.w3.org/1998/Math/MathML";\n
default:\n return "http://www.w3.org/1999/xhtml";\n }\n}\n\nfunction Ob(a, b) {\n return null == a ||
"http://www.w3.org/1999/xhtml" === a ? Nb(b) : "http://www.w3.org/2000/svg" === a && "foreignObject"
=== b ? "http://www.w3.org/1999/xhtml" : a;\n}\n\nvar Pb,\n Qb = function (a) {\n return "undefined" !==
typeof MSApp && MSApp.execUnsafeLocalFunction ? function (b, c, d, e) {\n
MSApp.execUnsafeLocalFunction(function () {\n return a(b, c, d, e);\n });\n } : a;\n}(function (a, b) {\n if
(a.namespaceURI !== Mb.svg || "innerHTML" in a) a.innerHTML = b;else {\n Pb = Pb ||
document.createElement("div");\n Pb.innerHTML = "<svg>" + b.valueOf().toString() + "</svg>";\n for (b
= Pb.firstChild; a.firstChild;) {\n
a.removeChild(a.firstChild);\n }\n for (; b.firstChild;) {\n a.appendChild(b.firstChild);\n }
}\n}\n\nfunction Rb(a, b) {\n if (b) {\n var c = a.firstChild;\n if (c && c === a.lastChild && 3 ===
c.nodeType) {\n c.nodeValue = b;\n return;\n }\n }\n a.textContent = b;\n}\n\nfunction Sb(a, b) {\n var c
= {};\n c[a.toLowerCase()] = b.toLowerCase();\n c["Webkit" + a] = "webkit" + b;\n c["Moz" + a] = "moz" +
b;\n return c;\n}\n\nvar Tb = {\n animationend: Sb("Animation", "AnimationEnd"),\n animationiteration:
Sb("Animation", "AnimationIteration"),\n animationstart: Sb("Animation", "AnimationStart"),\n
transitionend: Sb("Transition", "TransitionEnd")\n},\n Ub = {},\n Vb = {};\n\nya && (Vb =
document.createElement("div").style, "AnimationEvent" in window || (delete Tb.animationend.animation, delete
Tb.animationiteration.animation, delete Tb.animationstart.animation), "TransitionEvent" in window || delete
Tb.transitionend.transition);\n\nfunction Wb(a) {\n if (Ub[a]) return Ub[a];\n if (!Tb[a]) return a;\n var b =
Tb[a],\n c;\n for (c in b) {\n if (b.hasOwnProperty(c) && c in Vb) return Ub[a] = b[c];\n }\n return
a;\n}\n\nvar Xb = Wb("animationend"),\n Yb = Wb("animationiteration"),\n Zb = Wb("animationstart"),\n
$b = Wb("transitionend"),\n ac = "abort canplay canplaythrough durationchange emptied encrypted ended error
loadeddata loadedmetadata loadstart pause play playing progress ratechange seeked seeking stalled suspend
timeupdate volumechange waiting".split(" ");\n bc = new ("function" === typeof WeakMap ? WeakMap :
Map)();\n\nfunction cc(a) {\n var b = bc.get(a);\n void 0 === b && (b = new Map(), bc.set(a, b));\n return
b;\n}\n\nfunction dc(a) {\n var b = a,\n c = a;\n if (a.alternate) for (; b.return;) {\n b = b.return;\n } else {\n a
= b;\n do {\n b = a, 0 !== (b.effectTag & 1026) && (c = b.return), a
= b.return;\n } while (a);\n }\n return 3 === b.tag ? c : null;\n}\n\nfunction ec(a) {\n if (13 === a.tag) {\n var b
= a.memoizedState;\n null === b && (a = a.alternate, null !== a && (b = a.memoizedState));\n if (null !== b)
return b.dehydrated;\n }\n return null;\n}\n\nfunction fc(a) {\n if (dc(a) !== a) throw
Error(u(188));\n}\n\nfunction gc(a) {\n var b = a.alternate;\n\n if (!b) {\n b = dc(a);\n if (null === b) throw
Error(u(188));\n return b !== a ? null : a;\n }\n\n for (var c = a, d = b;;) {\n var e = c.return;\n if (null === e)
break;\n var f = e.alternate;\n\n if (null === f) {\n d = e.return;\n\n if (null !== d) {\n c = d;\n
continue;\n }\n\n break;\n }\n\n if (e.child === f.child) {\n for (f = e.child; f;) {\n if (f === c)
return fc(e), a;\n if (f === d) return fc(e), b;\n f = f.sibling;\n }\n\n throw Error(u(188));\n }\n\n if
(c.return !== d.return)
c = e, d = f;else {\n for (var g = !1, h = e.child; h;) {\n if (h === c) {\n g = !0;\n c = e;\n d =
f;\n break;\n }\n\n if (h === d) {\n g = !0;\n d = e;\n c = f;\n break;\n }\n\n h = h.sibling;\n }\n\n if (!g) {\n for (h = f.child; h;) {\n if (h === c) {\n g = !0;\n c =
f;\n d = e;\n break;\n }\n\n if (h === d) {\n g = !0;\n d = f;\n c = e;\n
break;\n }\n\n h = h.sibling;\n }\n\n if (!g) throw Error(u(189));\n }\n }\n\n if (c.alternate
!== d) throw Error(u(190));\n }\n\n if (3 !== c.tag) throw Error(u(188));\n return c.stateNode.current === c ? a :
b;\n}\n\nfunction hc(a) {\n a = gc(a);\n if (!a) return null;\n\n for (var b = a;;) {\n if (5 === b.tag || 6 === b.tag)

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return b;\n  if (b.child)
  b.child.return = b, b = b.child;else {\n  if (b === a) break;\n\n  for (; !b.sibling;) {\n    if (!b.return || b.return
=== a) return null;\n    b = b.return;\n  }\n  b.sibling.return = b.return;\n  b = b.sibling;\n  }\n}\n\n
return null;\n}\n\nfunction ic(a, b) {\n  if (null == b) throw Error(u(30));\n  if (null == a) return b;\n\n  if
(Array.isArray(a)) {\n    if (Array.isArray(b)) return a.push.apply(a, b), a;\n    a.push(b);\n    return a;\n  }\n\n  return
Array.isArray(b) ? [a.concat(b) : [a, b];\n}\n\nfunction jc(a, b, c) {\n  Array.isArray(a) ? a.forEach(b, c) : a &&
b.call(c, a);\n}\n\nvar kc = null;\n\nfunction lc(a) {\n  if (a) {\n    var b = a._dispatchListeners,\n    c =
a._dispatchInstances;\n    if (Array.isArray(b)) for (var d = 0; d < b.length && !a.isPropagationStopped(); d++) {\n
oa(a, b[d], c[d]);\n  } else b && oa(a, b, c);\n    a._dispatchListeners = null;\n    a._dispatchInstances = null;\n
a.isPersistent() || a.constructor.release(a);\n  }\n}\n\nfunction mc(a) {\n  null !== a && (kc = ic(kc, a));\n  a = kc;\n  kc = null;\n\n  if (a) {\n    jc(a, lc);\n    if
(kc) throw Error(u(95));\n    if (fa) throw a = ha, fa = !1, ha = null, a;\n  }\n}\n\nfunction nc(a) {\n  a = a.target ||
a.srcElement || window;\n  a.correspondingUseElement && (a = a.correspondingUseElement);\n  return 3 ===
a.nodeType ? a.parentNode : a;\n}\n\nfunction oc(a) {\n  if (!ya) return !1;\n  a = \"on\" + a;\n  var b = (a in
document);\n  b || (b = document.createElement(\"div\"), b.setAttribute(a, \"return;\"), b = \"function\" === typeof
b[a]);\n  return b;\n}\n\nvar pc = [];\n\nfunction qc(a) {\n  a.topLevelType = null;\n  a.nativeEvent = null;\n
a.targetInst = null;\n  a.ancestors.length = 0;\n  10 > pc.length && pc.push(a);\n}\n\nfunction rc(a, b, c, d) {\n  if
(pc.length) {\n    var e = pc.pop();\n    e.topLevelType = a;\n    e.eventSystemFlags = d;\n    e.nativeEvent = b;\n
e.targetInst = c;\n    return e;\n  }\n}\n\nreturn {\n  topLevelType: a,\n  eventSystemFlags: d,\n  nativeEvent: b,\n  targetInst: c,\n  ancestors: []\n
};\n}\n\nfunction sc(a) {\n  var b = a.targetInst,\n  c = b;\n\n  do {\n    if (!c) {\n      a.ancestors.push(c);\n
break;\n    }\n\n    var d = c;\n    if (3 === d.tag) d = d.stateNode.containerInfo;else {\n      for (; d.return;) {\n
d = d.return;\n      }\n\n      d = 3 !== d.tag ? null : d.stateNode.containerInfo;\n    }\n\n    if (!d) break;\n    b = c.tag;\n
5 !== b && 6 !== b || a.ancestors.push(c);\n    c = tc(d);\n  } while (c);\n\n  for (c = 0; c < a.ancestors.length; c++)
{\n    b = a.ancestors[c];\n    var e = nc(a.nativeEvent);\n    d = a.topLevelType;\n    var f = a.nativeEvent,\n    g =
a.eventSystemFlags;\n    0 === c && (g |= 64);\n\n    for (var h = null, k = 0; k < sa.length; k++) {\n      var l =
sa[k];\n      l && (l = l.extractEvents(d, b, f, e, g)) && (h = ic(h, l));\n    }\n\n    mc(h);\n  }\n}\n\nfunction uc(a, b, c)
{\n  if (!c.has(a)) {\n    switch (a) {\n      case \"scroll\":\n        vc(b, \"scroll\", !0);\n        break;\n\n      case
\"focus\":\n        case \"blur\":\n          vc(b, \"focus\", !0);\n          vc(b, \"blur\", !0);\n          c.set(\"blur\",
null);\n          c.set(\"focus\",
null);\n          break;\n\n      case \"cancel\":\n        case \"close\":\n          oc(a) && vc(b, a, !0);\n          break;\n\n      case
\"invalid\":\n        case \"submit\":\n        case \"reset\":\n          break;\n\n      default:\n        -1 === ac.indexOf(a) &&
F(a, b);\n    }\n\n    c.set(a, null);\n  }\n}\n\nvar wc,\nxc,\nyc,\nzc = !1,\nAc = [],\nBc = null,\nCc =
null,\nDc = null,\nEc = new Map(),\nFc = new Map(),\nGc = [],\nHc = \"mousedown mouseup
touchcancel touchend touchstart auxclick dblclick pointercancel pointerdown pointerup dragend dragstart drop
compositionend compositionstart keydown keypress keyup input textInput close cancel copy cut paste click change
contextmenu
reset submit\".split(\" \"),\nIc = \"focus blur dragenter dragleave mouseover mouseout pointerover pointerout
gotpointercapture lostpointercapture\".split(\" \");\n\nfunction Jc(a, b) {\n  var c = cc(b);\n  Hc.forEach(function (a)
{\n    uc(a, b, c);\n  });\n  Ic.forEach(function (a) {\n    uc(a, b, c);\n  });\n}\n\nfunction Kc(a, b, c, d, e) {\n  return
{\n    blockedOn: a,\n    topLevelType: b,\n    eventSystemFlags: c | 32,\n    nativeEvent: e,\n    container: d\n
};\n}\n\nfunction Lc(a, b) {\n  switch (a) {\n    case \"focus\":\n    case \"blur\":\n      Bc = null;\n      break;\n\n    case
\"dragenter\":\n    case \"dragleave\":\n      Cc = null;\n      break;\n\n    case \"mouseover\":\n    case
\"mouseout\":\n      Dc = null;\n      break;\n\n    case \"pointerover\":\n    case \"pointerout\":\n      Ec.delete(b.pointerId);\n      break;\n\n    case
\"gotpointercapture\":\n    case \"lostpointercapture\":\n      Fc.delete(b.pointerId);\n  }\n}\n\nfunction Mc(a, b, c,
d, e, f) {\n  if (null === a || a.nativeEvent !== f) return a = Kc(b, c, d, e, f), null !== b && (b = Nc(b), null !== b
&& xc(b)), a;\n  a.eventSystemFlags |= d;\n  return a;\n}\n\nfunction Oc(a, b, c, d, e) {\n  switch (b) {\n    case

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\"focus\":\n    return Bc = Mc(Bc, a, b, c, d, e), !0;\n\n case \"dragerter\":\n    return Cc = Mc(Cc, a, b, c, d, e),
!0;\n\n case \"mouseover\":\n    return Dc = Mc(Dc, a, b, c, d, e), !0;\n\n case \"pointerover\":\n    var f =
e.pointerId;\n    Ec.set(f, Mc(Ec.get(f) || null, a, b, c, d, e));\n    return !0;\n\n case \"gotpointercapture\":\n\n return f = e.pointerId, Fc.set(f, Mc(Fc.get(f) || null, a, b, c, d, e)), !0;\n };\n\n\nfunction Pc(a) {\n var
b = tc(a.target);\n\n if (null !== b) {\n    var c = dc(b);\n    if (null !== c) if (b = c.tag, 13 === b) {\n        if (b = ec(c),
null !== b) {\n            a.blockedOn = b;\n            r.unstable_runWithPriority(a.priority, function () {\n                yc(c);\n
            });\n            return;\n        }\n    } else if (3 === b && c.stateNode.hydrate) {\n        a.blockedOn = 3 === c.tag ?
c.stateNode.containerInfo : null;\n        return;\n    }\n}\n\n a.blockedOn = null;\n\n\nfunction Qc(a) {\n if (null
!== a.blockedOn) return !1;\n\n var b = Rc(a.topLevelType, a.eventSystemFlags, a.container, a.nativeEvent);\n\n if
(null !== b) {\n    var c = Nc(b);\n    null !== c && xc(c);\n    a.blockedOn = b;\n    return !1;\n }\n\n return
!0;\n\n\nfunction Sc(a, b, c) {\n Qc(a) && c.delete(b);\n}\n\nfunction Tc() {\n for (zc = !1; 0 < Ac.length;)\n\n var a = Ac[0];\n\n if (null !== a.blockedOn) {\n    a = Nc(a.blockedOn);\n    null !== a && wc(a);\n    break;\n
}\n\n var b = Rc(a.topLevelType, a.eventSystemFlags, a.container, a.nativeEvent);\n\n null !== b ? a.blockedOn =
b : Ac.shift();\n }\n\n null !== Bc && Qc(Bc) && (Bc = null);\n\n null !== Cc && Qc(Cc) && (Cc = null);\n\n null
!== Dc && Qc(Dc) && (Dc = null);\n\n Ec.forEach(Sc);\n\n Fc.forEach(Sc);\n}\n\n\nfunction
Uc(a, b) {\n a.blockedOn === b && (a.blockedOn = null, zc || (zc = !0,
r.unstable_scheduleCallback(r.unstable_NormalPriority, Tc)));;\n}\n\n\nfunction Vc(a) {\n function b(b) {\n return
Uc(b, a);\n }\n\n if (0 < Ac.length) {\n    Uc(Ac[0], a);\n\n for (var c = 1; c < Ac.length; c++) {\n    var d =
Ac[c];\n    d.blockedOn === a && (d.blockedOn = null);\n    }\n\n null !== Bc && Uc(Bc, a);\n\n null !== Cc
&& Uc(Cc, a);\n\n null !== Dc && Uc(Dc, a);\n\n Ec.forEach(b);\n\n Fc.forEach(b);\n\n for (c = 0; c < Gc.length; c++)
{\n    d = Gc[c], d.blockedOn === a && (d.blockedOn = null);\n    }\n\n for (; 0 < Gc.length && (c = Gc[0], null
=== c.blockedOn);)\n    Pc(c), null === c.blockedOn && Gc.shift();\n }\n}\n\n\nvar Wc = {},\n Yc = new
Map(),\n Zc = new Map(),\n $c = [\"abort\", \"abort\", Xb, \"animationEnd\", Yb, \"animationIteration\", Zb,
\"animationStart\", \"canplay\", \"canPlay\", \"canplaythrough\", \"canPlayThrough\", \"durationchange\",
\"durationChange\", \"emptied\", \"emptied\", \"encrypted\", \"encrypted\", \"ended\", \"ended\", \"error\", \"error\",
\"gotpointercapture\", \"gotPointerCapture\", \"load\", \"load\", \"loadeddata\", \"loadedData\", \"loadedmetadata\",
\"loadedMetadata\", \"loadstart\", \"loadStart\", \"lostpointercapture\", \"lostPointerCapture\", \"playing\",
\"playing\", \"progress\", \"progress\", \"seeking\", \"seeking\", \"stalled\", \"stalled\", \"suspend\", \"suspend\",
\"timeupdate\", \"timeUpdate\", $b, \"transitionEnd\", \"waiting\", \"waiting\"];\n\nfunction ad(a, b) {\n for (var c =
0; c < a.length; c += 2) {\n    var d = a[c],\n        e = a[c + 1],\n        f = \"on\" + (e[0].toUpperCase() + e.slice(1));\n\n f = {\n    phasedRegistrationNames: {\n        bubbled: f,\n        captured: f + \"Capture\"\n    },\n    dependencies:
[d],\n    eventPriority: b\n };;\n    Zc.set(d, b);\n    Yc.set(d, f);\n    Wc[e] = f;\n }\n}\n\n\nad(\"blur blur cancel
cancel click click close
close contextmenu contextMenu copy copy cut cut auxclick auxClick dblclick doubleClick dragend dragEnd
dragstart dragStart drop drop focus focus input input invalid invalid keydown keyDown keypress keyPress keyup
keyUp mousedown mouseDown mouseup mouseUp paste paste pause pause play play pointercancel pointerCancel
pointerdown pointerDown pointerup pointerUp ratechange rateChange reset reset seeked seeked submit submit
touchcancel touchCancel touchend touchEnd touchstart touchStart volumechange volumeChange\".split(\" \"),
0);\n\nad(\"drag drag dragerter dragEnter dragExit dragExit dragleave dragLeave dragover dragOver mousemove
mousemove mouseout mouseOut mouseover mouseOver pointermove pointerMove pointerout pointerOut
pointerover pointerOver scroll scroll toggle toggle touchmove touchMove wheel wheel\".split(\" \"), 1);\n\nad($c,
2);\n\nfor (var bd = \"change selectionchange textInput compositionstart compositionend
compositionupdate\".split(\" \"), cd = 0; cd < bd.length; cd++) {\n
Zc.set(bd[cd], 0);\n}\n\n\nvar dd = r.unstable_UserBlockingPriority,\n ed = r.unstable_runWithPriority,\n fd =
!0;\n\nfunction F(a, b) {\n vc(b, a, !1);\n}\n\n\nfunction vc(a, b, c) {\n var d = Zc.get(b);\n\n switch (void 0 === d ?
2 : d) {\n case 0:\n    d = gd.bind(null, b, 1, a);\n    break;\n\n case 1:\n    d = hd.bind(null, b, 1, a);\n
break;\n\n default:\n    d = id.bind(null, b, 1, a);\n }\n\n c ? a.addEventListener(b, d, !0) : a.addEventListener(b,
d, !1);\n}\n\n\nfunction gd(a, b, c, d) {\n Ja || Ha();\n\n var e = id,\n    f = Ja;\n\n Ja = !0;\n\n try {\n    Ga(e, a, b, c,

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d);\n } finally {\n (Ja = f) || La();\n }\n}\n\nfunction hd(a, b, c, d) {\n ed(dd, id.bind(null, a, b, c,
d));\n}\n\nfunction id(a, b, c, d) {\n if (fd) if (0 < Ac.length && -1 < Hc.indexOf(a)) a = Kc(null, a, b, c, d),
Ac.push(a);else {\n var e = Rc(a, b, c, d);\n if (null === e) Lc(a, d);else if (-1 < Hc.indexOf(a)) a = Kc(e, a, b, c,
d), Ac.push(a);else if (!Oc(e,
a, b, c, d)) {\n Lc(a, d);\n a = rc(a, d, null, b);\n\n try {\n Ma(sc, a);\n } finally {\n qc(a);\n
}\n }\n }\n}\n\nfunction Rc(a, b, c, d) {\n c = nc(d);\n c = tc(c);\n\n if (null !== c) {\n var e = dc(c);\n if
(null === e) c = null;else {\n var f = e.tag;\n\n if (13 === f) {\n c = ec(e);\n if (null !== c) return c;\n
c = null;\n } else if (3 === f) {\n if (e.stateNode.hydrate) return 3 === e.tag ? e.stateNode.containerInfo :
null;\n c = null;\n } else e !== c && (c = null);\n }\n }\n\n a = rc(a, d, c, b);\n\n try {\n Ma(sc, a);\n }
finally {\n qc(a);\n }\n\n return null;\n}\n\nvar jd = {\n animationIterationCount: !0,\n backgroundImageOutset: !0,\n
borderImageSlice: !0,\n backgroundImageWidth: !0,\n boxFlex: !0,\n boxFlexGroup: !0,\n boxOrdinalGroup: !0,\n
columnCount: !0,\n columns: !0,\n flex: !0,\n flexGrow: !0,\n flexPositive: !0,\n flexShrink: !0,\n flexNegative:
!0,\n flexOrder: !0,\n gridArea: !0,\n gridRow: !0,\n gridRowEnd: !0,\n gridRowSpan: !0,\n gridRowStart: !0,\n
gridColumn: !0,\n gridColumnEnd: !0,\n gridColumnSpan: !0,\n gridColumnStart: !0,\n fontWeight: !0,\n
lineClamp: !0,\n lineHeight: !0,\n opacity: !0,\n order: !0,\n orphans: !0,\n tabSize: !0,\n widows: !0,\n zIndex:
!0,\n zoom: !0,\n fillOpacity: !0,\n floodOpacity: !0,\n stopOpacity: !0,\n strokeDasharray: !0,\n
strokeDashoffset: !0,\n strokeMiterlimit: !0,\n strokeOpacity: !0,\n strokeWidth: !0\n},\n kd = ["Webkit",
"ms", "Moz", "O"];\nObject.keys(jd).forEach(function (a) {\n kd.forEach(function (b) {\n b = b +
a.charAt(0).toUpperCase() + a.substring(1);\n jd[b] = jd[a];\n });\n});\n\nfunction ld(a, b, c) {\n return null == b ||
"boolean" === typeof b || "" === b ? "" : c || "number" !== typeof b || 0 === b || jd.hasOwnProperty(a) &&
jd[a] ? (" " + b).trim() : b + "px";\n}\n\nfunction md(a, b) {\n a =
a.style;\n\n for (var c in b) {\n if (b.hasOwnProperty(c)) {\n var d = 0 === c.indexOf("--"),\n e = ld(c,
b[c], d);\n "float" === c && (c = "cssFloat");\n d ? a.setProperty(c, e) : a[c] = e;\n }\n }\n}\n\nvar nd =
n({\n menuitem: !0\n}, {\n area: !0,\n base: !0,\n br: !0,\n col: !0,\n embed: !0,\n hr: !0,\n img: !0,\n input: !0,\n
keygen: !0,\n link: !0,\n meta: !0,\n param: !0,\n source: !0,\n track: !0,\n wbr: !0\n});\n\nfunction od(a, b) {\n if
(b) {\n if (nd[a] && (null != b.children || null != b.dangerouslySetInnerHTML)) throw Error(u(137, a, ""));\n\n
if (null != b.dangerouslySetInnerHTML) {\n if (null != b.children) throw Error(u(60));\n if (!("object" ===
typeof b.dangerouslySetInnerHTML && "__html" in b.dangerouslySetInnerHTML)) throw Error(u(61));\n }\n\n
if (null != b.style && "object" !== typeof b.style) throw Error(u(62, ""));\n }\n}\n\nfunction pd(a, b) {\n if (-1
=== a.indexOf("-"))
return "string" === typeof b.is;\n\n switch (a) {\n case "annotation-xml":\n case "color-profile":\n case
"font-face":\n case "font-face-src":\n case "font-face-uri":\n case "font-face-format":\n case "font-face-
name":\n case "missing-glyph":\n return !1;\n\n default:\n return !0;\n }\n}\n\nvar qd =
Mb.html;\n\nfunction rd(a, b) {\n a = 9 === a.nodeType || 11 === a.nodeType ? a : a.ownerDocument;\n var c =
cc(a);\n b = wa[b];\n\n for (var d = 0; d < b.length; d++) {\n uc(b[d], a, c);\n }\n}\n\nfunction sd() {\n}\n\nfunction
td(a) {\n a = a || ("undefined" !== typeof document ? document : void 0);\n if ("undefined" === typeof a) return
null;\n\n try {\n return a.activeElement || a.body;\n } catch (b) {\n return a.body;\n }\n}\n\nfunction ud(a) {\n
for (; a && a.firstChild;) {\n a = a.firstChild;\n }\n\n return a;\n}\n\nfunction vd(a, b) {\n var c = ud(a);\n a =
0;\n\n for (var d; c;) {\n if (3 ===
c.nodeType) {\n d = a + c.textContent.length;\n if (a <= b && d >= b) return {\n node: c,\n
offset: b -
a\n };;\n a = d;\n }\n\n a: {\n for (; c;) {\n if (c.nextSibling) {\n c = c.nextSibling;\n
break a;\n }\n\n c = c.parentNode;\n }\n\n c = void 0;\n }\n\n c = ud(c);\n }\n}\n\nfunction wd(a,
b) {\n return a && b ? a === b ? !0 : a && 3 === a.nodeType ? !1 : b && 3 === b.nodeType ? wd(a, b.parentNode)
: "contains" in a ? a.contains(b) : a.compareDocumentPosition ? !(a.compareDocumentPosition(b) & 16) : !1 :
!1;\n}\n\nfunction xd() {\n for (var a = window, b = td(); b instanceof a.HTMLIFrameElement;) {\n try {\n var
c = "string" === typeof b.contentWindow.location.href;\n } catch (d) {\n c = !1;\n }\n\n if (c) a =
b.contentWindow;else break;\n b = td(a.document);\n }\n\n return b;\n}\n\nfunction yd(a) {\n var b = a &&
a.nodeName && a.nodeName.toLowerCase();\n

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a && (a.stopPropagation ? a.stopPropagation() : \"unknown\" !== typeof a.cancelBubble && (a.cancelBubble = !0),
this.isPropagationStopped = be);\n },\n persist: function persist() {\n this.isPersistent = be;\n },\n isPersistent:
ce,\n destructor: function destructor() {\n var a = this.constructor.Interface,\n b;\n for (b in a) {\n
this[b] = null;\n }\n\n this.nativeEvent = this._targetInst = this.dispatchConfig = null;\n
this.isPropagationStopped = this.isDefaultPrevented = ce;\n this._dispatchInstances = this._dispatchListeners =
null;\n }\n});\nG.Interface = {\n type: null,\n target: null,\n
currentTarget: function currentTarget() {\n return null;\n },\n eventPhase: null,\n bubbles: null,\n cancelable:
null,\n timeStamp: function timeStamp(a) {\n return a.timeStamp || Date.now();\n },\n defaultPrevented: null,\n
isTrusted: null\n};\n\nG.extend = function (a) {\n function b() {};\n function c() {\n return d.apply(this,
arguments);\n }\n\n var d = this;\n b.prototype = d.prototype;\n var e = new b();\n n(e, c.prototype);\n
c.prototype = e;\n c.prototype.constructor = c;\n c.Interface = n({}, d.Interface, a);\n c.extend = d.extend;\n
de(c);\n return c;\n};\nnde(G);\n\nfunction ee(a, b, c, d) {\n if (this.eventPool.length) {\n var e =
this.eventPool.pop();\n this.call(e, a, b, c, d);\n return e;\n }\n\n return new this(a, b, c, d);\n}\n\nfunction fe(a)
{\n if (!(a instanceof this)) throw Error(u(279));\n a.destructor();\n 10 > this.eventPool.length &&
this.eventPool.push(a);\n}\n\nfunction de(a) {\n a.eventPool = [];\n a.getPooled
= ee;\n a.release = fe;\n}\n\nvar ge = G.extend({\n data: null\n}),\n he = G.extend({\n data: null\n}),\n ie = [9,
13, 27, 32],\n je = ya && \"CompositionEvent\" in window,\n ke = null;\n\nya && \"documentMode\" in
document && (ke = document.documentMode);\n\nvar le = ya && \"TextEvent\" in window && !ke,\n me = ya
&& (!je || ke && 8 < ke && 11 >= ke),\n ne = String.fromCharCode(32),\n oe = {\n beforeInput: {\n
phasedRegistrationNames: {\n bubbled: \"onBeforeInput\",,\n captured: \"onBeforeInputCapture\"\n },\n
dependencies: [\"compositionend\", \"keypress\", \"textInput\", \"paste\"]\n },\n compositionEnd: {\n
phasedRegistrationNames: {\n bubbled: \"onCompositionEnd\",,\n captured: \"onCompositionEndCapture\"\n
},\n dependencies: \"blur compositionend keydown keypress keyup mousedown\".split(\" \")\n },\n
compositionStart: {\n phasedRegistrationNames: {\n bubbled: \"onCompositionStart\",,\n captured:
\"onCompositionStartCapture\"\n
},\n dependencies: \"blur compositionstart keydown keypress keyup mousedown\".split(\" \")\n },\n
compositionUpdate: {\n phasedRegistrationNames: {\n bubbled: \"onCompositionUpdate\",,\n captured:
\"onCompositionUpdateCapture\"\n },\n dependencies: \"blur compositionupdate keydown keypress keyup
mousedown\".split(\" \")\n },\n pe = !1;\n\nfunction qe(a, b) {\n switch (a) {\n case \"keyup\":\n return -1
!== ie.indexOf(b.keyCode);\n\n case \"keydown\":\n return 229 !== b.keyCode;\n\n case \"keypress\":\n
case \"mousedown\":\n case \"blur\":\n return !0;\n\n default:\n return !1;\n }\n}\n\nfunction re(a) {\n a =
a.detail;\n return \"object\" === typeof a && \"data\" in a ? a.data : null;\n}\n\nvar se = !1;\n\nfunction te(a, b) {\n
switch (a) {\n case \"compositionend\":\n return re(b);\n\n case \"keypress\":\n if (32 !== b.which) return
null;\n\n pe = !0;\n return
ne;\n\n case \"textInput\":\n return a = b.data, a === ne && pe ? null : a;\n\n default:\n return null;\n
}\n}\n\nfunction ue(a, b) {\n if (se) return \"compositionend\" === a || !je && qe(a, b) ? (a = ae(), $d = Zd = Yd =
null, se = !1, a) : null;\n\n switch (a) {\n case \"paste\":\n return null;\n\n case \"keypress\":\n if
(!(b.ctrlKey || b.altKey || b.metaKey) || b.ctrlKey && b.altKey) {\n if (b.char && 1 < b.char.length) return
b.char;\n if (b.which) return String.fromCharCode(b.which);\n }\n\n return null;\n\n case
\"compositionend\":\n return me && \"ko\" !== b.locale ? null : b.data;\n\n default:\n return null;\n
}\n}\n\nvar ve = {\n eventTypes: oe,\n extractEvents: function extractEvents(a, b, c, d) {\n var e;\n if (je) b: {\n
switch (a) {\n case \"compositionstart\":\n var f = oe.compositionStart;\n break b;\n\n case
\"compositionend\":\n f = oe.compositionEnd;\n
break b;\n\n case \"compositionupdate\":\n f = oe.compositionUpdate;\n break b;\n }\n\n f = void 0;\n }
else se ? qe(a, c) && (f = oe.compositionEnd) : \"keydown\" === a && 229 === c.keyCode && (f
= oe.compositionStart);\n f ? (me && \"ko\" !== c.locale && (se || f !== oe.compositionStart ? f ===
oe.compositionEnd && se && (e = ae()) : (Yd = d, Zd = \"value\" in Yd ? Yd.value : Yd.textContent, se = !0)), f =
ge.getPooled(f, b, c, d), e ? f.data = e : (e = re(c), null !== e && (f.data = e)), Xd(f), e = f) : e = null;\n (a = le ?

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te(a, c) : ue(a, c)) ? (b = he.getPooled(oe.beforeInput, b, c, d), b.data = a, Xd(b)) : b = null;\n return null === e ? b :
null === b ? e : [e, b];\n }\n},\n we = {\n color: !0,\n date: !0,\n datetime: !0,\n "datetime-local": !0,\n email:
!0,\n month: !0,\n number: !0,\n password: !0,\n range: !0,\n search: !0,\n tel: !0,\n text: !0,\n time: !0,\n url:
!0,\n week: !0\n};\n\nfunction
xe(a) {\n var b = a && a.nodeName && a.nodeName.toLowerCase();\n return "input" === b ? !!we[a.type] :
"textarea" === b ? !0 : !1;\n}\n\nvar ye = {\n change: {\n phasedRegistrationNames: {\n bubbled:
"onChange",\n captured: "onChangeCapture"\n },\n dependencies: "blur change click focus input
keydown keyup selectionchange".split(" ")\n }\n};\n\nfunction ze(a, b, c) {\n a = G.getPooled(ye.change, a, b,
c);\n a.type = "change";\n Da(c);\n Xd(a);\n return a;\n}\n\nvar Ae = null,\n Be = null;\n\nfunction Ce(a) {\n
mc(a);\n}\n\nfunction De(a) {\n var b = Pd(a);\n if (yb(b)) return a;\n}\n\nfunction Ee(a, b) {\n if ("change" ===
a) return b;\n}\n\nvar Fe = !1;\n\nfunction Ge() {\n Ae && (Ae.detachEvent("onpropertychange", He), Be = Ae =
null);\n}\n\nfunction He(a) {\n if ("value" === a.propertyName && De(Be)) if (a = ze(Be, a, nc(a)), Ja)
mc(a);else {\n Ja = !0;\n\n try {\n Fa(Ce, a);\n } finally {\n Ja = !1, La();\n }\n }\n}\n\nfunction Ie(a,
b, c) {\n "focus" === a ? (Ge(), Ae = b, Be = c, Ae.attachEvent("onpropertychange", He)) : "blur" === a &&
Ge();\n}\n\nfunction Je(a) {\n if ("selectionchange" === a || "keyup" === a || "keydown" === a) return
De(Be);\n}\n\nfunction Ke(a, b) {\n if ("click" === a) return De(b);\n}\n\nfunction Le(a, b) {\n if ("input" === a
|| "change" === a) return De(b);\n}\n\nvar Me = {\n eventTypes: ye,\n _isInputEventSupported: Fe,\n
extractEvents: function extractEvents(a, b, c, d) {\n var e = b ? Pd(b) : window,\n f = e.nodeName &&
e.nodeName.toLowerCase();\n if ("select" === f || "input" === f && "file" === e.type) var g = Ee;else if
(xe(e)) {\n if (Fe) g = Le;else {\n g = Je;\n var h = Ie;\n } else (f = e.nodeName) && "input"
=== f.toLowerCase() && ("checkbox" === e.type || "radio" ===
e.type) && (g = Ke);\n if (g && (g = g(a, b))) return ze(g, c, d);\n h && h(a, e, b);\n "blur" === a && (a =
e._wrapperState) && a.controlled && "number" === e.type && Db(e, "number", e.value);\n }\n},\n Ne =
G.extend({\n view: null,\n detail: null\n}),\n Oe = {\n Alt: "altKey",\n Control: "ctrlKey",\n Meta:
"metaKey",\n Shift: "shiftKey"\n};\n\nfunction Pe(a) {\n var b = this.nativeEvent;\n return b.getModifierState ?
b.getModifierState(a) : (a = Oe[a]) ? !!b[a] : !1;\n}\n\nfunction Qe() {\n return Pe;\n}\n\nvar Re = 0,\n Se = 0,\n
Te = !1,\n Ue = !1,\n Ve = Ne.extend({\n screenX: null,\n screenY: null,\n clientX: null,\n clientY: null,\n
pageX: null,\n pageY: null,\n ctrlKey: null,\n shiftKey: null,\n altKey: null,\n metaKey: null,\n getModifierState:
Qe,\n button: null,\n buttons: null,\n relatedTarget: function relatedTarget(a) {\n return a.relatedTarget ||
(a.fromElement === a.srcElement ? a.toElement : a.fromElement);\n
},\n movementX: function movementX(a) {\n if ("movementX" in a) return a.movementX;\n var b = Re;\n Re = a.screenX;\n return Te ? "mousemove" === a.type ? a.screenX - b : 0 : (Te = !0, 0);\n },\n movementY:
function movementY(a) {\n if ("movementY" in a) return a.movementY;\n var b = Se;\n Se = a.screenY;\n return Ue ? "mousemove" === a.type ? a.screenY - b : 0 : (Ue = !0, 0);\n }\n}),\n We = Ve.extend({\n
pointerId: null,\n width: null,\n height: null,\n pressure: null,\n tangentialPressure: null,\n tiltX: null,\n tiltY:
null,\n twist: null,\n pointerType: null,\n isPrimary: null\n}),\n Xe = {\n mouseEnter: {\n registrationName:
"onMouseEnter",\n dependencies: ["mouseout", "mouseover"]\n },\n mouseLeave: {\n registrationName:
"onMouseLeave",\n dependencies: ["mouseout", "mouseover"]\n },\n pointerEnter: {\n registrationName:
"onPointerEnter",\n dependencies: ["pointerout", "pointerover"]\n
},\n pointerLeave: {\n registrationName: "onPointerLeave",\n dependencies: ["pointerout",
"pointerover"]\n }\n},\n Ye = {\n eventTypes: Xe,\n extractEvents: function extractEvents(a, b, c, d, e) {\n
var f = "mouseover" === a || "pointerover" === a,\n g = "mouseout" === a || "pointerout" === a;\n if (f
&& 0 === (e & 32) && (c.relatedTarget || c.fromElement) || !g && !f) return null;\n f = d.window === d ? d : (f =
d.ownerDocument) ? f.defaultView || f.parentWindow : window;\n\n if (g) {\n if (g = b, b = (b = c.relatedTarget
|| c.toElement) ? tc(b) : null, null !== b) {\n var h = dc(b);\n if (b !== h || 5 !== b.tag && 6 !== b.tag) b =
null;\n }\n } else g = null;\n\n if (g === b) return null;\n\n if ("mouseout" === a || "mouseover" === a)
{\n var k = Ve;\n var l = Xe.mouseLeave;\n var m = Xe.mouseEnter;\n var p = "mouse";\n } else if

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("pointerout" === a || "pointerover"
=== a) k = We, l = Xe.pointerLeave, m = Xe.pointerEnter, p = "pointer";\n\n a = null == g ? f : Pd(g);\n f =
null == b ? f : Pd(b);\n l = k.getPooled(l, g, c, d);\n l.type = p + "leave";\n l.target = a;\n l.relatedTarget =
f;\n c = k.getPooled(m, b, c, d);\n c.type = p + "enter";\n c.target = f;\n c.relatedTarget = a;\n d = g;\n p
= b;\n if (d && p) a: {\n k = d;\n m = p;\n g = 0;\n\n for (a = k; a = Rd(a)) {\n g++;\n }\n\n
a = 0;\n\n for (b = m; b = Rd(b)) {\n a++;\n }\n\n for (; 0 < g - a;) {\n k = Rd(k), g--;\n }\n\n
for (; 0 < a - g;) {\n m = Rd(m), a--;\n }\n\n for (; g--;) {\n if (k === m || k === m.alternate) break
a;\n k = Rd(k);\n m = Rd(m);\n }\n\n k = null;\n } else k = null;\n m = k;\n\n for (k = []; d && d
!== m;) {\n g = d.alternate;\n if (null !== g && g === m) break;\n k.push(d);\n
d = Rd(d);\n }\n\n for (d = []; p && p !== m;) {\n g = p.alternate;\n if (null !== g && g === m)
break;\n d.push(p);\n p = Rd(p);\n }\n\n for (p = 0; p < k.length; p++) {\n Vd(k[p], "bubbled", l);\n
}\n\n for (p = d.length; 0 < p--;) {\n Vd(d[p], "captured", c);\n }\n\n return 0 === (e & 64) ? [l] : [l, c];\n
}\n\nfunction Ze(a, b) {\n return a === b && (0 !== a || 1 / a === 1 / b) || a !== a && b !== b;\n}\n\nvar $e =
"function" === typeof Object.is ? Object.is : Ze,\n af = Object.prototype.hasOwnProperty;\n\nfunction bf(a, b)
{\n if ($e(a, b)) return !0;\n if ("object" !== typeof a || null === a || "object" !== typeof b || null === b)
return
!1;\n var c = Object.keys(a),\n d = Object.keys(b);\n if (c.length !== d.length) return !1;\n\n for (d = 0; d <
c.length; d++) {\n if (!af.call(b, c[d]) || !$e(a[c[d]], b[c[d]])) return !1;\n }\n\n return !0;\n}\n\nvar cf = ya &&
"documentMode"
in document && 11 >= document.documentMode,\n df = {\n select: {\n phasedRegistrationNames: {\n
bubbled: "onSelect",\n captured: "onSelectCapture"\n },\n dependencies: "blur contextmenu dragend
focus keydown keyup mousedown mouseup selectionchange".split(" ")\n },\n ef = null,\n ff = null,\n gf =
null,\n hf = !1;\n\nfunction jf(a, b) {\n var c = b.window === b ? b.document : 9 === b.nodeType ? b :
b.ownerDocument;\n if (hf || null == ef || ef !== td(c)) return null;\n c = ef;\n "selectionStart" in c && yd(c) ? c =
{\n start: c.selectionStart,\n end: c.selectionEnd\n } : (c = (c.ownerDocument &&
c.ownerDocument.defaultView || window).getSelection(), c = {\n anchorNode: c.anchorNode,\n anchorOffset:
c.anchorOffset,\n focusNode: c.focusNode,\n focusOffset: c.focusOffset\n });\n return gf && bf(gf, c) ? null :
(gf = c, a = G.getPooled(df.select, ff, a, b), a.type = "select", a.target = ef, Xd(a, a));\n}\n\nvar kf
= {\n eventTypes: df,\n extractEvents: function extractEvents(a, b, c, d, e, f) {\n e = f || (d.window === d ?
d.document : 9 === d.nodeType ? d : d.ownerDocument);\n\n if (!(f = !e)) {\n a: {\n e = cc(e);\n f =
wa.onSelect;\n\n for (var g = 0; g < f.length; g++) {\n if (!e.has(f[g])) {\n e = !1;\n break a;\n
}\n }\n\n e = !0;\n }\n\n f = !e;\n }\n\n if (f) return null;\n e = b ? Pd(b) : window;\n\n
switch (a) {\n case "focus":\n if (xe(e) || "true" === e.contentEditable) ef = e, ff = b, gf = null;\n
break;\n case "blur":\n gf = ff = ef = null;\n break;\n case "mousedown":\n hf = !0;\n
break;\n case "contextmenu":\n case "mouseup":\n case "dragend":\n return hf = !1, jf(c, d);\n\n
case "selectionchange":\n if (cf) break;\n\n case "keydown":\n case "keyup":\n
return jf(c, d);\n }\n\n return null;\n },\n lf = G.extend({\n animationName: null,\n elapsedTime:
null,\n pseudoElement: null\n}),\n mf = G.extend({\n clipboardData: function clipboardData(a) {\n return
"clipboardData" in a ? a.clipboardData : window.clipboardData;\n },\n nf = Ne.extend({\n relatedTarget:
null\n});\n\nfunction of(a) {\n var b = a.keyCode;\n "charCode" in a ? (a = a.charCode, 0 === a && 13 === b
&& (a = 13)) : a = b;\n 10 === a && (a = 13);\n return 32 <= a || 13 === a ? a : 0;\n}\n\nvar pf = {\n Esc:
"Escape",\n Spacebar: " ",\n Left: "ArrowLeft",\n Up: "ArrowUp",\n Right: "ArrowRight",\n Down:
"ArrowDown",\n Del: "Delete",\n Win: "OS",\n Menu: "ContextMenu",\n Apps: "ContextMenu",\n
Scroll: "ScrollLock",\n MozPrintableKey: "Unidentified",\n qf = {\n 8: "Backspace",\n 9: "Tab",\n 12:
"Clear",\n 13: "Enter",\n 16: "Shift",\n 17: "Control",\n 18: "Alt",\n
19: "Pause",\n 20: "CapsLock",\n 27: "Escape",\n 32: " ",\n 33: "PageUp",\n 34: "PageDown",\n 35:
"End",\n 36: "Home",\n 37: "ArrowLeft",\n 38: "ArrowUp",\n 39: "ArrowRight",\n 40: "ArrowDown",\n
45: "Insert",\n 46: "Delete",\n 112: "F1",\n 113: "F2",\n 114: "F3",\n 115: "F4",\n 116: "F5",\n 117:
"F6",\n 118: "F7",\n 119: "F8",\n 120: "F9",\n 121: "F10",\n 122: "F11",\n 123: "F12",\n 144:

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\NumLock\,\n 145: \ScrollLock\,\n 224: \Meta"\n},\n  rf = Ne.extend({\n key: function key(a) {\n  if
(a.key) {\n    var b = pf[a.key] || a.key;\n    if (\!a.key || a.key === b) return b;\n  }\n  return "keypress" ===
a.type ? (a = of(a), 13 === a ? "Enter" : String.fromCharCode(a)) : "keydown" === a.type || "keyup" === a.type
? qf[a.keyCode] || "Unidentified" : "";\n },\n location: null,\n ctrlKey: null,\n shiftKey: null,\n altKey: null,\n
metaKey: null,\n repeat: null,\n locale: null,\n
  getModifierState: Qe,\n  charCode: function charCode(a) {\n    return "keypress" === a.type ? of(a) : 0;\n  },\n
  keyCode: function keyCode(a) {\n    return "keydown" === a.type || "keyup" === a.type ? a.keyCode : 0;\n  },\n
  which: function which(a) {\n    return "keypress" === a.type ? of(a) : "keydown" === a.type || "keyup" ===
a.type ? a.keyCode : 0;\n  }\n}),\n  sf = Ve.extend({\n dataTransfer: null\n}),\n  tf = Ne.extend({\n touches:
null,\n targetTouches: null,\n changedTouches: null,\n altKey: null,\n metaKey: null,\n ctrlKey: null,\n shiftKey:
null,\n getModifierState: Qe\n}),\n  uf = G.extend({\n propertyName: null,\n elapsedTime: null,\n
pseudoElement: null\n}),\n  vf = Ve.extend({\n deltaX: function deltaX(a) {\n    return "deltaX" in a ? a.deltaX :
"wheelDeltaX" in a ? -a.wheelDeltaX : 0;\n  },\n  deltaY: function deltaY(a) {\n    return "deltaY" in a ? a.deltaY :
"wheelDeltaY" in a ? -a.wheelDeltaY : "wheelDelta" in a ? -a.wheelDelta
: 0;\n  },\n  deltaZ: null,\n  deltaMode: null\n}),\n  wf = {\n eventTypes: Wc,\n extractEvents: function
extractEvents(a, b, c, d) {\n    var e = Yc.get(a);\n    if (!e) return null;\n\n    switch (a) {\n      case "keypress":\n        if (0 === of(c)) return null;\n\n        case "keydown":\n        case "keyup":\n          a = rf;\n          break;\n\n        case
"blur":\n        case "focus":\n          a = nf;\n          break;\n\n        case "click":\n          if (2 === c.button) return
null;\n\n        case "auxclick":\n        case "dblclick":\n        case "mousedown":\n        case "mousemove":\n        case
"mouseup":\n        case "mouseout":\n        case "mouseover":\n        case "contextmenu":\n          a = Ve;\n          break;\n\n        case "drag":\n        case "dragend":\n        case "dragenter":\n        case "dragexit":\n        case
"dragleave":\n        case "dragover":\n        case "dragstart":\n        case "drop":\n          a = sf;\n          break;\n\n        case "touchcancel":\n        case "touchend":\n        case "touchmove":\n        case "touchstart":\n          a = tf;\n          break;\n\n        case Xb:\n        case Yb:\n        case Zb:\n          a = lf;\n          break;\n\n        case $b:\n          a = uf;\n          break;\n\n        case "scroll":\n          a = Ne;\n          break;\n\n        case "wheel":\n          a = vf;\n          break;\n\n        case "copy":\n        case "cut":\n        case "paste":\n          a = mf;\n          break;\n\n        case "gotpointercapture":\n        case "lostpointercapture":\n        case "pointercancel":\n        case "pointerdown":\n        case "pointermove":\n        case "pointerout":\n        case "pointerover":\n        case "pointerup":\n          a = We;\n          break;\n\n        default:\n          a = G;\n        }\n\n        b = a.getPooled(e, b, c, d);\n        Xd(b);\n        return b;\n      }\n    };nif (pa) throw Error(u(101));\n    npa =
Array.prototype.slice.call("ResponderEventPlugin SimpleEventPlugin EnterLeaveEventPlugin
ChangeEventPlugin SelectEventPlugin BeforeInputEventPlugin".split(" "));\n    nra();\n    nvar xf = Nc;\n    nla = Qd;\n    nma =
xf;\n    nna = Pd;\n    nxa({\n      SimpleEventPlugin: wf,\n      EnterLeaveEventPlugin: Ye,\n      ChangeEventPlugin: Me,\n      SelectEventPlugin: kf,\n      BeforeInputEventPlugin: ve\n    });\n    nvar yf = [],\n    zf = -1;\n    nfunction H(a) {\n      0 > zf ||
(a.current = yf[zf], yf[zf] = null, zf--);\n    }\n    nfunction I(a, b) {\n      zf++;\n      yf[zf] = a.current;\n      a.current =
b;\n    }\n    nvar Af = {},\n    J = {\n      current: Af\n    },\n    K = {\n      current: !I\n    },\n    Bf = Af;\n    nfunction Cf(a, b) {\n      var c = a.type.contextTypes;\n      if (!c) return Af;\n      var d = a.stateNode;\n      if (d &&
d.__reactInternalMemoizedUnmaskedChildContext === b) return
d.__reactInternalMemoizedMaskedChildContext;\n      var e = {},\n      f;\n      nfor (f in c) {\n        e[f] = b[f];\n      }\n      n d
&& (a = a.stateNode, a.__reactInternalMemoizedUnmaskedChildContext = b,
a.__reactInternalMemoizedMaskedChildContext = e);\n      return e;\n    }\n    nfunction
L(a) {\n      a = a.childContextTypes;\n      return null !== a && void 0 !== a;\n    }\n    nfunction Df() {\n      H(K);\n      H(J);\n    }\n    nfunction Ef(a, b, c) {\n      if (J.current !== Af) throw Error(u(168));\n      I(J, b);\n      I(K, c);\n    }\n    nfunction
Ff(a, b, c) {\n      var d = a.stateNode;\n      a = b.childContextTypes;\n      if ("function" !== typeof d.getChildContext)
return c;\n      d = d.getChildContext();\n      nfor (var e in d) {\n        if (!(e in a)) throw Error(u(108), pb(b) || "Unknown",
e);\n      }\n      nreturn n({}, c, {}, d);\n    }\n    nfunction Gf(a) {\n      a = (a = a.stateNode) &&
a.__reactInternalMemoizedMergedChildContext || Af;\n      Bf = J.current;\n      I(J, a);\n      I(K, K.current);\n      return
!0;\n    }\n    nfunction Hf(a, b, c) {\n      var d = a.stateNode;\n      if (!d) throw Error(u(169));\n      c ? (a = Ff(a, b, Bf),
d.__reactInternalMemoizedMergedChildContext = a, H(K), H(J), I(J, a)) : H(K);\n      I(K, c);\n    }\n    nvar If =

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r.unstable_runWithPriority,\n  Jf = r.unstable_scheduleCallback,\n  Kf = r.unstable_cancelCallback,\n  Lf = r.unstable_requestPaint,\n  Mf = r.unstable_now,\n  Nf = r.unstable_getCurrentPriorityLevel,\n  Of = r.unstable_ImmediatePriority,\n  Pf = r.unstable_UserBlockingPriority,\n  Qf = r.unstable_NormalPriority,\n  Rf = r.unstable_LowPriority,\n  Sf = r.unstable_IdlePriority,\n  Tf = {},\n  Uf = r.unstable_shouldYield,\n  Vf = void 0 !== Lf ? Lf : function () {},\n  Wf = null,\n  Xf = null,\n  Yf = !1,\n  Zf = Mf(),\n  $f = 1E4 > Zf ? Mf : function () {\n  return Mf() - Zf;\n};\n\nfunction ag() {\n  switch (Nf()) {\n    case Of:\n      return 99;\n\n    case Pf:\n      return 98;\n\n    case Qf:\n      return 97;\n\n    case Rf:\n      return 96;\n\n    case Sf:\n      return 95;\n\n    default:\n      throw Error(u(332));\n  }\n}\n\nfunction bg(a) {\n  switch (a) {\n    case 99:\n      return Of;\n\n    case 98:\n      return Pf;\n\n    case 97:\n      return Qf;\n\n    case 96:\n      return Rf;\n\n    case 95:\n      return Sf;\n\n    default:\n      throw Error(u(332));\n  }\n}\n\nfunction cg(a, b) {\n  a = bg(a);\n  return If(a, b);\n}\n\nfunction dg(a, b, c) {\n  a = bg(a);\n  return Jf(a, b, c);\n}\n\nfunction eg(a) {\n  null === Wf ? (Wf = [a], Xf = Jf(Of, fg)) : Wf.push(a);\n  return Tf;\n}\n\nfunction gg() {\n  if (null !== Xf) {\n    var a = Xf;\n    Xf = null;\n    Kf(a);\n  }\n  fg();\n}\n\nfunction fg() {\n  if (!Yf && null !== Wf) {\n    Yf = !0;\n    var a = 0;\n    try {\n      var b = Wf;\n      cg(99, function () {\n        for (; a < b.length; a++) {\n          var c = b[a];\n          do {\n            c = c(!0);\n          } while (null !== c);\n        }\n      });\n      Wf = null;\n    } catch (c) {\n      throw null !== Wf && (Wf = Wf.slice(a + 1)), Jf(Of, gg), c;\n    }\n    finally {\n      Yf = !1;\n    }\n  }\n}\n\nfunction hg(a, b, c) {\n  c /= 10;\n  return 1073741821 - (((1073741821 - a + b / 10) / c | 0) + 1) * c;\n}\n\nfunction ig(a, b) {\n  if (a && a.defaultProps) {\n    b = n({}, b);\n    a = a.defaultProps;\n  }\n\n  for (var c in a) {\n    void 0 === b[c] && (b[c] = a[c]);\n  }\n}\n\nreturn b;\n}\n\nvar jg = {\n  current: null,\n  kg = null,\n  lg = null,\n  mg = null;\n}\n\nfunction ng() {\n  mg = lg = kg = null;\n}\n\nfunction og(a) {\n  var b = jg.current;\n  H(jg);\n  a.type._context._currentValue = b;\n}\n\nfunction pg(a, b) {\n  for (; null !== a; {\n    var c = a.alternate;\n    if (a.childExpirationTime < b) a.childExpirationTime = b, null !== c && c.childExpirationTime < b && (c.childExpirationTime = b); else if (null !== c && c.childExpirationTime < b) c.childExpirationTime = b; else break;\n    a = a.return;\n  })\n}\n\nfunction qg(a, b) {\n  kg = a;\n  mg = lg = null;\n  a = a.dependencies;\n  null !== a && null !== a.firstContext && (a.expirationTime >= b && (rg = !0), a.firstContext = null);\n}\n\nfunction sg(a, b) {\n  if (mg !== a && !1 !== b && 0 !== b) {\n    if ("number" !== typeof b || 1073741823 === b) mg = a, b = 1073741823;\n    b = {\n      context: a,\n      observedBits: b,\n      next: null\n    };\n\n    if (null === lg) {\n      if (null === kg) throw Error(u(308));\n      lg = b;\n      kg.dependencies = {\n        expirationTime: 0,\n        firstContext: b,\n        responders: null\n      };\n    } else lg = lg.next = b;\n  }\n}\n\nreturn a._currentValue;\n}\n\nvar tg = !1;\n\nfunction ug(a) {\n  a.updateQueue = {\n    baseState: a.memoizedState,\n    baseQueue: null,\n    shared: {\n      pending: null\n    },\n    effects: null\n  };\n}\n\nfunction vg(a, b) {\n  a = a.updateQueue;\n  b.updateQueue === a && (b.updateQueue = {\n    baseState: a.baseState,\n    baseQueue: a.baseQueue,\n    shared: a.shared,\n    effects: a.effects\n  });\n}\n\nfunction wg(a, b) {\n  a = {\n    expirationTime: a,\n    suspenseConfig: b,\n    tag: 0,\n    payload: null,\n    callback: null,\n    next: null\n  };\n  return a.next = a;\n}\n\nfunction xg(a, b) {\n  a = a.updateQueue;\n\n  if (null !== a) {\n    a = a.shared;\n    var c = a.pending;\n\n    null === c ? b.next = b : (b.next = c.next, c.next = b);\n    a.pending = b;\n  }\n}\n\nfunction yg(a, b) {\n  var c = a.alternate;\n  null !== c && vg(c, a);\n  a = a.updateQueue;\n  c = a.baseQueue;\n  null === c ? (a.baseQueue = b.next = b, b.next = b) : (b.next = c.next, c.next = b);\n}\n\nfunction zg(a, b, c, d) {\n  var e = a.updateQueue;\n  tg = !1;\n  var f = e.baseQueue,\n      g = e.shared.pending;\n\n  if (null !== g) {\n    if (null !== f) {\n      var h = f.next;\n      f.next = g.next;\n      g.next = h;\n    }\n\n    f = g;\n    e.shared.pending = null;\n    h = a.alternate;\n    null !== h && (h = h.updateQueue, null !== h && (h.baseQueue = g));\n  }\n\n  if (null !== f) {\n    h = f.next;\n    var k = e.baseState,\n        l = 0,\n        m = null,\n        p = null,\n        x = null;\n\n    if (null !== h) {\n      var z = h;\n      do {\n        g = z.expirationTime;\n\n        if (g < d) {\n          var ca = {\n            suspenseConfig: z.suspenseConfig,\n            tag: z.tag,\n            payload: z.payload,\n            callback: z.callback,\n            next: null\n          };\n\n          null === x ? (p = x = ca, m = k) : x = x.next = ca;\n          g > l && (l

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= g);\n    } else {\n        null !== x && (x = x.next = {\n            expirationTime: 1073741823,\n            suspenseConfig: z.suspenseConfig,\n            tag: z.tag,\n            payload: z.payload,\n            callback: z.callback,\n            next: null\n        });\n        Ag(g, z.suspenseConfig);\n        a: {\n            var D = a,\n                t = z;\n            g = b;\n            ca = c;\n            switch (t.tag) {\n                case 1:\n                    D = t.payload;\n                    if\n                    ("function" === typeof D) {\n                        k = D.call(ca, k, g);\n                        break a;\n                    }\n                    k =\n                    D;\n                    break a;\n                case 3:\n                    D.effectTag = D.effectTag & -4097 | 64;\n                    case 0:\n                        D = t.payload;\n                        g = \"function\" === typeof D ? D.call(ca, k, g) : D;\n                        if (null === g || void 0 === g) break a;\n                        k = n({, k, g);\n                        break a;\n                case 2:\n                    tg = !0;\n                    }\n                    }\n                    null !==\n                    z.callback && (a.effectTag |= 32, g = e.effects, null === g ? e.effects = [z] : g.push(z));\n                    }\n                    z = z.next;\n                    if (null === z || z === h) if (g = e.shared.pending, null === g) break;else z = f.next = g.next, g.next = h,\n                    e.baseQueue = f = g, e.shared.pending = null;\n                } while (1);\n            }\n            null === x ? m = k : x.next = p;\n            e.baseState = m;\n            e.baseQueue = x;\n            Bg(l);\n            a.expirationTime = l;\n            a.memoizedState = k;\n        }\n    }\n    function Cg(a, b, c) {\n        a = b.effects;\n        b.effects = null;\n        if (null !== a) for (b = 0; b < a.length; b++)\n            {\n                var d = a[b],\n                    e = d.callback;\n                if (null !== e) {\n                    d.callback = null;\n                    d = e;\n                    e = c;\n                    if\n                    ("function" !== typeof d) throw Error(u(191, d));\n                    d.call(e);\n                }\n            }\n        nvar Dg =\n        Wa.ReactCurrentBatchConfig,\n        Eg = new aa.Component().refs;\n        function Fg(a, b, c, d) {\n            b =\n            a.memoizedState;\n            c = c(d, b);\n            c = null === c || void 0 === c ? b : n({, b, c);\n            a.memoizedState = c;\n            0 ===\n            a.expirationTime && (a.updateQueue.baseState = c);\n        }\n        nvar Jg = {\n            isMounted: function isMounted(a) {\n                return (a = a._reactInternalFiber) ? dc(a) === a : !1;\n            },\n            enqueueSetState: function enqueueSetState(a, b, c) {\n                a = a._reactInternalFiber;\n                var d = Gg(),\n                    e = Dg.suspense;\n                d = Hg(d, a, e);\n                e = wg(d, e);\n                e.payload = b;\n                void 0 !== c && null !== c && (e.callback = c);\n                xg(a, e);\n                Ig(a, d);\n            },\n            enqueueReplaceState: function enqueueReplaceState(a, b, c) {\n                a = a._reactInternalFiber;\n                var d = Gg(),\n                    e = Dg.suspense;\n                d = Hg(d, a, e);\n                e = wg(d, e);\n                e.tag = 1;\n                e.payload = b;\n                void 0 !== c && null !== c && (e.callback = c);\n                xg(a, e);\n                Ig(a, d);\n            },\n            enqueueForceUpdate: function\n            enqueueForceUpdate(a, b) {\n                a = a._reactInternalFiber;\n                var c = Gg(),\n                    d = Dg.suspense;\n                c = Hg(c, a,\n                d);\n                d = wg(c, d);\n                d.tag = 2;\n                void 0 !== b && null !== b && (d.callback = b);\n                xg(a, d);\n                Ig(a, c);\n            }\n        }\n        function Kg(a, b, c, d, e, f, g) {\n            a = a.stateNode;\n            return \"function\" === typeof\n            a.shouldComponentUpdate ? a.shouldComponentUpdate(d, f, g) : b.prototype &&\n            b.prototype.isPureReactComponent ? !bf(c, d) || !bf(e, f) : !0;\n        }\n        function Lg(a, b, c) {\n            var d = !1,\n                e =\n                Af;\n            var f = b.contextType;\n            \"object\" === typeof f && null !== f ? f = sg(f) : (e = L(b) ? Bf : J.current, d =\n            b.contextTypes, f = (d = null !== d && void 0 !== d) ? Cf(a, e) : Af);\n            b = new b(c, f);\n            a.memoizedState\n            = null !== b.state && void 0 !== b.state ? b.state : null;\n            b.updater = Jg;\n            a.stateNode = b;\n            b._reactInternalFiber = a;\n            d && (a = a.stateNode, a.__reactInternalMemoizedUnmaskedChildContext = e,\n            a.__reactInternalMemoizedMaskedChildContext = f);\n            return b;\n        }\n        function Mg(a, b, c, d) {\n            a = b.state;\n            \"function\" === typeof b.componentWillReceiveProps && b.componentWillReceiveProps(c, d);\n            \"function\"\n            === typeof b.UNSAFE_componentWillReceiveProps && b.UNSAFE_componentWillReceiveProps(c, d);\n            b.state\n            !== a && Jg.enqueueReplaceState(b, b.state, null);\n        }\n        function Ng(a, b, c, d) {\n            var e = a.stateNode;\n            e.props\n            = c;\n            e.state = a.memoizedState;\n            e.refs = Eg;\n            ug(a);\n            var f = b.contextType;\n            \"object\" === typeof f &&\n            null !== f ? e.context = sg(f) : (f = L(b) ? Bf : J.current, e.context = Cf(a, f));\n            zg(a, c, e, d);\n            e.state =\n            a.memoizedState;\n            f = b.getDerivedStateFromProps;\n            \"function\" === typeof f && (Fg(a, b, f, c), e.state\n            = a.memoizedState);\n            \"function\" === typeof b.getDerivedStateFromProps || \"function\" === typeof\n            e.getSnapshotBeforeUpdate || \"function\" !== typeof e.UNSAFE_componentWillMount && \"function\" !==\n            typeof e.componentWillMount || (b = e.state, \"function\" === typeof e.componentWillMount &&\n            e.componentWillMount(), \"function\" === typeof e.UNSAFE_componentWillMount &&\n            e.UNSAFE_componentWillMount(), b !== e.state && Jg.enqueueReplaceState(e, e.state, null), zg(a, c, e, d), e.state\n            = a.memoizedState);\n            \"function\" === typeof e.componentDidMount && (a.effectTag |= 4);\n        }\n        nvar Og =\n        Array.isArray;\n        function Pg(a, b, c) {\n            a = c.ref;\n            if (null !== a && \"function\" !== typeof a && \"object\"

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!==(typeof a) {\n  if (c._owner) {\n    c = c._owner;\n\n    if (c) {\n      if (1 !== c.tag) throw Error(u(309));\n      var d = c.stateNode;\n    }\n\n    if (!d) throw Error(u(147, a));\n\n    var e = \"\" + a;\n\n    if (null !== b && null !== b.ref && \"function\" ===\n      typeof b.ref && b.ref._stringRef === e) return b.ref;\n\n    b = function b(a) {\n      var b = d.refs;\n      b ===\n      Eg && (b = d.refs = {});\n      null === a ? delete b[e] : b[e] = a;\n    };\n\n    b._stringRef = e;\n    return b;\n  }\n\n  if (\"string\" !== typeof a) throw Error(u(284));\n  if (!c._owner) throw Error(u(290, a));\n}\n\nreturn\na;\n\n\nfunction Qg(a, b) {\n  if (\"textarea\" !== a.type) throw Error(u(31, \"[object Object]\" ===\n    Object.prototype.toString.call(b) ? \"object with keys {\" + Object.keys(b).join(\", \") + \"}\" : b,\n    \"\");\n}\n\nfunction Rg(a) {\n  function b(b, c) {\n    if (a) {\n      var d = b.lastEffect;\n      null !== d ?\n      (d.nextEffect = c, b.lastEffect = c) : b.firstEffect = b.lastEffect = c;\n      c.nextEffect = null;\n      c.effectTag = 8;\n    }\n  }\n\n  function c(c, d) {\n    if (!a) return null;\n\n    for (; null !== d;) {\n      b(c, d), d = d.sibling;\n    }\n\n    return null;\n  }\n\n  function d(a, b) {\n    for (a = new Map(); null !== b;) {\n      null !== b.key ? a.set(b.key, b) : a.set(b.index, b), b = b.sibling;\n    }\n\n    return a;\n  }\n\n  function e(a, b) {\n    a = Sg(a, b);\n    a.index = 0;\n    a.sibling = null;\n    return a;\n  }\n\n  function f(b, c, d) {\n    b.index = d;\n    if (!a) return c;\n    d = b.alternate;\n    if (null !== d) return d = d.index, d <\n    c ? (b.effectTag = 2, c) : d;\n    b.effectTag = 2;\n    return c;\n  }\n\n  function g(b) {\n    a && null === b.alternate\n    && (b.effectTag = 2);\n    return b;\n  }\n\n  function h(a, b, c, d) {\n    if (null === b || 6 !== b.tag) return b = Tg(c,\n    a.mode, d), b.return = a, b;\n    b = e(b, c);\n    b.return = a;\n    return b;\n  }\n\n  function k(a, b, c, d) {\n    if (null\n    !== b && b.elementType === c.type) return d = e(b, c.props), d.ref = Pg(a, b, c), d.return = a, d;\n    d = Ug(c.type,\n    c.key, c.props, null, a.mode, d);\n    d.ref = Pg(a, b, c);\n    d.return = a;\n    return d;\n  }\n\n  function l(a, b,\n    c, d) {\n    if (null === b || 4 !== b.tag || b.stateNode.containerInfo !== c.containerInfo ||\n    b.stateNode.implementation !== c.implementation) return b = Vg(c, a.mode, d), b.return = a, b;\n    b = e(b,\n    c.children || []);\n    b.return = a;\n    return b;\n  }\n\n  function m(a, b, c, d, f) {\n    if (null === b || 7 !== b.tag)\n    return b = Wg(c, a.mode, d, f), b.return = a, b;\n    b = e(b, c);\n    b.return = a;\n    return b;\n  }\n\n  function p(a, b,\n    c) {\n    if (\"string\" === typeof b || \"number\" === typeof b) return b = Tg(\"\" + b, a.mode, c), b.return = a, b;\n\n    if (\"object\" === typeof b && null !== b) {\n      switch (b.$typeof) {\n        case Za:\n          return c = Ug(b.type,\n          b.key, b.props, null, a.mode, c), c.ref = Pg(a, null, b), c.return = a, c;\n        case $a:\n          return b = Vg(b,\n          a.mode, c), b.return = a, b;\n      }\n\n      if (Og(b) || nb(b)) return b = Wg(b, a.mode, c, null), b.return = a, b;\n\n      Qg(a, b);\n    }\n\n    return null;\n  }\n\n  function x(a, b, c, d) {\n    var e = null !== b ? b.key : null;\n\n    if (\"string\" === typeof c || \"number\" ===\n    typeof c) return null !== e ? null : h(a, b, \"\" + c, d);\n\n    if (\"object\" === typeof c && null !== c) {\n      switch\n      (c.$typeof) {\n        case Za:\n          return c.key === e ? c.type === ab ? m(a, b, c.props.children, d, e) : k(a, b, c,\n          d) : null;\n        case $a:\n          return c.key === e ? l(a, b, c, d) : null;\n      }\n\n      if (Og(c) || nb(c)) return null\n      !== e ? null : m(a, b, c, d, null);\n      Qg(a, c);\n    }\n\n    return null;\n  }\n\n  function z(a, b, c, d, e) {\n    if\n    (\"string\" === typeof d || \"number\" === typeof d) return a = a.get(c) || null, h(b, a, \"\" + d, e);\n\n    if (\"object\"\n    === typeof d && null !== d) {\n      switch (d.$typeof) {\n        case Za:\n          return a = a.get(null === d.key ? c\n          : d.key) || null, d.type === ab ? m(b, a, d.props.children, e, d.key) : k(b, a, d, e);\n        case $a:\n          return a = a.get(null === d.key ? c : d.key) || null, l(b, a, d, e);\n      }\n\n      if (Og(d) || nb(d)) return a = a.get(c) ||\n      null, m(b, a, d, e, null);\n      Qg(b, d);\n    }\n\n    return null;\n  }\n\n  function ca(e, g, h, k) {\n    for (var l = null, t\n    = null, m = g, y = g = 0, A = null; null !== m && y < h.length; y++) {\n      m.index > y ? (A = m, m = null) : A =\n      m.sibling;\n      var q = x(e, m, h[y], k);\n\n      if (null === q) {\n        null === m && (m = A);\n        break;\n      }\n\n      a && m && null === q.alternate && b(e, m);\n      g = f(q, g, y);\n      null === t ? l = q : t.sibling = q;\n      t = q;\n      m = A;\n    }\n\n    if (y === h.length) return c(e, m), l;\n\n    if (null === m) {\n      for (; y < h.length;\n      y++) {\n        m = p(e, h[y], k), null !== m && (g = f(m, g, y), null === t ? l = m : t.sibling = m, t = m);\n      }\n\n      return l;\n    }\n\n    for (m = d(e, m); y < h.length; y++) {\n      A = z(m, e, y, h[y], k), null !== A && (a\n      && null !== A.alternate && m.delete(null === A.key ? y : A.key), g = f(A, g, y), null === t ? l = A : t.sibling = A,\n      t = A);\n    }\n\n    a && m.forEach(function (a) {\n      return b(e, a);\n    });\n    return l;\n  }\n\n  function D(e, g, h,\n    l) {\n    var k = nb(h);\n\n    if (\"function\" !== typeof k) throw Error(u(150));\n    h = k.call(h);\n\n    if (null === h)

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throw Error(u(151));\n\n for (var m = k = null, t = g, y = g = 0, A = null, q = h.next(); null !== t && !q.done; y++,
q = h.next()) {\n t.index > y ? (A = t, t = null) : A = t.sibling;\n var D = x(e, t, q.value, l);\n\n if (null ===
D) {\n null === t && (t = A);\n break;\n }\n\n a && t && null === D.alternate && b(e, t);\n g =
f(D, g, y);\n null === m ? k = D : m.sibling = D;\n m = D;\n t = A;\n }\n\n if (q.done) return c(e, t),
k;\n\n if (null === t) {\n for (; !q.done; y++, q = h.next()) {\n q = p(e, q.value, l), null !== q && (g = f(q, g,
y), null === m ? k = q : m.sibling = q, m = q);\n }\n\n return k;\n }\n\n for (t = d(e, t); !q.done; y++, q =
h.next()) {\n q = z(t, e, y, q.value, l), null !== q && (a && null !== q.alternate && t.delete(null === q.key ? y :
q.key), g = f(q, g, y), null === m ? k = q : m.sibling = q, m = q);\n }\n\n a && t.forEach(function (a) {\n
return b(e, a);\n });\n return k;\n }\n\n return function (a, d, f, h) {\n var k = \"object\" === typeof f && null
!== f && f.type === ab && null === f.key;\n k && (f = f.props.children);\n var l = \"object\" === typeof f &&
null !== f;\n if (l) switch (f.$typeof) {\n case Za:\n a: {\n l = f.key;\n\n for (k = d; null !== k;)
{\n if (k.key === l) {\n switch (k.tag) {\n case 7:\n if (f.type === ab) {\n
c(a, k.sibling);\n d = e(k, f.props.children);\n d.return = a;\n
a = d;\n break a;\n }\n\n break;\n\n default:\n if
(k.elementType === f.type) {\n c(a, k.sibling);\n d = e(k, f.props);\n d.ref = Pg(a,
k, f);\n d.return = a;\n a = d;\n break a;\n }\n\n }\n\n
c(a, k);\n break;\n } else b(a, k);\n\n k = k.sibling;\n }\n\n f.type === ab ? (d =
Wg(f.props.children, a.mode, h, f.key), d.return = a, a = d) : (h = Ug(f.type, f.key, f.props, null, a.mode, h), h.ref =
Pg(a, d, f), h.return = a, a = h);\n }\n\n return g(a);\n\n case $a:\n a: {\n for (k = f.key; null !==
d;) {\n if (d.key === k) {\n if (4 === d.tag && d.stateNode.containerInfo === f.containerInfo &&
d.stateNode.implementation ===
f.implementation) {\n c(a, d.sibling);\n d = e(d, f.children || []);\n d.return = a;\n
a = d;\n break a;\n } else {\n c(a, d);\n break;\n }\n } else b(a,
d);\n d = d.sibling;\n }\n\n d = Vg(f, a.mode, h);\n d.return = a;\n a = d;\n }\n\n
return g(a);\n }\n\n if (\"string\" === typeof f || \"number\" === typeof f) return f = \"\" + f, null !== d && 6 ===
d.tag ? (c(a, d.sibling), d = e(d, f), d.return = a, a = d) : (c(a, d), d = Tg(f, a.mode, h), d.return = a, a = d), g(a);\n\n if
(Og(f)) return ca(a, d, f, h);\n\n if (nb(f)) return D(a, d, f, h);\n\n 1 && Qg(a, f);\n\n if (\"undefined\" === typeof f
&& !k) switch (a.tag) {\n case 1:\n case 0:\n throw a = a.type, Error(u(152, a.displayName || a.name ||
\"Component\"));\n }\n\n return c(a, d);\n };\n\n\nvar
Xg = Rg(!0),\n Yg = Rg(!1),\n Zg = {},\n $g = {\n current: Zg\n},\n ah = {\n current: Zg\n},\n bh = {\n
current: Zg\n};\n\nfunction ch(a) {\n if (a === Zg) throw Error(u(174));\n return a;\n}\n\nfunction dh(a, b) {\n
I(bh, b);\n I(ah, a);\n I($g, Zg);\n a = b.nodeType;\n\n switch (a) {\n case 9:\n case 11:\n b = (b =
b.documentElement) ? b.namespaceURI : Ob(null, \"\");\n break;\n\n default:\n a = 8 === a ? b.parentNode :
b, b = a.namespaceURI || null, a = a.tagName, b = Ob(b, a);\n }\n\n H($g);\n I($g, b);\n}\n\nfunction eh() {\n
H($g);\n H(ah);\n H(bh);\n}\n\nfunction fh(a) {\n ch(bh.current);\n var b = ch($g.current);\n var c = Ob(b,
a.type);\n b !== c && (I(ah, a), I($g, c));\n}\n\nfunction gh(a) {\n ah.current === a && (H($g), H(ah));\n}\n\nvar
M = {\n current: 0\n};\n\nfunction hh(a) {\n for (var b = a; null !== b;) {\n if (13 === b.tag) {\n var c =
b.memoizedState;\n if (null !== c && (c = c.dehydrated,
null === c || c.data === Bd || c.data === Cd)) return b;\n } else if (19 === b.tag && void 0 !==
b.memoizedProps.revealOrder) {\n if (0 !== (b.effectTag & 64)) return b;\n } else if (null !== b.child) {\n
b.child.return = b;\n b = b.child;\n continue;\n }\n\n if (b === a) break;\n\n for (; null === b.sibling;) {\n
if (null === b.return || b.return === a) return null;\n b = b.return;\n }\n\n b.sibling.return = b.return;\n b =
b.sibling;\n }\n\n return null;\n}\n\nfunction ih(a, b) {\n return {\n responder: a,\n props: b\n};\n}\n\nvar jh =
Wa.ReactCurrentDispatcher,\n kh = Wa.ReactCurrentBatchConfig,\n lh = 0,\n N = null,\n O = null,\n P =
null,\n mh = !1;\n\nfunction Q() {\n throw Error(u(321));\n}\n\nfunction nh(a, b) {\n if (null === b) return !1;\n\n
for (var c = 0; c < b.length && c < a.length; c++) {\n if (!$e(a[c], b[c])) return !1;\n }\n\n return
!0;\n}\n\nfunction oh(a, b, c, d, e, f) {\n

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lh = f;\n N = b;\n b.memoizedState = null;\n b.updateQueue = null;\n b.expirationTime = 0;\n jh.current = null
=== a || null === a.memoizedState ? ph : qh;\n a = c(d, e);\n\n if (b.expirationTime === lh) {\n  f = 0;\n  do {\n
  b.expirationTime = 0;\n   if (!(25 > f)) throw Error(u(301));\n   f += 1;\n   P = O = null;\n   b.updateQueue
= null;\n   jh.current = rh;\n   a = c(d, e);\n  } while (b.expirationTime === lh);\n } \n\n jh.current = sh;\n b =
null !== O && null !== O.next;\n lh = 0;\n P = O = N = null;\n mh = !1;\n if (b) throw Error(u(300));\n return
a;\n}\n\nfunction th() {\n  var a = {\n    memoizedState: null,\n    baseState: null,\n    baseQueue: null,\n    queue:
null,\n    next: null\n  };\n  null === P ? N.memoizedState = P = a : P = P.next = a;\n  return P;\n}\n\nfunction uh()
{\n  if (null === O) {\n    var a = N.alternate;\n    a = null !== a ? a.memoizedState : null;\n  } else a = O.next;\n\n
var b = null === P ? N.memoizedState
: P.next;\n  if (null !== b) P = b, O = a;else {\n    if (null === a) throw Error(u(310));\n    O = a;\n    a = {\n
memoizedState: O.memoizedState,\n    baseState: O.baseState,\n    baseQueue: O.baseQueue,\n    queue:
O.queue,\n    next: null\n  };\n  null === P ? N.memoizedState = P = a : P = P.next = a;\n } \n\n return
P;\n}\n\nfunction vh(a, b) {\n  return \"function\" === typeof b ? b(a) : b;\n}\n\nfunction wh(a) {\n  var b = uh(),\n
c = b.queue;\n  if (null === c) throw Error(u(311));\n  c.lastRenderedReducer = a;\n  var d = O,\n  e =
d.baseQueue,\n  f = c.pending;\n  if (null !== f) {\n    if (null !== e) {\n      var g = e.next;\n      e.next = f.next;\n
f.next = g;\n    }\n    d.baseQueue = e = f;\n    c.pending = null;\n  }\n  if (null !== e) {\n    e = e.next;\n    d =
d.baseState;\n    var h = g = f = null,\n    k = e;\n    do {\n      var l = k.expirationTime;\n      if (l < lh) {\n
var m = {\n        expirationTime:
k.expirationTime,\n        suspenseConfig: k.suspenseConfig,\n        action: k.action,\n        eagerReducer:
k.eagerReducer,\n        eagerState: k.eagerState,\n        next: null\n      };\n      null === h ? (g = h = m, f = d) : h
= h.next = m;\n      l > N.expirationTime && (N.expirationTime = l, Bg(l));\n    } else null !== h && (h = h.next
= {\n      expirationTime: 1073741823,\n      suspenseConfig: k.suspenseConfig,\n      action: k.action,\n
eagerReducer: k.eagerReducer,\n      eagerState: k.eagerState,\n      next: null\n    }), Ag(l, k.suspenseConfig), d
= k.eagerReducer === a ? k.eagerState : a(d, k.action);\n    k = k.next;\n  } while (null !== k && k !== e);\n\n
null === h ? f = d : h.next = g;\n  $e(d, b.memoizedState) || (rg = !0);\n  b.memoizedState = d;\n  b.baseState =
f;\n  b.baseQueue = h;\n  c.lastRenderedState = d;\n } \n\n return [b.memoizedState, c.dispatch];\n}\n\nfunction
xh(a) {\n  var b = uh(),\n
c = b.queue;\n  if (null === c) throw Error(u(311));\n  c.lastRenderedReducer = a;\n  var d = c.dispatch,\n  e =
c.pending,\n  f = b.memoizedState;\n\n  if (null !== e) {\n    c.pending = null;\n    var g = e = e.next;\n    do {\n
f = a(f, g, action), g = g.next;\n  } while (g !== e);\n  $e(f, b.memoizedState) || (rg = !0);\n  b.memoizedState =
f;\n  null === b.baseQueue && (b.baseState = f);\n  c.lastRenderedState = f;\n } \n\n return [f, d];\n}\n\nfunction
yh(a) {\n  var b = th();\n  \"function\" === typeof a && (a = a());\n  b.memoizedState = b.baseState = a;\n  a =
b.queue = {\n    pending: null,\n    dispatch: null,\n    lastRenderedReducer: vh,\n    lastRenderedState: a\n  };\n  a =
a.dispatch = zh.bind(null, N, a);\n  return [b.memoizedState, a];\n}\n\nfunction Ah(a, b, c, d) {\n  a = {\n    tag: a,\n
create: b,\n    destroy: c,\n    deps: d,\n    next: null\n  };\n  b = N.updateQueue;\n  null === b ? (b = {\n    lastEffect:
null\n  }, N.updateQueue
= b, b.lastEffect = a.next = a) : (c = b.lastEffect, null === c ? b.lastEffect = a.next = a : (d = c.next, c.next = a,
a.next = d, b.lastEffect = a));\n  return a;\n}\n\nfunction Bh() {\n  return uh().memoizedState;\n}\n\nfunction Ch(a,
b, c, d) {\n  var e = th();\n  N.effectTag |= a;\n  e.memoizedState = Ah(1 | b, c, void 0, void 0 === d ? null :
d);\n}\n\nfunction Dh(a, b, c, d) {\n  var e = uh();\n  d = void 0 === d ? null : d;\n  var f = void 0;\n\n  if (null !== O)
{\n    var g = O.memoizedState;\n    f = g.destroy;\n\n    if (null !== d && nh(d, g.deps)) {\n      Ah(b, c, f, d);\n
return;\n    }\n  } \n\n  N.effectTag |= a;\n  e.memoizedState = Ah(1 | b, c, f, d);\n}\n\nfunction Eh(a, b) {\n  return
Ch(516, 4, a, b);\n}\n\nfunction Fh(a, b) {\n  return Dh(516, 4, a, b);\n}\n\nfunction Gh(a, b) {\n  return Dh(4, 2, a,
b);\n}\n\nfunction Hh(a, b) {\n  if (\"function\" === typeof b) return a = a(), b(a), function () {\n    b(null);\n  };\n  if
(null !== b && void 0 !==
b) return a = a(), b.current = a, function () {\n    b.current = null;\n  };\n}\n\nfunction Ih(a, b, c) {\n  c = null !== c
&& void 0 !== c ? c.concat([a]) : null;\n  return Dh(4, 2, Hh.bind(null, b, a), c);\n}\n\nfunction Jh() {\n}\n\nfunction
Kh(a, b) {\n  th().memoizedState = [a, void 0 === b ? null : b];\n  return a;\n}\n\nfunction Lh(a, b) {\n  var c =

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uh();\n b = void 0 === b ? null : b;\n var d = c.memoizedState;\n if (null !== d && null !== b && nh(b, d[1]))
return d[0];\n c.memoizedState = [a, b];\n return a;\n}\n\nfunction Mh(a, b) {\n var c = uh();\n b = void 0 === b ?
null : b;\n var d = c.memoizedState;\n if (null !== d && null !== b && nh(b, d[1])) return d[0];\n a = a();\n
c.memoizedState = [a, b];\n return a;\n}\n\nfunction Nh(a, b, c) {\n var d = ag();\n cg(98 > d ? 98 : d, function ()
{\n a(!0);\n });\n cg(97 < d ? 97 : d, function () {\n var d = kh.suspense;\n kh.suspense = void 0 === b ? null :
b;\n\n try {\n a(!1), c();\n } finally
{\n kh.suspense = d;\n }\n });\n}\n\nfunction zh(a, b, c) {\n var d = Gg(),\n e = Dg.suspense;\n d = Hg(d,
a, e);\n e = {\n expirationTime: d,\n suspenseConfig: e,\n action: c,\n eagerReducer: null,\n eagerState:
null,\n next: null\n };\n var f = b.pending;\n null === f ? e.next = e : (e.next = f.next, f.next = e);\n b.pending =
e;\n f = a.alternate;\n if (a === N || null !== f && f === N) mh = !0, e.expirationTime = lh, N.expirationTime =
lh;else {\n if (0 === a.expirationTime && (null === f || 0 === f.expirationTime) && (f = b.lastRenderedReducer,
null !== f)) try {\n var g = b.lastRenderedState,\n h = f(g, c);\n e.eagerReducer = f;\n e.eagerState =
h;\n if ($e(h, g)) return;\n } catch (k) {} finally {} }\n Ig(a, d);\n }\n\n\nvar sh = {\n readContext: sg,\n
useCallback: Q,\n useContext: Q,\n useEffect: Q,\n useImperativeHandle: Q,\n useLayoutEffect: Q,\n useMemo:
Q,\n useReducer: Q,\n useRef: Q,\n
useState: Q,\n useDebugValue: Q,\n useResponder: Q,\n useDeferredValue: Q,\n useTransition: Q\n},\n ph =
{\n readContext: sg,\n useCallback: Kh,\n useContext: sg,\n useEffect: Eh,\n useImperativeHandle: function
useImperativeHandle(a, b, c) {\n c = null !== c && void 0 !== c ? c.concat([a]) : null;\n return Ch(4, 2,
Hh.bind(null, b, a), c);\n },\n useLayoutEffect: function useLayoutEffect(a, b) {\n return Ch(4, 2, a, b);\n },\n
useMemo: function useMemo(a, b) {\n var c = th();\n b = void 0 === b ? null : b;\n a = a();\n
c.memoizedState = [a, b];\n return a;\n },\n useReducer: function useReducer(a, b, c) {\n var d = th();\n b =
void 0 !== c ? c(b) : b;\n d.memoizedState = d.baseState = b;\n a = d.queue = {\n pending: null,\n
dispatch: null,\n lastRenderedReducer: a,\n lastRenderedState: b\n };\n a = a.dispatch = zh.bind(null, N,
a);\n return [d.memoizedState, a];\n },\n useRef: function useRef(a)
{\n var b = th();\n a = {\n current: a\n };\n return b.memoizedState = a;\n },\n useState: yh,\n
useDebugValue: Jh,\n useResponder: ih,\n useDeferredValue: function useDeferredValue(a, b) {\n var c =
yh(a),\n d = c[0],\n e = c[1];\n Eh(function () {\n var c = kh.suspense;\n kh.suspense = void 0 === b
? null : b;\n\n try {\n e(a);\n } finally {\n kh.suspense = c;\n }\n }, [a, b]);\n return d;\n },\n
useTransition: function useTransition(a) {\n var b = yh(!1),\n c = b[0];\n b = b[1];\n return
[Kh(Nh.bind(null, b, a), [b, a]), c];\n }\n},\n qh = {\n readContext: sg,\n useCallback: Lh,\n useContext: sg,\n
useEffect: Fh,\n useImperativeHandle: Ih,\n useLayoutEffect: Gh,\n useMemo: Mh,\n useReducer: wh,\n useRef:
Bh,\n useState: function useState() {\n return wh(vh);\n },\n useDebugValue: Jh,\n useResponder: ih,\n
useDeferredValue: function useDeferredValue(a, b) {\n
var c = wh(vh),\n d = c[0],\n e = c[1];\n Fh(function () {\n var c = kh.suspense;\n kh.suspense =
void 0 === b ? null : b;\n\n try {\n e(a);\n } finally {\n kh.suspense =
c;\n }\n }, [a, b]);\n return d;\n },\n useTransition: function useTransition(a) {\n var b = wh(vh),\n
c = b[0];\n b = b[1];\n return [Lh(Nh.bind(null, b, a), [b, a]), c];\n }\n},\n rh = {\n readContext: sg,\n
useCallback: Lh,\n useContext: sg,\n useEffect: Fh,\n useImperativeHandle: Ih,\n useLayoutEffect: Gh,\n
useMemo: Mh,\n useReducer: xh,\n useRef: Bh,\n useState: function useState() {\n return xh(vh);\n },\n
useDebugValue: Jh,\n useResponder: ih,\n useDeferredValue: function useDeferredValue(a, b) {\n var c =
xh(vh),\n d = c[0],\n e = c[1];\n Fh(function () {\n var c = kh.suspense;\n kh.suspense = void 0 === b ?
null : b;\n\n try {\n e(a);\n } finally {\n kh.suspense =
c;\n }\n }, [a, b]);\n return d;\n },\n useTransition: function useTransition(a) {\n var b = xh(vh),\n
c = b[0];\n b = b[1];\n return [Lh(Nh.bind(null, b, a), [b, a]), c];\n }\n},\n Oh = null,\n Ph = null,\n Qh =
!1;\n\nfunction Rh(a, b) {\n var c = Sh(5, null, null, 0);\n c.elementType = \"DELETED\";\n c.type =
\"DELETED\";\n c.stateNode = b;\n c.return = a;\n c.effectTag = 8;\n null !== a.lastEffect ?
(a.lastEffect.nextEffect = c, a.lastEffect = c) : a.firstEffect = a.lastEffect = c;\n }\n\nfunction Th(a, b) {\n switch
(a.tag) {\n case 5:\n var c = a.type;\n b = 1 !== b.nodeType || c.toLowercase() !==

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b.nodeName.toLowerCase() ? null : b;\n    return null !== b ? (a.stateNode = b, !0) : !1;\n\n    case 6:\n    return b
= \"\" === a.pendingProps || 3 !== b.nodeType ? null : b, null !== b ? (a.stateNode = b, !0) : !1;\n\n    case 13:\n
return !1;\n\n    default:\n    return !1;\n  }\n}\n\nfunction Uh(a) {\n
  if (Qh) {\n    var b = Ph;\n\n    if (b) {\n      var c = b;\n\n      if (!Th(a, b)) {\n        b = Jd(c.nextSibling);\n\n        if
(lb || !Th(a, b)) {\n          a.effectTag = a.effectTag & -1025 | 2;\n          Qh = !1;\n          Oh = a;\n          return;\n
        }\n\n        Rh(Oh, c);\n      }\n\n      Oh = a;\n      Ph = Jd(b.firstChild);\n    } else a.effectTag = a.effectTag & -1025 |
2, Qh = !1, Oh = a;\n  }\n}\n\nfunction Vh(a) {\n  for (a = a.return; null !== a && 5 !== a.tag && 3 !== a.tag &&
13 !== a.tag;) {\n    a = a.return;\n  }\n\n  Oh = a;\n}\n\nfunction Wh(a) {\n  if (a !== Oh) return !1;\n  if (!Qh) return
Vh(a), Qh = !0, !1;\n  var b = a.type;\n  if (5 !== a.tag || \"head\" !== b && \"body\" !== b && !Gd(b,
a.memoizedProps)) for (b = Ph; b;) {\n    Rh(a, b), b = Jd(b.nextSibling);\n  }\n  Vh(a);\n\n  if (13 === a.tag) {\n    a
= a.memoizedState;\n    a = null !== a ? a.dehydrated : null;\n    if (!a) throw Error(u(317));\n\n    a: {\n      a =
a.nextSibling;\n\n      for (b = 0; a;) {\n        if (8 === a.nodeType) {\n          var c = a.data;\n\n          if (c === Ad) {\n            if (0 ===
b) {\n              Ph = Jd(a.nextSibling);\n              break a;\n            }\n\n            b--;\n          } else c !== zd && c !==
Cd && c !== Bd || b++;\n        }\n\n        a = a.nextSibling;\n      }\n\n      Ph = null;\n    }\n  } else Ph = Oh ?
Jd(a.stateNode.nextSibling) : null;\n\n  return !0;\n}\n\nfunction Xh() {\n  Ph = Oh = null;\n  Qh = !1;\n}\n\nvar Yh
= Wa.ReactCurrentOwner,\n  rg = !1;\n\nfunction R(a, b, c, d) {\n  b.child = null === a ? Yg(b, null, c, d) : Xg(b,
a.child, c, d);\n}\n\nfunction Zh(a, b, c, d, e) {\n  c = c.render;\n  var f = b.ref;\n  qg(b, e);\n  d = oh(a, b, c, d, f, e);\n
if (null !== a && !rg) return b.updateQueue = a.updateQueue, b.effectTag &= -517, a.expirationTime <= e &&
(a.expirationTime = 0), $h(a, b, e);\n  b.effectTag |= 1;\n  R(a, b, d, e);\n  return b.child;\n}\n\nfunction ai(a, b, c, d,
e, f) {\n  if (null === a) {\n    var g = c.type;\n    if (\"function\" === typeof g && !bi(g) && void 0 === g.defaultProps
&& null === c.compare && void 0 === c.defaultProps) return b.tag = 15, b.type = g, ci(a, b, g, d, e, f);\n    a =
Ug(c.type, null, d, null, b.mode, f);\n    a.ref = b.ref;\n    a.return = b;\n    return b.child = a;\n  }\n\n  g = a.child;\n  if
(e < f && (e = g.memoizedProps, c = c.compare, c = null !== c ? c : bf, c(e, d) && a.ref === b.ref)) return $h(a, b,
f);\n  b.effectTag |= 1;\n  a = Sg(g, d);\n  a.ref = b.ref;\n  a.return = b;\n  return b.child = a;\n}\n\nfunction ci(a, b, c,
d, e, f) {\n  return null !== a && bf(a.memoizedProps, d) && a.ref === b.ref && (rg = !1, e < f) ?
(b.expirationTime = a.expirationTime, $h(a, b, f)) : di(a, b, c, d, f);\n}\n\nfunction ei(a, b) {\n  var c = b.ref;\n  if
(null === a && null !== c || null !== a && a.ref !== c) b.effectTag |= 128;\n}\n\nfunction di(a, b, c, d, e) {\n  var f =
L(c) ? Bf : J.current;\n  f = Cf(b, f);\n  qg(b,
e);\n  c = oh(a, b, c, d, f, e);\n  if (null !== a && !rg) return b.updateQueue = a.updateQueue, b.effectTag &= -517,
a.expirationTime <= e && (a.expirationTime = 0), $h(a, b, e);\n  b.effectTag |= 1;\n  R(a, b, c, e);\n  return
b.child;\n}\n\nfunction fi(a, b, c, d, e) {\n  if (L(c)) {\n    var f = !0;\n    Gf(b);\n  } else f = !1;\n\n  qg(b, e);\n  if
(null === b.stateNode) null !== a && (a.alternate = null, b.alternate = null, b.effectTag |= 2), Lg(b, c, d), Ng(b, c, d,
e), d = !0; else if (null === a) {\n    var g = b.stateNode,\n      h = b.memoizedProps;\n    g.props = h;\n    var k =
g.context,\n      l = c.contextType;\n    \"object\" === typeof l && null !== l ? l = sg(l) : (l = L(c) ? Bf : J.current, l
= Cf(b, l));\n    var m = c.getDerivedStateFromProps,\n      p = \"function\" === typeof m || \"function\" === typeof
g.getSnapshotBeforeUpdate;\n    p || \"function\" !== typeof g.UNSAFE_componentWillReceiveProps &&
\"function\" !== typeof g.componentWillReceiveProps ||
(h !== d || k !== l) && Mg(b, g, d, l);\n    tg = !1;\n    var x = b.memoizedState;\n    g.state = x;\n    zg(b, d, g, e);\n
k = b.memoizedState;\n    h !== d || x !== k || K.current || tg ? (\"function\" === typeof m && (Fg(b, c, m, d), k =
b.memoizedState), (h = tg || Kg(b, c, h, d, x, k, l)) ? (p || \"function\" !== typeof g.UNSAFE_componentWillMount
&& \"function\" !== typeof g.componentWillMount || (\"function\" === typeof g.componentWillMount &&
g.componentWillMount(), \"function\" === typeof g.UNSAFE_componentWillMount &&
g.UNSAFE_componentWillMount()), \"function\" === typeof g.componentDidMount && (b.effectTag |= 4)) :
(\"function\" === typeof g.componentDidMount && (b.effectTag |= 4), b.memoizedProps = d, b.memoizedState =
k), g.props = d, g.state = k, g.context = l, d = h) : (\"function\" === typeof g.componentDidMount && (b.effectTag
|= 4), d = !1);\n  } else g = b.stateNode, vg(a, b), h = b.memoizedProps, g.props = b.type === b.elementType ? h :

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ig(b.type, h), k = g.context,
l = c.contextType, \"object\" === typeof l && null !== l ? l = sg(l) : (l = L(c) ? Bf : J.current, l = Cf(b, l)), m =
c.getDerivedStateFromProps, (p = \"function\" === typeof m || \"function\" === typeof g.getSnapshotBeforeUpdate)
|| \"function\" !== typeof g.UNSAFE_componentWillReceiveProps && \"function\" !== typeof
g.componentWillReceiveProps || (h !== d || k !== l) && Mg(b, g, d, l), tg = !1, k = b.memoizedState, g.state = k,
zg(b, d, g, e), x = b.memoizedState, h !== d || k !== x || K.current || tg ? (\"function\" === typeof m && (Fg(b, c, m,
d), x = b.memoizedState), (m = tg || Kg(b, c, h, d, k, x, l)) ? (p || \"function\" !== typeof
g.UNSAFE_componentWillUpdate && \"function\" !== typeof g.componentWillUpdate || (\"function\" === typeof
g.componentWillUpdate && g.componentWillUpdate(d, x, l), \"function\" === typeof
g.UNSAFE_componentWillUpdate && g.UNSAFE_componentWillUpdate(d, x, l)), \"function\" === typeof
g.componentDidUpdate && (b.effectTag |= 4), \"function\" === typeof
g.getSnapshotBeforeUpdate && (b.effectTag |= 256)) : (\"function\" !== typeof g.componentDidUpdate || h ===
a.memoizedProps && k === a.memoizedState || (b.effectTag |= 4), \"function\" !== typeof
g.getSnapshotBeforeUpdate || h === a.memoizedProps && k === a.memoizedState || (b.effectTag |= 256),
b.memoizedProps = d, b.memoizedState = x), g.props = d, g.state = x, g.context = l, d = m) : (\"function\" !== typeof
g.componentDidUpdate || h === a.memoizedProps && k === a.memoizedState || (b.effectTag |= 4), \"function\" !==
typeof g.getSnapshotBeforeUpdate || h === a.memoizedProps && k === a.memoizedState || (b.effectTag |= 256), d
= !1);
return gi(a, b, c, d, f, e);
}
function gi(a, b, c, d, e, f) {
  ei(a, b);
  var g = 0 !== (b.effectTag & 64);
  if (!d && !g) return e && Hf(b, c, !1), $h(a, b, f);
  d = b.stateNode;
  Yh.current = b;
  var h = g && \"function\"
  !== typeof c.getDerivedStateFromError ? null : d.render();
  b.effectTag |= 1;
  null !== a && g ? (b.child
  = Xg(b, a.child, null, f), b.child = Xg(b, null, h, f)) : R(a, b, h, f);
  b.memoizedState = d.state;
  e && Hf(b, c,
  !0);
  return b.child;
}
function hi(a) {
  var b = a.stateNode;
  b.pendingContext ? Ef(a, b.pendingContext,
  b.pendingContext !== b.context) : b.context && Ef(a, b.context, !1);
  dh(a, b.containerInfo);
}
var ii = {
  dehydrated: null,
  retryTime: 0
};
function ji(a, b, c) {
  var d = b.mode,
  e = b.pendingProps,
  f =
  M.current,
  g = !1,
  h;
  (h = 0 !== (b.effectTag & 64)) || (h = 0 !== (f & 2) && (null === a || null !==
  a.memoizedState));
  h ? (g = !0, b.effectTag &= -65) : null !== a && null === a.memoizedState || void 0 ===
  e.fallback || !0 === e.unstable_avoidThisFallback || (f |= 1);
  I(M, f & 1);
  if (null === a) {
    void 0 !==
    e.fallback && Uh(b);
    if (g) {
      g = e.fallback;
      e = Wg(null, d, 0, null);
      e.return = b;
      if (0
      === (b.mode & 2)) for (a = null !== b.memoizedState
      ? b.child.child : b.child, e.child = a; null !== a;) {
        a.return = e, a = a.sibling;
      }
      c = Wg(g, d, c,
      null);
      c.return = b;
      e.sibling = c;
      b.memoizedState = ii;
      b.child = e;
      return c;
    }
    d =
    e.children;
    b.memoizedState = null;
    return b.child = Yg(b, null, d, c);
  }
  if (null !== a.memoizedState)
  {
    a = a.child;
    d = a.sibling;
    if (g) {
      e = e.fallback;
      c = Sg(a, a.pendingProps);
      c.return =
      b;
      if (0 === (b.mode & 2) && (g = null !== b.memoizedState ? b.child.child : b.child, g !== a.child)) for
      (c.child = g; null !== g;) {
        g.return = c, g = g.sibling;
      }
      d = Sg(d, e);
      d.return = b;
      c.sibling
      = d;
      c.childExpirationTime = 0;
      b.memoizedState = ii;
      b.child = c;
      return d;
    }
    c =
    Xg(b, a.child, e.children, c);
    b.memoizedState = null;
    return b.child = c;
  }
  a = a.child;
  if
  (g) {
    g = e.fallback;
    e = Wg(null, d, 0, null);
    e.return = b;
    e.child = a;
    null !== a && (a.return =
    e);
    if (0 === (b.mode & 2)) for (a = null !== b.memoizedState ? b.child.child : b.child, e.child = a; null !== a;)
    {
      a.return = e, a = a.sibling;
    }
    c = Wg(g, d, c, null);
    c.return = b;
    e.sibling = c;
    c.effectTag |=
    2;
    e.childExpirationTime = 0;
    b.memoizedState = ii;
    b.child = e;
    return c;
  }
  b.memoizedState
  = null;
  return b.child = Xg(b, a, e.children, c);
}
function ki(a, b) {
  a.expirationTime < b &&
  (a.expirationTime = b);
  var c = a.alternate;
  null !== c && c.expirationTime < b && (c.expirationTime = b);
  pg(a.return, b);
}
function li(a, b, c, d, e, f) {
  var g = a.memoizedState;
  null === g ? a.memoizedState = {
    isBackwards: b,
    rendering: null,
    renderingStartTime: 0,
    last: d,
    tail: c,
    tailExpiration: 0,
    tailMode: e,
    lastEffect: f
  } : (g.isBackwards = b, g.rendering = null, g.renderingStartTime = 0, g.last = d, g.tail = c, g.tailExpiration = 0,
  g.tailMode = e, g.lastEffect = f);
}
function mi(a, b, c) {
  var d = b.pendingProps,
  e = d.revealOrder,

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f = d.tail;\n R(a, b, d.children, c);\n d = M.current;\n if (0 !== (d & 2)) d = d & 1 | 2, b.effectTag |= 64;else {\n  if
(null !== a && 0 !== (a.effectTag & 64)) a: for (a = b.child; null !== a;) {\n    if (13 === a.tag) null !==
a.memoizedState && ki(a, c);else if (19 === a.tag) ki(a, c);else if (null !== a.child) {\n      a.child.return = a;\n
a = a.child;\n      continue;\n    }\n    if (a === b) break a;\n\n    for (; null === a.sibling;) {\n      if (null ===
a.return || a.return === b) break a;\n      a = a.return;\n    }\n\n    a.sibling.return = a.return;\n    a = a.sibling;\n
}\n  d &= 1;\n  }\n  I(M, d);\n  if (0 === (b.mode & 2)) b.memoizedState = null;else switch (e) {\n    case
\"forwards\":\n      c = b.child;\n      for (e = null; null !== c;) {\n        a = c.alternate, null !== a && null === hh(a) && (e = c), c
= c.sibling;\n      }\n      c = e;\n      null === c ? (e = b.child, b.child = null) : (e = c.sibling, c.sibling = null);\n
li(b, !1, e, c, f, b.lastEffect);\n      break;\n\n      case \"backwards\":\n        c = null;\n        e = b.child;\n\n        for (b.child
= null; null !== e;) {\n          a = e.alternate;\n\n          if (null !== a && null === hh(a)) {\n            b.child = e;\n
break;\n          }\n          a = e.sibling;\n          e.sibling = c;\n          c = e;\n          e = a;\n        }\n\n        li(b, !0, c, null, f,
b.lastEffect);\n        break;\n\n      case \"together\":\n        li(b, !1, null, null, void 0, b.lastEffect);\n        break;\n\n
default:\n        b.memoizedState = null;\n      }\n      return b.child;\n    }\n\n    function $(a, b, c) {\n      null !== a &&
(b.dependencies = a.dependencies);\n      var d = b.expirationTime;\n      0 !== d && Bg(d);\n      if (b.childExpirationTime
< c) return null;\n      if (null !== a && b.child !== a.child) throw Error(u(153));\n      if (null !== b.child) {\n        a =
b.child;\n        c = Sg(a, a.pendingProps);\n        b.child = c;\n\n        for (c.return = b; null !== a.sibling;) {\n          a =
a.sibling, c = c.sibling = Sg(a, a.pendingProps), c.return = b;\n        }\n\n        c.sibling = null;\n      }\n      return
b.child;\n    }\n\n    var ni, oi, pi, qi;\n\n    ni = function ni(a, b) {\n      for (var c = b.child; null !== c;) {\n        if (5 === c.tag || 6
=== c.tag) a.appendChild(c.stateNode);else if (4 !== c.tag && null !== c.child) {\n          c.child.return = c;\n          c =
c.child;\n          continue;\n        }\n        if (c === b) break;\n\n        for (; null === c.sibling;) {\n          if (null === c.return ||
c.return === b) return;\n          c = c.return;\n        }\n\n        c.sibling.return = c.return;\n        c = c.sibling;\n      }\n    };
\n    oi = function oi() {};\n\n    pi = function pi(a, b, c, d, e) {\n      var f = a.memoizedProps;\n      if (f !== d) {\n        var g =
b.stateNode;\n\n        ch($g.current);\n        a = null;\n\n        switch (c) {\n          case \"input\":\n            f = zb(g, f);\n            d = zb(g, d);\n            a =
[];\n            break;\n\n          case \"option\":\n            f = Gb(g, f);\n            d = Gb(g, d);\n            a = [];\n            break;\n\n          case
\"select\":\n            f = n({}, f, {\n              value: void 0\n            });\n            d = n({}, d, {\n              value: void 0\n            });\n
a = [];\n            break;\n\n          case \"textarea\":\n            f = Ib(g, f);\n            d = Ib(g, d);\n            a = [];\n            break;\n\n
          default:\n            \"function\" !== typeof f.onClick && \"function\" === typeof d.onClick && (g.onclick = sd);\n
        }\n\n        od(c, d);\n        var h, k;\n        c = null;\n\n        for (h in f) {\n          if (!d.hasOwnProperty(h) &&
f.hasOwnProperty(h) && null != f[h]) if (\"style\" === h) for (k in g = f[h], g) {\n            g.hasOwnProperty(k) && (c
|| (c = {}), c[k] = \"\");\n          } else \"dangerouslySetInnerHTML\" !== h && \"children\" !== h &&
\n          \"suppressContentEditableWarning\"
\n          !== h && \"suppressHydrationWarning\" !== h && \"autoFocus\" !== h && (va.hasOwnProperty(h) ? a || (a = []) :
(a = a || []).push(h, null));\n        }\n\n        for (h in d) {\n          var l = d[h];\n          g = null != f ? f[h] : void 0;\n          if
(d.hasOwnProperty(h) && l !== g && (null != l || null != g)) if (\"style\" === h) {\n            if (g) {\n              for (k in g)
{\n                !g.hasOwnProperty(k) || l && l.hasOwnProperty(k) || (c || (c = {}), c[k] = \"\");\n              }\n\n              for (k
in l) {\n                l.hasOwnProperty(k) && g[k] !== l[k] && (c || (c = {}), c[k] = l[k]);\n              }\n            } else c || (a || (a
= []), a.push(h, c)), c = l;\n          } else \"dangerouslySetInnerHTML\" === h ? (l = l ? l.__html : void 0, g = g ?
g.__html : void 0, null != l && g !== l && (a = a || []).push(h, l)) : \"children\" === h ? g === l || \"string\" !==
\n          typeof l && \"number\" !== typeof l || (a = a || []).push(h, \"\" + l) : \"suppressContentEditableWarning\"
\n          !== h && \"suppressHydrationWarning\" !== h && (va.hasOwnProperty(h) ? (null != l && rd(e, h), a || g === l ||
(a = [])) : (a = a || []).push(h, l));\n        }\n\n        c && (a = a || []).push(\"style\", c);\n        e = a;\n        if (b.updateQueue = e)
b.effectTag |= 4;\n      }\n    };
\n    qi = function qi(a, b, c, d) {\n      c !== d && (b.effectTag |= 4);\n    };
\n    ri = function ri(a, b) {\n      switch (a.tailMode) {\n        case \"hidden\":\n          b = a.tail;\n          for (var c = null; null !== b;) {\n            null !==
b.alternate && (c = b), b = b.sibling;\n          }\n          null === c ? a.tail = null : c.sibling = null;\n          break;\n\n        case
\"collapsed\":\n          c = a.tail;\n          for (var d = null; null !== c;) {\n            null !== c.alternate && (d = c), c =
c.sibling;\n          }\n          null === d ? b || null === a.tail ? a.tail = null : a.tail.sibling = null : d.sibling = null;\n

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}\n}\n\nfunction si(a, b, c) {\n  var d = b.pendingProps;\n\n  switch (b.tag) {\n    case 2:\n    case 16:\n    case 15:\n    case\n    case 11:\n    case 7:\n    case 8:\n    case 12:\n    case 9:\n    case 14:\n    return null;\n\n    case 1:\n    return L(b.type) && Df(), null;\n\n    case 3:\n    return eh(), H(K), H(J), c = b.stateNode, c.pendingContext && (c.context = c.pendingContext, c.pendingContext = null), null !== a && null !== a.child || !Wh(b) || (b.effectTag |= 4), oi(b), null;\n\n    case 5:\n    gh(b);\n    c = ch(bh.current);\n    var e = b.type;\n    if (null !== a && null !== b.stateNode) pi(a, b, e, d, c), a.ref !== b.ref && (b.effectTag |= 128);else {\n      if (!d) {\n        if (null === b.stateNode) throw Error(u(166));\n        return null;\n      }\n      a = ch($g.current);\n      if (Wh(b)) {\n        d = b.stateNode;\n        e = b.type;\n        var f = b.memoizedProps;\n        d[Md] = b;\n        d[Nd] = f;\n\n        switch (e) {\n          case \"iframe\":\n          case \"object\":\n          case \"embed\":\n            F(\"load\", d);\n            break;\n\n          case \"video\":\n          case \"audio\":\n            for (a = 0; a < ac.length; a++) {\n              F(ac[a], d);\n            }\n            break;\n\n          case \"source\":\n            F(\"error\", d);\n            break;\n\n          case \"img\":\n          case \"image\":\n          case \"link\":\n            F(\"error\", d);\n            F(\"load\", d);\n            break;\n\n          case \"form\":\n            F(\"reset\", d);\n            F(\"submit\", d);\n            break;\n\n          case \"details\":\n            F(\"toggle\", d);\n            break;\n\n          case \"input\":\n            Ab(d, f);\n            F(\"invalid\", d);\n            rd(c, \"onChange\");\n            break;\n\n          case \"select\":\n            d._wrapperState = {\n              wasMultiple: !f.multiple\n            };\n            F(\"invalid\", d);\n            rd(c, \"onChange\");\n            break;\n\n          case \"textarea\":\n            Jb(d, f), F(\"invalid\", d), rd(c, \"onChange\");\n            }\n            od(e, f);\n            a = null;\n\n            for (var g in f) {\n              if (f.hasOwnProperty(g)) {\n                var h = f[g];\n                \"children\" === g ? \"string\" === typeof h ? d.textContent !== h && (a = [\"children\", h]) : \"number\" === typeof h && d.textContent !== \"\" + h && (a = [\"children\", \"\" + h]) : va.hasOwnProperty(g) && null !== h && rd(c, g);\n              }\n            }\n            switch (e) {\n              case \"input\":\n                xb(d);\n                Eb(d, f, !0);\n                break;\n\n              case \"textarea\":\n                xb(d);\n                Lb(d);\n                break;\n\n              case \"select\":\n                case \"option\":\n                break;\n\n              default:\n                \"function\" === typeof f.onClick && (d.onclick = sd);\n            }\n            c = a;\n            b.updateQueue = c;\n            null !== c && (b.effectTag |= 4);\n          } else {\n            g = 9 === c.nodeType ? c : c.ownerDocument;\n            a === qd && (a = Nb(e));\n            a === qd ? \"script\" === e ? (a = g.createElement(\"div\"), a.innerHTML = \"<script>\\x3c/script>\", a = a.removeChild(a.firstChild)) : \"string\" === typeof d.is ? a = g.createElement(e, {is: d.is}) : (a = g.createElement(e, \"select\" === e && (g = a, d.multiple ? g.multiple = !0 : d.size && (g.size = d.size))) : a = g.createElementNS(a, e);\n            a[Md] = b;\n            a[Nd] = d;\n            ni(a, b, !1, !1);\n            b.stateNode = a;\n            g = pd(e, d);\n\n            switch (e) {\n              case \"iframe\":\n                case \"object\":\n                case \"embed\":\n                  F(\"load\", a);\n                  h = d;\n                break;\n\n              case \"video\":\n                case \"audio\":\n                for (h = 0; h < ac.length; h++) {\n                  F(ac[h], a);\n                }\n                h = d;\n                break;\n\n              case \"source\":\n                F(\"error\", a);\n                h = d;\n                break;\n\n              case \"img\":\n                case \"image\":\n                case \"link\":\n                F(\"error\", a);\n                F(\"load\", a);\n                h = d;\n                break;\n\n              case \"form\":\n                F(\"reset\", a);\n                F(\"submit\", a);\n                h = d;\n                break;\n\n              case \"details\":\n                F(\"toggle\", a);\n                h = d;\n                break;\n\n              case \"input\":\n                Ab(a, d);\n                h = zb(a, d);\n                F(\"invalid\", a);\n                rd(c, \"onChange\");\n                break;\n\n              case \"option\":\n                h = Gb(a, d);\n                break;\n\n              case \"select\":\n                a._wrapperState = {\n                  wasMultiple:\n                }\n                !d.multiple\n                };\n                h = n({}, d, {value: void 0});\n                F(\"invalid\", a);\n                rd(c, \"onChange\");\n                break;\n\n              case \"textarea\":\n                Jb(a, d);\n                h = Ib(a, d);\n                F(\"invalid\", a);\n                rd(c, \"onChange\");\n                break;\n\n              default:\n                h = d;\n            }\n            }\n            od(e, h);\n            var k = h;\n\n            for (f in k) {\n              if (k.hasOwnProperty(f)) {\n                var l = k[f];\n                \"style\" === f ? md(a, l) : \"dangerouslySetInnerHTML\" === f ? (l = l ? l.__html : void 0, null !== l && Qb(a, l)) : \"children\" === f ? \"string\" === typeof l ? (\"textarea\" !== e || \"\" !== l) && Rb(a, l) : \"number\" === typeof l && Rb(a, \"\" + l) : \"suppressContentEditableWarning\" !== f && \"suppressHydrationWarning\" !==

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f && \autoFocus\ != f && (va.hasOwnProperty(f) ? null
!= 1 && rd(c, f) : null != 1 && Xa(a, f, l, g));\n      }\n      }\n      switch (e) {\n      case \input\:\n      xb(a);\n      Eb(a, d, !1);\n      break;\n      case \textarea\:\n      xb(a);\n      Lb(a);\n      break;\n      case \option\:\n      null != d.value && a.setAttribute(\value\, \ + rb(d.value));\n      break;\n      case \select\:\n      a.multiple = !!d.multiple;\n      c = d.value;\n      null != c ?
Hb(a, !!d.multiple, c, !1) : null != d.defaultValue && Hb(a, !!d.multiple, d.defaultValue, !0);\n      break;\n      default:\n      \function\ === typeof h.onClick && (a.onclick = sd);\n      }\n      Fd(e, d) &&
(b.effectTag |= 4);\n      }\n      null !== b.ref && (b.effectTag |= 128);\n      }\n      return null;\n      case 6:\n      if (a && null != b.stateNode) qi(a, b, a.memoizedProps,
d);else {\n      if (\string\ != typeof d && null === b.stateNode) throw Error(u(166));\n      c =
ch(bh.current);\n      ch($g.current);\n      Wh(b) ? (c = b.stateNode, d = b.memoizedProps, c[Md] = b,
c.nodeValue !== d && (b.effectTag |= 4)) : (c = (9 === c.nodeType ? c : c.ownerDocument).createTextNode(d),
c[Md] = b, b.stateNode = c);\n      }\n      return null;\n      case 13:\n      H(M);\n      d = b.memoizedState;\n      if (0
!== (b.effectTag & 64)) return b.expirationTime = c, b;\n      c = null !== d;\n      d = !1;\n      null === a ? void 0
!== b.memoizedProps.fallback && Wh(b) : (e = a.memoizedState, d = null !== e, c || null === e || (e =
a.child.sibling, null !== e && (f = b.firstEffect, null !== f ? (b.firstEffect = e, e.nextEffect = f) : (b.firstEffect =
b.lastEffect = e, e.nextEffect = null), e.effectTag = 8));\n      if (c && !d && 0 !== (b.mode & 2)) if (null === a &&
!0 !== b.memoizedProps.unstable_avoidThisFallback || 0 !== (M.current & 1))
S === ti && (S = ui);else {\n      if (S === ti || S === ui) S = vi;\n      0 !== wi && null !== T && (xi(T, U), yi(T,
wi));\n      }\n      if (c || d) b.effectTag |= 4;\n      return null;\n      case 4:\n      return eh(), oi(b), null;\n      case
10:\n      return og(b), null;\n      case 17:\n      return L(b.type) && Df(), null;\n      case 19:\n      H(M);\n      d =
b.memoizedState;\n      if (null === d) return null;\n      e = 0 !== (b.effectTag & 64);\n      f = d.rendering;\n      if
(null === f) {\n      if (e) ri(d, !1);else {\n      if (S !== ti || null !== a && 0 !== (a.effectTag & 64)) for (f =
b.child; null !== f;)\n      a = hh(f);\n      if (null !== a) {\n      b.effectTag |= 64;\n      ri(d, !1);\n      e = a.updateQueue;\n      null !== e && (b.updateQueue = e, b.effectTag |= 4);\n      null ===
d.lastEffect && (b.firstEffect = null);\n      b.lastEffect = d.lastEffect;\n      for
(d = b.child; null !== d;)\n      e = d, f = c, e.effectTag &= 2, e.nextEffect = null, e.firstEffect = null,
e.lastEffect = null, a = e.alternate, null === a ? (e.childExpirationTime = 0, e.expirationTime = f, e.child = null,
e.memoizedProps = null, e.memoizedState = null, e.updateQueue = null, e.dependencies = null) :
(e.childExpirationTime = a.childExpirationTime, e.expirationTime = a.expirationTime, e.child = a.child,
e.memoizedProps = a.memoizedProps, e.memoizedState = a.memoizedState, e.updateQueue = a.updateQueue, f =
a.dependencies, e.dependencies = null === f ? null : {\n      expirationTime: f.expirationTime,\n
firstContext: f.firstContext,\n      responders: f.responders\n      }), d = d.sibling;\n      }\n      }\n      I(M, M.current & 1 | 2);\n      return b.child;\n      }\n      f = f.sibling;\n      }\n      }\n      } else {\n      if (!e) if (a = hh(f), null !== a)
{\n      if (b.effectTag |= 64, e = !0, c = a.updateQueue, null !== c && (b.updateQueue = c, b.effectTag |= 4), ri(d,
!0), null === d.tail && \hidden\ === d.tailMode && !f.alternate) return b = b.lastEffect = d.lastEffect, null !== b
&& (b.nextEffect = null), null;\n      } else 2 * $(f) - d.renderingStartTime > d.tailExpiration && 1 < c &&
(b.effectTag |= 64, e = !0, ri(d, !1), b.expirationTime = b.childExpirationTime = c - 1);\n      d.isBackwards ?
(f.sibling = b.child, b.child = f) : (c = d.last, null !== c ? c.sibling = f : b.child = f, d.last = f);\n      }\n      return null
!== d.tail ? (0 === d.tailExpiration && (d.tailExpiration = $(f) + 500), c = d.tail, d.rendering = c, d.tail = c.sibling,
d.lastEffect = b.lastEffect, d.renderingStartTime = $(f), c.sibling = null, b = M.current, I(M, e ? b & 1 | 2 : b & 1), c)
: null;\n      }\n      throw Error(u(156, b.tag));\n      }\n      function zi(a) {\n      switch (a.tag) {\n      case 1:\n      L(a.type) &&
Df();\n      var b = a.effectTag;\n      return b & 4096 ? (a.effectTag = b & -4097 | 64, a) : null;\n      case 3:\n      eh();\n      H(K);\n      H(J);\n      b =
a.effectTag;\n      if (0 !== (b & 64)) throw Error(u(285));\n      a.effectTag = b & -4097 | 64;\n      return a;\n      case 5:\n      return gh(a), null;\n      case 13:\n      return H(M), b = a.effectTag, b & 4096 ? (a.effectTag = b & -
4097 | 64, a) : null;\n      case 19:\n      return H(M), null;\n      case 4:\n      return eh(), null;\n      case 10:\n

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return og(a, null;\n\n default:\n return null;\n }\n}\n\nfunction Ai(a, b) {\n return {\n value: a,\n source:
b,\n stack: qb(b)\n };\n}\n\nvar Bi = \"function\" === typeof WeakSet ? WeakSet : Set;\n\nfunction Ci(a, b) {\n
var c = b.source,\n d = b.stack;\n null === d && null !== c && (d = qb(c));\n null !== c && pb(c.type);\n b =
b.value;\n null !== a && 1 === a.tag && pb(a.type);\n\n try {\n console.error(b);\n } catch (e) {\n
setTimeout(function () {\n
throw e;\n });\n }\n}\n\nfunction Di(a, b) {\n try {\n b.props = a.memoizedProps, b.state =
a.memoizedState, b.componentWillUnmount();\n } catch (c) {\n Ei(a, c);\n }\n}\n\nfunction Fi(a) {\n var b =
a.ref;\n if (null !== b) if (\"function\" === typeof b) try {\n b(null);\n } catch (c) {\n Ei(a, c);\n } else b.current
= null;\n}\n\nfunction Gi(a, b) {\n switch (b.tag) {\n case 0:\n case 11:\n case 15:\n case 22:\n return;\n\n
case 1:\n if (b.effectTag & 256 && null !== a) {\n var c = a.memoizedProps,\n d =
a.memoizedState;\n a = b.stateNode;\n b = a.getSnapshotBeforeUpdate(b.elementType === b.type ? c :
ig(b.type, c), d);\n a.__reactInternalSnapshotBeforeUpdate = b;\n }\n\n return;\n\n case 3:\n case 5:\n\n
case 6:\n case 4:\n case 17:\n return;\n }\n\n throw Error(u(163));\n}\n\nfunction Hi(a, b) {\n b =
b.updateQueue;\n b = null !== b ? b.lastEffect : null;\n\n
if (null !== b) {\n var c = b = b.next;\n\n do {\n if ((c.tag & a) === a) {\n var d = c.destroy;\n
c.destroy = void 0;\n void 0 !== d && d();\n }\n\n c = c.next;\n } while (c !== b);\n }\n}\n\nfunction
Ii(a, b) {\n b = b.updateQueue;\n b = null !== b ? b.lastEffect : null;\n\n if (null !== b) {\n var c = b = b.next;\n\n
do {\n if ((c.tag & a) === a) {\n var d = c.create;\n c.destroy = d();\n }\n\n c = c.next;\n } while
(c !== b);\n }\n}\n\nfunction Ji(a, b, c) {\n switch (c.tag) {\n case 0:\n case 11:\n case 15:\n case 22:\n
Ii(3, c);\n return;\n\n case 1:\n a = c.stateNode;\n if (c.effectTag & 4) if (null === b)
a.componentDidMount();else {\n var d = c.elementType === c.type ? b.memoizedProps : ig(c.type,
b.memoizedProps);\n a.componentDidUpdate(d, b.memoizedState, a.__reactInternalSnapshotBeforeUpdate);\n
}\n\n b = c.updateQueue;\n null
!== b && Cg(c, b, a);\n return;\n\n case 3:\n b = c.updateQueue;\n\n if (null !== b) {\n a = null;\n
if (null !== c.child) switch (c.child.tag) {\n case 5:\n a = c.child.stateNode;\n break;\n\n
case 1:\n a = c.child.stateNode;\n }\n\n Cg(c, b, a);\n }\n\n return;\n\n case 5:\n a =
c.stateNode;\n null === b && c.effectTag & 4 && Fd(c.type, c.memoizedProps) && a.focus();\n return;\n\n
case 6:\n return;\n\n case 4:\n return;\n\n case 12:\n return;\n\n case 13:\n null ===
c.memoizedState && (c = c.alternate, null !== c && (c = c.memoizedState, null !== c && (c = c.dehydrated, null
!== c && Vc(c)));\n return;\n\n case 19:\n case 17:\n case 20:\n case 21:\n return;\n }\n\n throw
Error(u(163));\n}\n\nfunction Ki(a, b, c) {\n \"function\" === typeof Li && Li(b);\n\n switch (b.tag) {\n case 0:\n\n
case 11:\n\n
case 14:\n case 15:\n case 22:\n a = b.updateQueue;\n\n if (null !== a && (a = a.lastEffect, null !== a))
{\n var d = a.next;\n cg(97 < c ? 97 : c, function () {\n var a = d;\n\n do {\n var c =
a.destroy;\n\n if (void 0 !== c) {\n var g = b;\n\n try {\n c();\n } catch (h)
{\n Ei(g, h);\n }\n\n }\n\n a = a.next;\n } while (a !== d);\n });\n }\n\n
break;\n\n case 1:\n Fi(b);\n c = b.stateNode;\n \"function\" === typeof c.componentWillUnmount &&
Di(b, c);\n break;\n\n case 5:\n Fi(b);\n break;\n\n case 4:\n Mi(a, b, c);\n }\n}\n\nfunction Ni(a) {\n
var b = a.alternate;\n a.return = null;\n a.child = null;\n a.memoizedState = null;\n a.updateQueue = null;\n
a.dependencies = null;\n a.alternate = null;\n a.firstEffect = null;\n a.lastEffect
= null;\n a.pendingProps = null;\n a.memoizedProps = null;\n a.stateNode = null;\n null !== b &&
Ni(b);\n}\n\nfunction Oi(a) {\n return 5 === a.tag || 3 === a.tag || 4 === a.tag;\n}\n\nfunction Pi(a) {\n a: {\n for
(var b = a.return; null !== b;) {\n if (Oi(b)) {\n var c = b;\n break a;\n }\n\n b = b.return;\n }\n\n
throw Error(u(160));\n }\n\n b = c.stateNode;\n\n switch (c.tag) {\n case 5:\n var d = !1;\n break;\n\n
case 3:\n b = b.containerInfo;\n d = !0;\n break;\n\n case 4:\n b = b.containerInfo;\n d = !0;\n
break;\n\n default:\n throw Error(u(161));\n }\n\n c.effectTag & 16 && (Rb(b, \"\"), c.effectTag &= -17);\n\n
a: b: for (c = a; ;) {\n for (; null === c.sibling;) {\n if (null === c.return || Oi(c.return)) {\n c = null;\n
break a;\n }\n\n c = c.return;\n }\n\n c.sibling.return = c.return;\n\n for (c = c.sibling; 5 !== c.tag && 6

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!==
c.tag && 18 !== c.tag;) {\n  if (c.effectTag & 2) continue b;\n  if (null === c.child || 4 === c.tag) continue
b;else c.child.return = c, c = c.child;\n  }\n\n  if (!(c.effectTag & 2)) {\n    c = c.stateNode;\n    break a;\n  }\n  }\n\n  d ? Qi(a, c, b) : Ri(a, c, b);\n}\n\nfunction Qi(a, b, c) {\n  var d = a.tag,\n    e = 5 === d || 6 === d;\n  if (e) a = e ? a.stateNode : a.stateNode.instance, b ? 8 === c.nodeType ? c.parentNode.insertBefore(a, b) : c.insertBefore(a, b) : (8 === c.nodeType ? (b = c.parentNode, b.insertBefore(a, c)) : (b = c, b.appendChild(a)), c =
c._reactRootContainer, null !== c && void 0 !== c || null !== b.onclick || (b.onclick = sd));else if (4 !== d && (a =
a.child, null !== a)) for (Qi(a, b, c), a = a.sibling; null !== a;) {\n  Qi(a, b, c), a = a.sibling;\n  }\n}\n\nfunction Ri(a,
b, c) {\n  var d = a.tag,\n    e = 5 === d || 6 === d;\n  if (e) a = e ? a.stateNode : a.stateNode.instance, b ?
c.insertBefore(a, b) : c.appendChild(a);else
if (4 !== d && (a = a.child, null !== a)) for (Ri(a, b, c), a = a.sibling; null !== a;) {\n  Ri(a, b, c), a = a.sibling;\n
}\n}\n\nfunction Mi(a, b, c) {\n  for (var d = b, e = !1, f, g;;) {\n    if (!e) {\n      e = d.return;\n      a: for (;;) {\n        if (null === e) throw Error(u(160));\n        f = e.stateNode;\n        switch (e.tag) {\n          case 5:\n            g = !1;\n            break a;\n          case 3:\n            f = f.containerInfo;\n            g = !0;\n            break a;\n          case 4:\n            f = f.containerInfo;\n            g = !0;\n            break a;\n          }\n          e = e.return;\n        }\n        e = !0;\n      }\n    }\n    if (5 === d.tag || 6 === d.tag) {\n      a: for (var h = a, k = d, l = c, m = k;;) {\n        if (Ki(h, m, l), null !== m.child
&& 4 !== m.tag) m.child.return = m, m = m.child;else {\n          if (m === k) break a;\n          for (; null ===
m.sibling;) {\n            if (null === m.return || m.return ===
k) break a;\n            m = m.return;\n          }\n          m.sibling.return = m.return;\n          m = m.sibling;\n        }\n      }\n      g ? (h = f, k = d.stateNode, 8 === h.nodeType ? h.parentNode.removeChild(k) : h.removeChild(k)) :
f.removeChild(d.stateNode);\n    } else if (4 === d.tag) {\n      if (null !== d.child) {\n        f =
d.stateNode.containerInfo;\n        g = !0;\n        d.child.return = d;\n        d = d.child;\n        continue;\n      }\n    }
else if (Ki(a, d, c), null !== d.child) {\n      d.child.return = d;\n      d = d.child;\n      continue;\n    }\n    if (d === b)
break;\n    for (; null === d.sibling;) {\n      if (null === d.return || d.return === b) return;\n      d = d.return;\n      4
=== d.tag && (e = !1);\n    }\n    d.sibling.return = d.return;\n    d = d.sibling;\n  }\n}\n\nfunction Si(a, b) {\n  switch (b.tag) {\n    case 0:\n    case 11:\n    case 14:\n    case 15:\n    case 22:\n      Hi(3, b);\n      return;\n    case
1:\n      return;\n    case 5:\n      var c = b.stateNode;\n      if (null != c) {\n        var d = b.memoizedProps,\n          e =
null !== a ? a.memoizedProps : d;\n        a = b.type;\n        var f = b.updateQueue;\n        b.updateQueue = null;\n        if (null !== f) {\n          c[Nd] = d;\n          \"input\" === a && \"radio\" === d.type && null != d.name && Bb(c,
d);\n          pd(a, e);\n          b = pd(a, d);\n          for (e = 0; e < f.length; e += 2) {\n            var g = f[e],\n              h = f[e + 1];\n            \"style\" === g ? md(c, h) : \"dangerouslySetInnerHTML\" === g ? Qb(c, h) : \"children\" ===
g ? Rb(c, h) : Xa(c, g, h, b);\n          }\n          switch (a) {\n            case \"input\":\n              Cb(c, d);\n              break;\n            case \"textarea\":\n              Kb(c, d);\n              break;\n            case \"select\":\n              b =
c._wrapperState.wasMultiple, c._wrapperState.wasMultiple = !!d.multiple, a = d.value,\n              null != a ? Hb(c, !!d.multiple, a, !1) : b !== !!d.multiple && (null != d.defaultValue ? Hb(c, !!d.multiple,
d.defaultValue, !0) : Hb(c, !!d.multiple, d.multiple ? [] : \"\", !1));\n          }\n        }\n        return;\n      }\n    case
6:\n      if (null === b.stateNode) throw Error(u(162));\n      b.stateNode.nodeValue = b.memoizedProps;\n      return;\n    case
3:\n      b = b.stateNode;\n      b.hydrate && (b.hydrate = !1, Vc(b.containerInfo));\n      return;\n    case
12:\n      return;\n    case 13:\n      c = b;\n      null === b.memoizedState ? d = !1 : (d = !0, c = b.child, Ti =
$(f));\n      if (null !== c) a: for (a = c;;) {\n        if (5 === a.tag) f = a.stateNode, d ? (f = f.style, \"function\" ===
typeof f.setProperty ? f.setProperty(\"display\", \"none\", \"important\") : f.display = \"none\") : (f = a.stateNode, e =
a.memoizedProps.style, e = void 0 !== e && null !== e && e.hasOwnProperty(\"display\") ? e.display : null,
f.style.display = Id(\"display\",
e));else if (6 === a.tag) a.stateNode.nodeValue = d ? \"\" : a.memoizedProps;else if (13 === a.tag && null !==
a.memoizedState && null === a.memoizedState.dehydrated) {\n          f = a.child.sibling;\n          f.return = a;\n          a = f;\n          continue;\n        } else if (null !== a.child) {\n          a.child.return = a;\n          a = a.child;\n          continue;\n        }\n        if (a === c) break;\n        for (; null === a.sibling;) {\n          if (null === a.return || a.return
}

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=== c) break a;\n      a = a.return;\n      }\n      a.sibling.return = a.return;\n      a = a.sibling;\n      }\n      Ui(b);\n      return;\n      case 19:\n      Ui(b);\n      return;\n      case 17:\n      return;\n      }\n      throw
Error(u(163));\n}\n\nfunction Ui(a) {\n  var b = a.updateQueue;\n  if (null !== b) {\n    a.updateQueue = null;\n    var c = a.stateNode;\n    null === c && (c = a.stateNode = new Bi());\n    b.forEach(function (b) {\n      var d =
Vi.bind(null,
a, b);\n      c.has(b) || (c.add(b), b.then(d, d));\n    });\n  }\n}\n\nvar Wi = \"function\" === typeof WeakMap ?
WeakMap : Map;\n\nfunction Xi(a, b, c) {\n  c = wg(c, null);\n  c.tag = 3;\n  c.payload = {\n    element: null\n  };\n  var d = b.value;\n  c.callback = function () {\n    Yi || (Yi = !0, Zi = d);\n    Ci(a, b);\n  };\n  return
c;\n}\n\nfunction $i(a, b, c) {\n  c = wg(c, null);\n  c.tag = 3;\n  var d = a.type.getDerivedStateFromError;\n  if
(\"function\" === typeof d) {\n    var e = b.value;\n    c.payload = function () {\n      Ci(a, b);\n      return d(e);\n   
};\n  }\n  var f = a.stateNode;\n  null !== f && \"function\" === typeof f.componentDidCatch && (c.callback =
function () {\n    \"function\" !== typeof d && (null === aj ? aj = new Set([this]) : aj.add(this), Ci(a, b));\n    var c =
b.stack;\n    this.componentDidCatch(b.value, {\n      componentStack: null !== c ? c : \"\"\n    });\n  });\n  return
c;\n}\n\nvar bj = Math.ceil,\n  cj = Wa.ReactCurrentDispatcher,\n  dj = Wa.ReactCurrentOwner,\n  V = 0,\n  ej = 8,\n  fj = 16,\n  gj = 32,\n  ti = 0,\n  hj = 1,\n  ij = 2,\n  ui
= 3,\n  vi = 4,\n  jj = 5,\n  W = V,\n  T = null,\n  X = null,\n  U = 0,\n  S = ti,\n  kj = null,\n  lj =
1073741823,\n  mj = 1073741823,\n  nj = null,\n  wi = 0,\n  oj = !1,\n  Ti = 0,\n  pj = 500,\n  Y = null,\n  Yi = !1,\n  Zi = null,\n  aj = null,\n  qj = !1,\n  rj = null,\n  sj = 90,\n  tj = null,\n  uj = 0,\n  vj = null,\n  wj
= 0;\n\nfunction Gg() {\n  return (W & (fj | gj)) !== V ? 1073741821 - ($f() / 10 | 0) : 0 !== wj ? wj : wj =
1073741821 - ($f() / 10 | 0);\n}\n\nfunction Hg(a, b, c) {\n  b = b.mode;\n  if (0 === (b & 2)) return 1073741823;\n  var d = ag();\n  if (0 === (b & 4)) return 99 === d ? 1073741823 : 1073741822;\n  if ((W & fj) !== V) return U;\n  if
(null !== c) a = hg(a, c.timeoutMs | 0 || 5E3, 250);else switch (d) {\n    case 99:\n      a = 1073741823;\n      break;\n  }\n  case 98:\n    a = hg(a, 150, 100);\n    break;\n  case 97:\n  case 96:\n    a = hg(a, 5E3, 250);\n    break;\n  case 95:\n    a = 2;\n    break;\n  default:\n    throw Error(u(326));\n  }\n  null !== T && a === U && --a;\n  return a;\n}\n\nfunction Ig(a, b) {\n  if (50 < uj) throw uj = 0, vj = null, Error(u(185));\n  a = xj(a, b);\n  if (null
!== a) {\n    var c = ag();\n    1073741823 === b ? (W & ej) !== V && (W & (fj | gj)) === V ? yj(a) : (Z(a), W ===
V && gg()) : Z(a);\n    (W & 4) === V || 98 !== c && 99 !== c || (null === tj ? tj = new Map([[a, b]]) : (c = tj.get(a),
(void 0 === c || c > b) && tj.set(a, b)));}\n}\n\nfunction xj(a, b) {\n  a.expirationTime < b && (a.expirationTime
= b);\n  var c = a.alternate;\n  null !== c && c.expirationTime < b && (c.expirationTime = b);\n  var d = a.return,\n  e = null;\n  if (null === d && 3 === a.tag) e = a.stateNode;else for (; null !== d;) {\n    c = d.alternate;\n    d.childExpirationTime <
b && (d.childExpirationTime = b);\n    null !== c && c.childExpirationTime < b && (c.childExpirationTime =
b);\n  }\n  if (null === d.return && 3 === d.tag) {\n    e = d.stateNode;\n    break;\n  }\n  d = d.return;\n  }\n  null !== e && (T === e && (Bg(b), S === vi && xi(e, U)), yi(e, b));\n  return e;\n}\n\nfunction zj(a) {\n  var b =
a.lastExpiredTime;\n  if (0 !== b) return b;\n  b = a.firstPendingTime;\n  if (!Aj(a, b)) return b;\n  var c =
a.lastPingedTime;\n  a = a.nextKnownPendingLevel;\n  a = c > a ? c : a;\n  return 2 >= a && b !== a ? 0 :
a;\n}\n\nfunction Z(a) {\n  if (0 !== a.lastExpiredTime) a.callbackExpirationTime = 1073741823, a.callbackPriority
= 99, a.callbackNode = eg(yj.bind(null, a));else {\n    var b = zj(a),\n    c = a.callbackNode;\n    if (0 === b) null
!== c && (a.callbackNode = null, a.callbackExpirationTime = 0, a.callbackPriority = 90);else {\n      var d = Gg();\n      1073741823 === b ? d = 99 : 1 === b || 2 === b ? d = 95 : (d = 10 * (1073741821
- b) - 10 * (1073741821 - d), d = 0 >= d ? 99 : 250 >= d ? 98 : 5250 >= d ? 97 : 95);\n      if (null !== c) {\n        var e = a.callbackPriority;\n        if (a.callbackExpirationTime === b && e >= d) return;\n        c !== Tf && Kf(c);\n        }\n      a.callbackExpirationTime = b;\n      a.callbackPriority = d;\n      b = 1073741823 === b ? eg(yj.bind(null,
a)) : dg(d, Bj.bind(null, a), {\n        timeout: 10 * (1073741821 - b) - $f()\n      });\n      a.callbackNode = b;\n    }\n  }\n}\n\nfunction Bj(a, b) {\n  wj = 0;\n  if (b) return b = Gg(), Cj(a, b), Z(a), null;\n  var c = zj(a);\n  if (0 !== c)
{\n    b = a.callbackNode;\n    if ((W & (fj | gj)) !== V) throw Error(u(327));\n    Dj();\n    a === T && c === U ||
Ej(a, c);\n  }\n  if (null !== X) {\n    var d = W;\n    W |= fj;\n    var e = Fj();\n    do {\n      try {\n        Gj();\n

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break;\n    } catch (h) {\n        Hj(a, h);\n    }\n    } while (1);\n\n    ng();\n    W = d;\n    cj.current = e;\n    if (S === hj) throw b = kj, Ej(a, c), xi(a, c), Z(a), b);\n    if (null === X) switch (e =
a.finishedWork = a.current.alternate, a.finishedExpirationTime = c, d = S, T = null, d) {\n    case ti:\n    case
hj:\n        throw Error(u(345));\n\n    case ij:\n        Cj(a, 2 < c ? 2 : c);\n        break;\n\n    case ui:\n
xi(a, c);\n        d = a.lastSuspendedTime;\n        c === d && (a.nextKnownPendingLevel = Ij(e));\n\n    if
(1073741823 === lj && (e = Ti + pj - $f(), 10 < e)) {\n        if (oj) {\n            var f = a.lastPingedTime;\n\n
if (0 === f || f >= c) {\n                a.lastPingedTime = c;\n                Ej(a, c);\n                break;\n            }\n
}\n\n        f = zj(a);\n        if (0 !== f && f !== c) break;\n\n        if (0 !== d && d !== c) {\n
a.lastPingedTime = d;\n            break;\n        }\n\n        a.timeoutHandle =
Hd(Jj.bind(null, a), e);\n        break;\n    }\n\n    Jj(a);\n    break;\n\n    case vi:\n        xi(a, c);\n
d = a.lastSuspendedTime;\n        c === d && (a.nextKnownPendingLevel = Ij(e));\n\n    if (oj && (e =
a.lastPingedTime, 0 === e || e >= c)) {\n        a.lastPingedTime = c;\n        Ej(a, c);\n        break;\n    }\n\n
e = zj(a);\n        if (0 !== e && e !== c) break;\n\n        if (0 !== d && d !== c) {\n            a.lastPingedTime =
d;\n            break;\n        }\n\n        1073741823 !== mj ? d = 10 * (1073741821 - mj) - $f() : 1073741823 === lj ?
d = 0 : (d = 10 * (1073741821 - lj) - 5E3, e = $f(), c = 10 * (1073741821 - c) - e, d = e - d, 0 > d && (d = 0), d =
(120 > d ? 120 : 480 > d ? 480 : 1080 > d ? 1080 : 1920 > d ? 1920 : 3E3 > d ? 3E3 : 4320 > d ? 4320 : 1960 * bj(d /
1960)) - d, c < d && (d = c));\n\n        if (10 < d) {\n            a.timeoutHandle = Hd(Jj.bind(null, a), d);\n
break;\n        }\n\n        Jj(a);\n        break;\n\n    case jj:\n        if (1073741823 !== lj && null !== nj)
{\n            f = lj;\n            var g = nj;\n            d = g.busyMinDurationMs | 0;\n            0 >= d ? d = 0 : (e =
g.busyDelayMs | 0, f = $f() - (10 * (1073741821 - f) - (g.timeoutMs | 0 || 5E3)), d = f <= e ? 0 : e + d - f);\n\n
if (10 < d) {\n                xi(a, c);\n                a.timeoutHandle = Hd(Jj.bind(null, a), d);\n                break;\n            }\n
}\n\n        Jj(a);\n        break;\n\n    default:\n        throw Error(u(329));\n    }\n    Z(a);\n    if
(a.callbackNode === b) return Bj.bind(null, a);\n    }\n    }\n\n    return null;\n\n}\n\nfunction yj(a) {\n    var b =
a.lastExpiredTime;\n    b = 0 !== b ? b : 1073741823;\n    if ((W & (fj | gj)) !== V) throw Error(u(327));\n    Dj();\n    a
=== T && b === U || Ej(a, b);\n\n    if (null !== X) {\n        var c = W;\n        W |= fj;\n        var d = Fj();\n\n        do
{\n            try {\n                Kj();\n                break;\n            } catch (e) {\n                Hj(a, e);\n            }\n        }\n    } while (1);\n\n    ng();\n    W =
c;\n    cj.current = d;\n    if (S === hj) throw c = kj, Ej(a, b), xi(a, b), Z(a), c);\n    if (null !== X) throw
Error(u(261));\n    a.finishedWork = a.current.alternate;\n    a.finishedExpirationTime = b;\n    T = null;\n    Jj(a);\n\n
Z(a);\n    }\n\n    return null;\n\n}\n\nfunction Lj() {\n    if (null !== tj) {\n        var a = tj;\n        tj = null;\n        a.forEach(function
(a, c) {\n            Cj(c, a);\n            Z(c);\n        });\n        gg();\n    }\n\n}\n\nfunction Mj(a, b) {\n    var c = W;\n    W |= 1;\n\n    try {\n
return a(b);\n    } finally {\n        W = c, W === V && gg();\n    }\n\n}\n\nfunction Nj(a, b) {\n    var c = W;\n    W &= -2;\n
W |= ej;\n\n    try {\n        return a(b);\n    } finally {\n        W = c, W === V && gg();\n    }\n\n}\n\nfunction Ej(a, b) {\n
a.finishedWork = null;\n    a.finishedExpirationTime = 0;\n    var c = a.timeoutHandle;\n    -1 !== c &&
(a.timeoutHandle = -1, Id(c));\n
\n    if (null !== X) for (c = X.return; null !== c;) {\n        var d = c;\n\n        switch (d.tag) {\n            case 1:\n                d =
d.type.childContextTypes;\n                null !== d && void 0 !== d && Df();\n                break;\n\n            case 3:\n                eh();\n
H(K);\n                H(J);\n                break;\n\n            case 5:\n                gh(d);\n                break;\n\n            case 4:\n                eh();\n                break;\n\n
case 13:\n                H(M);\n                break;\n\n            case 19:\n                H(M);\n                break;\n\n            case 10:\n                og(d);\n        }\n\n
c = c.return;\n    }\n\n    T = a;\n    X = Sg(a.current, null);\n    U = b;\n    S = ti;\n    kj = null;\n    mj = lj = 1073741823;\n    nj
= null;\n    wi = 0;\n    oj = !1;\n\n}\n\nfunction Hj(a, b) {\n    do {\n        try {\n            ng();\n            jh.current = sh;\n            if (mh)
for (var c = N.memoizedState; null !== c;) {\n                var d = c.queue;\n                null !== d && (d.pending = null);\n                c
= c.next;\n            }\n            lh = 0;\n            P = O = N = null;\n            mh = !1;\n            if (null === X
|| null === X.return) return S = hj, kj = b, X = null;\n\n            a: {\n                var e = a,\n                    f = X.return,\n                    g =
X,\n                    h = b;\n                b = U;\n                g.effectTag |= 2048;\n                g.firstEffect = g.lastEffect = null;\n\n                if (null
!== h && \"object\" === typeof h && \"function\" === typeof h.then) {\n                    var k = h;\n\n                    if (0 ===
(g.mode & 2)) {\n                        var l = g.alternate;\n                        l ? (g.updateQueue = l.updateQueue, g.memoizedState =
l.memoizedState, g.expirationTime = l.expirationTime) : (g.updateQueue = null, g.memoizedState = null);\n                    }\n\n                    var m = 0 !== (M.current & 1),\n                        p = f;\n\n                    do {\n                        var x;\n\n                        if (x = 13 ===

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c.firstEffect) : e = c : e = c.firstEffect;\n\n if (null !== e) {\n  var f = W;\n  W |= gj;\n  dj.current = null;\n  Dd =
fd;\n  var g = xd();\n  if (yd(g)) {\n    if ("selectionStart" in g) var h = {\n      start: g.selectionStart,\n
end: g.selectionEnd\n    };else a: {\n      h = (h = g.ownerDocument) && h.defaultView || window;\n      var k =
h.getSelection && h.getSelection();\n      if (k && 0 !== k.rangeCount) {\n        h = k.anchorNode;\n        var l
= k.anchorOffset,\n          m = k.focusNode;\n          k = k.focusOffset;\n          try {\n            h.nodeType,\n
m.nodeType;\n          }\n        } catch (wb) {\n          h = null;\n          break a;\n        }\n      }\n      var p = 0,\n        x = -1,\n        z = -
1,\n        ca = 0,\n        D = 0,\n        t = g,\n        y = null;\n      b: for (;;) {\n        for (var A;;)\n        {\n          t !== h || 0 !== 1 && 3 !== t.nodeType || (x = p + 1);\n          t !== m || 0 !== k && 3 !== t.nodeType ||
(z = p + k);\n          3 === t.nodeType && (p += t.nodeValue.length);\n          if (null === (A = t.firstChild))\n          break;\n          y = t;\n          t = A;\n        }\n        for (;;) {\n          if (t === g) break b;\n          y ===
h && ++ca === 1 && (x = p);\n          y === m && ++D === k && (z = p);\n          if (null !== (A =
t.nextSibling)) break;\n          t = y;\n          y = t.parentNode;\n        }\n        t = A;\n      }\n      h =
-1 === x || -1 === z ? null : {\n        start:
x,\n        end: z\n      };}\n    } else h = null;\n  }\n  h = h || {\n    start: 0,\n    end: 0\n  };}\n  } else
h = null;\n  Ed = {\n    activeElementDetached: null,\n    focusedElem: g,\n    selectionRange: h\n  };}\n  fd
= !1;\n  Y = e;\n  do {\n    try {\n      Tj();\n    } catch (wb) {\n      if (null === Y) throw Error(u(330));\n
Ei(Y, wb);\n      Y = Y.nextEffect;\n    }\n  } while (null !== Y);\n  Y = e;\n  do {\n    try {\n      for (g =
a, h = b; null !== Y;) {\n        var q = Y.effectTag;\n        q & 16 && Rb(Y.stateNode, "");\n        if (q & 128)\n        {\n          var B = Y.alternate;\n          if (null !== B) {\n            var w = B.ref;\n            null !== w &&
("function" === typeof w ? w(null) : w.current = null);\n          }\n          switch (q & 1038) {\n
case 2:\n          Pi(Y);\n          Y.effectTag &= -3;\n          break;\n          case 6:\n          Pi(Y);\n          Y.effectTag &= -3;\n          Si(Y.alternate, Y);\n
break;\n          case 1024:\n          Y.effectTag &= -1025;\n          break;\n          case 1028:\n
Y.effectTag &= -1025;\n          Si(Y.alternate, Y);\n          break;\n          case 4:\n          Si(Y.alternate,
Y);\n          break;\n          case 8:\n          l = Y, Mi(g, l, h), Ni(l);\n          }\n          Y = Y.nextEffect;\n
}\n        } catch (wb) {\n          if (null === Y) throw Error(u(330));\n          Ei(Y, wb);\n          Y = Y.nextEffect;\n        }\n      } while (null !== Y);\n      w = Ed;\n      B = xd();\n      q = w.focusedElem;\n      h = w.selectionRange;\n      if (B !==
q && q && q.ownerDocument && wd(q.ownerDocument.documentElement, q)) {\n        null !== h && yd(q) &&
(B = h.start, w = h.end, void 0 === w && (w = B), "selectionStart" in q ? (q.selectionStart = B,\n        q.selectionEnd = Math.min(w, q.value.length)) : (w = (B = q.ownerDocument || document) && B.defaultView ||\n        window, w.getSelection && (w = w.getSelection(), l = q.textContent.length, g = Math.min(h.start, l), h = void 0\n        === h.end ? g : Math.min(h.end, l), !w.extend && g > h && (l = h, h = g, g = l), l = vd(q, g), m = vd(q, h), l && m\n        && (1 !== w.rangeCount || w.anchorNode !== l.node || w.anchorOffset !== l.offset || w.focusNode !== m.node ||\n        w.focusOffset !== m.offset) && (B = B.createRange(), B.setStart(l.node, l.offset), w.removeAllRanges(), g > h ?\n        (w.addRange(B), w.extend(m.node, m.offset)) : (B.setEnd(m.node, m.offset), w.addRange(B)))));\n        B = [];\n      }\n      for (w = q; w = w.parentNode;) {\n        l === w.nodeType && B.push({\n          element: w,\n          left:\n          w.scrollLeft,\n          top: w.scrollTop\n        });\n      }\n      "function" === typeof q.focus && q.focus();\n      for (q = 0; q < B.length; q++) {\n        w = B[q], w.element.scrollLeft = w.left, w.element.scrollTop\n        = w.top;\n      }\n      fd = !!Dd;\n      Ed = Dd = null;\n      a.current = c;\n      Y = e;\n      do {\n        try {\n          for (q = a; null !== Y;) {\n            var ub = Y.effectTag;\n            ub & 36 && Ji(q, Y.alternate, Y);\n            if (ub &
128) {\n              B = void 0;\n              var vb = Y.ref;\n              if (null !== vb) {\n                var Xc = Y.stateNode;\n                switch (Y.tag) {\n                  case 5:\n                  B = Xc;\n                  break;\n                  default:\n                  B = Xc;\n                }\n                "function" === typeof vb ? vb(B) : vb.current = B;\n              }\n            }\n            Y = Y.nextEffect;\n          }\n        } catch (wb) {\n          if (null === Y) throw Error(u(330));\n          Ei(Y, wb);\n          Y =
Y.nextEffect;\n        }\n      } while (null !== Y);\n      Y = null;\n      Vf();\n      W = f;\n    } else a.current = c;\n    if (qj)
qj = !1, rj = a, sj = b;else for (Y = e;

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null !== Y;) {\n  b = Y.nextEffect, Y.nextEffect = null, Y = b;\n } \n b = a.firstPendingTime;\n 0 === b && (aj =
null);\n 1073741823 === b ? a === vj ? vj++ : (uj = 0, vj = a) : uj = 0;\n  \function" === typeof Uj &&
Uj(c.stateNode, d);\n  Z(a);\n  if (Yi) throw Yi = !1, a = Zi, Zi = null, a;\n  if ((W & ej) !== V) return null;\n  gg();\n
return null;\n}\n\nfunction Tj() {\n  for (; null !== Y;) {\n    var a = Y.effectTag;\n    0 !== (a & 256) &&
Gi(Y.alternate, Y);\n    0 === (a & 512) || qj || (qj = !0, dg(97, function () {\n      Dj();\n      return null;\n }));\n    Y
= Y.nextEffect;\n  }\n}\n\nfunction Dj() {\n  if (90 !== sj) {\n    var a = 97 < sj ? 97 : sj;\n    sj = 90;\n    return cg(a,
Vj);\n  }\n}\n\nfunction Vj() {\n  if (null === rj) return !1;\n  var a = rj;\n  rj = null;\n  if ((W & (fj | gj)) !== V)
throw Error(u(331));\n  var b = W;\n  W |= gj;\n\n  for (a = a.current.firstEffect; null !== a;) {\n    try {\n      var c =
a;\n      if (0 !== (c.effectTag &
512)) switch (c.tag) {\n        case 0:\n          case 11:\n          case 15:\n          case 22:\n            Hi(5, c), Ii(5, c);\n          }\n
} catch (d) {\n    if (null === a) throw Error(u(330));\n    Ei(a, d);\n  }\n\n  c = a.nextEffect;\n  a.nextEffect =
null;\n  a = c;\n }\n\n  W = b;\n  gg();\n  return !0;\n}\n\nfunction Wj(a, b, c) {\n  b = Ai(c, b);\n  b = Xi(a, b,
1073741823);\n  xg(a, b);\n  a = xj(a, 1073741823);\n  null !== a && Z(a);\n}\n\nfunction Ei(a, b) {\n  if (3 ===
a.tag) Wj(a, a, b);else for (var c = a.return; null !== c;) {\n  if (3 === c.tag) {\n    Wj(c, a, b);\n    break;\n  }
else if (1 === c.tag) {\n    var d = c.stateNode;\n\n    if ( \function" === typeof c.type.getDerivedStateFromError
|| \function" === typeof d.componentDidCatch && (null === aj || !aj.has(d))) {\n      a = Ai(b, a);\n      a = Si(c,
a, 1073741823);\n      xg(c, a);\n      c = xj(c, 1073741823);\n      null !== c && Z(c);\n      break;\n    }\n
}\n\n  c = c.return;\n }\n}\n\nfunction Oj(a, b, c) {\n  var d = a.pingCache;\n  null !== d && d.delete(b);\n  T === a &&
U === c ? S === vi || S === ui && 1073741823 === lj && $f() - Ti < pj ? Ej(a, U) : oj = !0 : Aj(a, c) && (b =
a.lastPingedTime, 0 !== b && b < c || (a.lastPingedTime = c, Z(a)));\n}\n\nfunction Vi(a, b) {\n  var c =
a.stateNode;\n  null !== c && c.delete(b);\n  b = 0;\n  0 === b && (b = Gg(), b = Hg(b, a, null));\n  a = xj(a, b);\n
null !== a && Z(a);\n}\n\nvar Rj;\n\nRj = function Rj(a, b, c) {\n  var d = b.expirationTime;\n\n  if (null !== a) {\n
var e = b.pendingProps;\n  if (a.memoizedProps !== e || K.current) rg = !0;else {\n    if (d < c) {\n      rg = !1;\n\n
switch (b.tag) {\n        case 3:\n          hi(b);\n          Xh();\n          break;\n\n        case 5:\n          fh(b);\n
          if (b.mode & 4 && 1 !== c && e.hidden) return b.expirationTime = b.childExpirationTime = 1, null;\n
        }\n      break;\n\n        case 1:\n          L(b.type) && Gf(b);\n          break;\n\n        case 4:\n          dh(b, b.stateNode.containerInfo);\n
        break;\n\n        case 10:\n          d = b.memoizedProps.value;\n          e = b.type._context;\n          I(jg,
e._currentValue);\n          e._currentValue = d;\n          break;\n\n        case 13:\n          if (null !==
b.memoizedState) {\n            d = b.child.childExpirationTime;\n            if (0 !== d && d >= c) return ji(a, b, c);\n
            I(M, M.current & 1);\n            b = $h(a, b, c);\n            return null !== b ? b.sibling : null;\n          }\n
          I(M, M.current & 1);\n          break;\n\n        case 19:\n          d = b.childExpirationTime >= c;\n\n          if (0
!== (a.effectTag & 64)) {\n            if (d) return mi(a, b, c);\n            b.effectTag |= 64;\n          }\n          e =
b.memoizedState;\n          null !== e && (e.rendering = null, e.tail = null);\n          I(M, M.current);\n          if (!d) return null;\n          }\n\n          return $h(a, b, c);\n          }\n\n          rg = !1;\n          }\n
} else rg = !1;\n\n  b.expirationTime = 0;\n\n  switch (b.tag) {\n    case 2:\n      d = b.type;\n      null !== a &&
(a.alternate = null, b.alternate = null, b.effectTag |= 2);\n      a = b.pendingProps;\n      e = Cf(b, J.current);\n      qg(b,
c);\n      e = oh(null, b, d, a, e, c);\n      b.effectTag |= 1;\n\n      if ( \object" === typeof e && null !== e &&
\function" === typeof e.render && void 0 === e.$typeof) {\n        b.tag = 1;\n        b.memoizedState = null;\n
        b.updateQueue = null;\n\n        if (L(d)) {\n          var f = !0;\n          Gf(b);\n          } else f = !1;\n\n
        b.memoizedState = null !== e.state && void 0 !== e.state ? e.state : null;\n        ug(b);\n        var g =
d.getDerivedStateFromProps;\n        \function" === typeof g && Fg(b, d, g, a);\n        e.updater = Jg;\n
        b.stateNode = e;\n\n        e._reactInternalFiber = b;\n        Ng(b, d, a, c);\n        b = gi(null, b, d, !0, f, c);\n      } else b.tag = 0, R(null, b, e,
c), b = b.child;\n\n      return b;\n\n    case 16:\n      a: {\n        e = b.elementType;\n        null !== a && (a.alternate =
null, b.alternate = null, b.effectTag |= 2);\n        a = b.pendingProps;\n        ob(e);\n        if (1 !== e._status) throw
e._result;\n        e = e._result;\n        b.type = e;\n        f = b.tag = Xj(e);\n        a = ig(e, a);\n\n        switch (f) {\n

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case 0:\n      b = di(null, b, e, a, c);\n      break a;\n\n      case 1:\n      b = fi(null, b, e, a, c);\n      break a;\n\n      case 11:\n      b = Zh(null, b, e, a, c);\n      break a;\n\n      case 14:\n      b = ai(null, b, e, ig(e.type, a), d, c);\n      break a;\n    }\n\n    throw Error(u(306, e, \"\");\n  }\n\n  return b;\n\n  case 0:\n  return d = b.type, e = b.pendingProps, e = b.elementType === d ? e : ig(d, e), di(a, b, d, e, c);\n\n  case 1:\n  return d = b.type, e = b.pendingProps, e = b.elementType === d ? e : ig(d, e), fi(a, b, d, e, c);\n\n  case 3:\n  hi(b);\n  d = b.updateQueue;\n  if (null === a || null === d) throw Error(u(282));\n  d = b.pendingProps;\n  e = b.memoizedState;\n  e = null !== e ? e.element : null;\n  vg(a, b);\n  zg(b, d, null, c);\n  d = b.memoizedState.element;\n  if (d === e) Xh(), b = $h(a, b, c);else {\n    if (e = b.stateNode.hydrate) Ph = Jd(b.stateNode.containerInfo.firstChild), Oh = b, e = Qh = !0;\n    if (e) for (c = Yg(b, null, d, c), b.child = c; c;) {\n      c.effectTag = c.effectTag & -3 | 1024, c = c.sibling;\n    } else R(a, b, d, c), Xh();\n    b = b.child;\n  }\n  return b;\n\n  case 5:\n  return fh(b), null === a && Uh(b), d = b.type, e = b.pendingProps, f = null !== a ? a.memoizedProps : null, g = e.children, Gd(d, e) ? g = null : null !== f && Gd(d, f) && (b.effectTag |= 16), ei(a, b), b.mode & 4 && 1 !== c && e.hidden ? (b.expirationTime = b.childExpirationTime = 1, b = null) : (R(a, b, g, c), b = b.child), b;\n\n  case 6:\n  return null === a && Uh(b), null;\n\n  case 13:\n  return ji(a, b, c);\n\n  case 4:\n  return dh(b, b.stateNode.containerInfo), d = b.pendingProps, null === a ? b.child = Xg(b, null, d, c) : R(a, b, d, c), b.child;\n\n  case 11:\n  return d = b.type, e = b.pendingProps, e = b.elementType === d ? e : ig(d, e), Zh(a, b, d, e, c);\n\n  case 7:\n  return R(a, b, b.pendingProps, c), b.child;\n\n  case 8:\n  return R(a, b, b.pendingProps.children, c), b.child;\n\n  case 12:\n  return R(a, b, b.pendingProps.children, c), b.child;\n\n  case 10:\n  a: {\n    d = b.type._context;\n    e = b.pendingProps;\n    g = b.memoizedProps;\n    f = e.value;\n    var h = b.type._context;\n    I(jg, h._currentValue);\n    h._currentValue = f;\n    if (null !== g) if (h = g.value, f = $(h, f) ? 0 : (\"function\" === typeof d._calculateChangedBits ? d._calculateChangedBits(h, f) : 1073741823) | 0, 0 === f) {\n      if (g.children === e.children && !K.current) {\n        b = $h(a, b, c);\n        break a;\n      }\n    } else for (h = b.child, null !== h && (h.return = b); null !== h;) {\n      var k = h.dependencies;\n      if (null !== k) {\n        g = h.child;\n        for (var l = k.firstContext; null !== l;) {\n          if (l.context === d && 0 !== (l.observedBits & f)) {\n            l === h.tag && (l = wg(c, null), l.tag = 2, xg(h, l));\n            h.expirationTime < c && (h.expirationTime = c);\n            l = h.alternate;\n            null !== l && l.expirationTime < c && (l.expirationTime = c);\n            pg(h.return, c);\n            k.expirationTime < c && (k.expirationTime = c);\n            break;\n          }\n        }\n        l = l.next;\n      }\n    } else g = 10 === h.tag ? h.type === b.type ? null : h.child : h.child;\n\n    if (null !== g) g.return = h;else for (g = h; null !== g;) {\n      if (g === b) {\n        g = null;\n        break;\n      }\n\n      h = g.sibling;\n      if (null !== h) {\n        h.return = g.return;\n        g = h;\n        break;\n      }\n\n      g = g.return;\n    }\n    h = g;\n  }\n  R(a, b, e.children, c);\n  b = b.child;\n}\n\nreturn b;\n\n  case 9:\n  return e = b.type, f = b.pendingProps, d = f.children, qg(b, c), e = sg(e, f.unstable_observedBits), d = d(e), b.effectTag |= 1, R(a, b, d, c), b.child;\n\n  case 14:\n  return e = b.type, f = ig(e, b.pendingProps), f = ig(e.type, f), ai(a, b, e, f, d, c);\n\n  case 15:\n  return ci(a, b, b.type, b.pendingProps, d, c);\n\n  case 17:\n  return d = b.type, e = b.pendingProps, e = b.elementType === d ? e : ig(d, e), null !== a && (a.alternate = null, b.alternate = null, b.effectTag |= 2), b.tag = 1, L(d) ? (a = !0, Gf(b)) : a = !1, qg(b, c), Lg(b, d, e), Ng(b, d, e, c), gi(null, b, d, !0, a, c);\n\n  case 19:\n  return mi(a, b, c);\n}\n\nthrow Error(u(156, b.tag));\n};\n\nvar Uj = null,\n  Li = null;\n\nfunction Yj(a) {\n  if (\"undefined\" === typeof __REACT_DEVTOOLS_GLOBAL_HOOK__) return !1;\n  var b = __REACT_DEVTOOLS_GLOBAL_HOOK__;\n  if (b.isDisabled || !b.supportsFiber) return !0;\n  try {\n    var c = b.inject(a);\n    Uj = function Uj(a) {\n      try {\n        b.onCommitFiberRoot(c, a, void 0, 64 === (a.current.effectTag & 64));\n      } catch (e) {};\n    }\n\n    Li = function Li(a) {\n      try {\n        b.onCommitFiberUnmount(c, a);\n      } catch (e) {};\n    }\n  } catch (d) {};\n  return !0;\n}\n\nfunction Zj(a, b, c, d) {\n  this.tag = a;\n  this.key = c;\n  this.sibling = this.child = this.return = this.stateNode

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= this.type = this.elementType = null;\n this.index = 0;\n this.ref = null;\n this.pendingProps = b;\n
this.dependencies = this.memoizedState = this.updateQueue = this.memoizedProps = null;\n this.mode = d;\n
this.effectTag = 0;\n this.lastEffect = this.firstEffect = this.nextEffect = null;\n this.childExpirationTime =
this.expirationTime = 0;\n this.alternate = null;\n}\n\nfunction Sh(a, b, c, d) {\n return new Zj(a, b, c,
d);\n}\n\nfunction bi(a) {\n a = a.prototype;\n return !(a || !a.isReactComponent);\n}\n\nfunction Xj(a) {\n if
("\function" === typeof a) return bi(a) ? 1 : 0;\n\n if (void 0 !== a && null !== a) {\n a = a.$typeof;\n if (a
=== gb) return 11;\n if (a === jb) return 14;\n }\n\n return 2;\n}\n\nfunction Sg(a, b) {\n var c = a.alternate;\n
null === c ? (c = Sh(a.tag, b, a.key, a.mode), c.elementType = a.elementType, c.type = a.type, c.stateNode =
a.stateNode, c.alternate = a, a.alternate = c) : (c.pendingProps = b, c.effectTag = 0,
c.nextEffect = null, c.firstEffect = null, c.lastEffect = null);\n c.childExpirationTime = a.childExpirationTime;\n
c.expirationTime = a.expirationTime;\n c.child = a.child;\n c.memoizedProps = a.memoizedProps;\n
c.memoizedState = a.memoizedState;\n c.updateQueue = a.updateQueue;\n b = a.dependencies;\n c.dependencies
= null === b ? null : {\n expirationTime: b.expirationTime,\n firstContext: b.firstContext,\n responders:
b.responders\n };\n c.sibling = a.sibling;\n c.index = a.index;\n c.ref = a.ref;\n return c;\n}\n\nfunction Ug(a, b, c,
d, e, f) {\n var g = 2;\n d = a;\n if ("\function" === typeof a) bi(a) && (g = 1);else if ("\string" ===
typeof a) g = 5;else a: switch (a) {\n case ab:\n return Wg(c.children, e, f, b);\n\n case fb:\n g = 8;\n e |= 7;\n
break;\n\n case bb:\n g = 8;\n e |= 1;\n break;\n\n case cb:\n return a = Sh(12, c, b, e | 8),
a.elementType = cb, a.type = cb, a.expirationTime = f, a;\n\n
case hb:\n return a = Sh(13, c, b, e), a.type = hb, a.elementType = hb, a.expirationTime = f, a;\n\n case ib:\n
return a = Sh(19, c, b, e), a.elementType = ib, a.expirationTime = f, a;\n\n default:\n if ("\object" ===
typeof a && null !== a) switch (a.$typeof) {\n case db:\n g = 10;\n break a;\n\n case eb:\n g =
9;\n break a;\n\n case gb:\n g = 11;\n break a;\n\n case jb:\n g = 14;\n break
a;\n\n case kb:\n g = 16;\n d = null;\n break a;\n\n case lb:\n g = 22;\n break a;\n
}\n throw Error(u(130, null == a ? a : typeof a, ""));\n }\n b = Sh(g, c, b, e);\n b.elementType = a;\n b.type
= d;\n b.expirationTime = f;\n return b;\n}\n\nfunction Wg(a, b, c, d) {\n a = Sh(7, a, d, b);\n a.expirationTime =
c;\n return a;\n}\n\nfunction Tg(a, b, c) {\n a = Sh(6, a, null, b);\n a.expirationTime
= c;\n return a;\n}\n\nfunction Vg(a, b, c) {\n b = Sh(4, null !== a.children ? a.children : [], a.key, b);\n
b.expirationTime = c;\n b.stateNode = {\n containerInfo: a.containerInfo,\n pendingChildren: null,\n
implementation: a.implementation\n };\n return b;\n}\n\nfunction ak(a, b, c) {\n this.tag = b;\n this.current =
null;\n this.containerInfo = a;\n this.pingCache = this.pendingChildren = null;\n this.finishedExpirationTime = 0;\n
this.finishedWork = null;\n this.timeoutHandle = -1;\n this.pendingContext = this.context = null;\n this.hydrate =
c;\n this.callbackNode = null;\n this.callbackPriority = 90;\n this.lastExpiredTime = this.lastPingedTime =
this.nextKnownPendingLevel = this.lastSuspendedTime = this.firstSuspendedTime = this.firstPendingTime =
0;\n}\n\nfunction Aj(a, b) {\n var c = a.firstSuspendedTime;\n a = a.lastSuspendedTime;\n return 0 !== c && c >=
b && a <= b;\n}\n\nfunction xi(a, b) {\n var c = a.firstSuspendedTime,\n d = a.lastSuspendedTime;\n
c < b && (a.firstSuspendedTime = b);\n if (d > b || 0 === c) a.lastSuspendedTime = b;\n b <= a.lastPingedTime
&& (a.lastPingedTime = 0);\n b <= a.lastExpiredTime && (a.lastExpiredTime = 0);\n}\n\nfunction yi(a, b) {\n b >
a.firstPendingTime && (a.firstPendingTime = b);\n var c = a.firstSuspendedTime;\n 0 !== c && (b >= c ?
a.firstSuspendedTime = a.lastSuspendedTime = a.nextKnownPendingLevel = 0 : b >= a.lastSuspendedTime &&
(a.lastSuspendedTime = b + 1), b > a.nextKnownPendingLevel && (a.nextKnownPendingLevel =
b));\n}\n\nfunction Cj(a, b) {\n var c = a.lastExpiredTime;\n if (0 === c || c > b) a.lastExpiredTime =
b;\n}\n\nfunction bk(a, b, c, d) {\n var e = b.current,\n f = Gg(),\n g = Dg.suspense;\n f = Hg(f, e, g);\n\n a:
if (c) {\n c = c._reactInternalFiber;\n b: {\n if (dc(c) !== c || 1 !== c.tag) throw Error(u(170));\n var h =
c;\n do {\n switch (h.tag) {\n case 3:\n h = h.stateNode.context;\n
break b;\n\n case 1:\n if (L(h.type)) {\n h =
h.stateNode.__reactInternalMemoizedMergedChildContext;\n break b;\n }\n\n }\n\n h =
h.return;\n } while (null !== h);\n\n throw Error(u(171));\n }\n\n if (1 === c.tag) {\n var k = c.type;\n\n
if (L(k)) {\n c = Ff(c, k, h);\n break a;\n }\n\n }\n\n c = h;\n } else c = Af;\n\n null === b.context ?

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b.context = c : b.pendingContext = c;\n b = wg(f, g);\n b.payload = {\n  element: a\n };\n d = void 0 === d ? null
: d;\n null !== d && (b.callback = d);\n xg(e, b);\n Ig(e, f);\n return f;\n}\n\nfunction ck(a) {\n  a = a.current;\n  if
(!a.child) return null;\n\n  switch (a.child.tag) {\n    case 5:\n      return a.child.stateNode;\n\n    default:\n      return
a.child.stateNode;\n  }\n}\n\nfunction dk(a, b) {\n  a = a.memoizedState;\n  null !== a && null !== a.dehydrated
&& a.retryTime < b && (a.retryTime
= b);\n}\n\nfunction ek(a, b) {\n  dk(a, b);\n  (a = a.alternate) && dk(a, b);\n}\n\nfunction fk(a, b, c) {\n  c = null !=
c && !0 === c.hydrate;\n  var d = new ak(a, b, c),\n      e = Sh(3, null, null, 2 === b ? 7 : 1 === b ? 3 : 0);\n  d.current = e;\n  e.stateNode = d;\n  ug(e);\n  a[Od] = d.current;\n  c && 0 !== b && Jc(a, 9 === a.nodeType ? a :
a.ownerDocument);\n  this._internalRoot = d;\n}\n\nfk.prototype.render = function (a) {\n  bk(a, this._internalRoot,
null, null);\n};\n\nfk.prototype.unmount = function () {\n  var a = this._internalRoot,\n      b = a.containerInfo;\n  bk(null, a, null, function () {\n    b[Od] = null;\n  });\n}\n\nfunction gk(a) {\n  return !(a || 1 !== a.nodeType && 9
!== a.nodeType && 11 !== a.nodeType && (8 !== a.nodeType || "react-mount-point-unstable" !==
a.nodeValue));\n}\n\nfunction hk(a, b) {\n  b || (b = a ? 9 === a.nodeType ? a.documentElement : a.firstChild : null,
b = !(b || 1 !== b.nodeType || !b.hasAttribute("data-reactroot")));\n  if (!b) for (var c; c = a.lastChild;) {\n    a.removeChild(c);\n  }\n  return new fk(a, 0, b) {\n    hydrate: !0\n } : void
0);\n}\n\nfunction ik(a, b, c, d, e) {\n  var f = c._reactRootContainer;\n  if (f) {\n    var g = f._internalRoot;\n    if
("function" === typeof e) {\n      var h = e;\n      e = function e() {\n        var a = ck(g);\n        h.call(a);\n      };\n    }
\n    bk(b, g, a, e);\n  } else {\n    f = c._reactRootContainer = hk(c, d);\n    g = f._internalRoot;\n    if
("function" === typeof e) {\n      var k = e;\n      e = function e() {\n        var a = ck(g);\n        k.call(a);\n      };\n    }
\n    Nj(function () {\n      bk(b, g, a, e);\n    });\n  }\n  return ck(g);\n}\n\nfunction jk(a, b, c) {\n  var d = 3 <
arguments.length && void 0 !== arguments[3] ? arguments[3] : null;\n  return {\n    $$typeof: $a,\n    key: null == d
? null : "" + d,\n    children: a,\n    containerInfo: b,\n    implementation: c\n };\n}\n\nnwc = function wc(a)
{\n  if (13 === a.tag) {\n    var b = hg(Gg(), 150, 100);\n    Ig(a, b);\n    ek(a, b);\n  }\n}\n\nnc = function xc(a) {\n
13 === a.tag && (Ig(a, 3), ek(a, 3));\n}\n\nnc = function yc(a) {\n  if (13 === a.tag) {\n    var b = Gg();\n    b =
Hg(b, a, null);\n    Ig(a, b);\n    ek(a, b);\n  }\n}\n\nnza = function za(a, b, c) {\n  switch (b) {\n    case "input":\n      Cb(a, c);\n      b = c.name;\n      if ("radio" === c.type && null != b) {\n        for (c = a; c.parentNode;) {\n          c
= c.parentNode;\n        }\n        c = c.querySelectorAll("input[name=" + JSON.stringify(" " + b) +
"][type="radio"]");\n        for (b = 0; b < c.length; b++) {\n          var d = c[b];\n          if (d !== a && d.form ===
a.form) {\n            var e = Qd(d);\n            if (!e) throw Error(u(90));\n            yb(d);\n            Cb(d, e);\n          }
\n        }\n        break;\n      }\n      case "textarea":\n        Kb(a, c);\n        break;\n      case "select":\n        b
= c.value, null != b && Hb(a, !c.multiple, b, !1);\n      }\n}\n\nFa = Mj;\n\nGa = function Ga(a, b, c, d, e) {\n  var
f = W;\n  W |= 4;\n  try {\n    return cg(98, a.bind(null, b, c, d, e));\n  } finally {\n    W = f, W === V && gg();\n  }
}\n\nHa = function Ha() {\n  (W & (1 | fj | gj)) === V && (Lj(), Dj());\n}\n\nIa = function Ia(a, b) {\n  var c =
W;\n  W |= 2;\n  try {\n    return a(b);\n  } finally {\n    W = c, W === V && gg();\n  }\n}\n\nfunction kk(a, b) {\n
var c = 2 < arguments.length && void 0 !== arguments[2] ? arguments[2] : null;\n  if (!gk(b)) throw
Error(u(200));\n  return jk(a, b, null, c);\n}\n\nvar lk = {\n  Events: [Nc, Pd, Qd, xa, ta, Xd, function (a) {\n    jc(a,
Wd);\n  }, Da, Ea, id, mc, Dj, {\n    current: !1\n }]\n};\n\n(function (a) {\n  var b = a.findFiberByHostInstance;\n  return Yj(n({}, a, {\n    overrideHookState: null,\n    overrideProps: null,\n    setSuspenseHandler: null,\n    scheduleUpdate: null,\n    currentDispatcherRef: Wa.ReactCurrentDispatcher,\n    findHostInstanceByFiber: function findHostInstanceByFiber(a) {\n      a = hc(a);\n      return null === a ? null :
a.stateNode;\n    },\n    findFiberByHostInstance: function findFiberByHostInstance(a) {\n      return b ? b(a) : null;\n    }
},\n    findHostInstancesForRefresh: null,\n    scheduleRefresh: null,\n    scheduleRoot: null,\n    setRefreshHandler: null,\n    getCurrentFiber: null\n }));\n})(\n  findFiberByHostInstance: tc,\n  bundleType: 0,\n  version: "16.14.0",\n  rendererPackageName: "react-dom"\n);\n\n__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED =
lk;\n\ncreatePortal = kk;\n\nfindDOMNode = function (a) {\n  if (null == a) return null;\n  if (1 ===
a.nodeType) return a;\n  var b = a._reactInternalFiber;\n  if (void 0 === b) {\n    if ("function" === typeof
a.render) throw Error(u(188));\n    throw Error(u(268, Object.keys(a)));\n  }\n  a = hc(b);\n  a = null === a ? null :

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a.stateNode;\n return a;\n};\n\nexports.flushSync
= function (a, b) {\n if ((W & (fj | gj)) !== V) throw Error(u(187));\n var c = W;\n W |= 1;\n\n try {\n return
cg(99, a.bind(null, b));\n } finally {\n W = c, gg();\n }\n};\n\nexports.hydrate = function (a, b, c) {\n if (!gk(b))
throw Error(u(200));\n return ik(null, a, b, !0, c);\n};\n\nexports.render = function (a, b, c) {\n if (!gk(b)) throw
Error(u(200));\n return ik(null, a, b, !1, c);\n};\n\nexports.unmountComponentAtNode = function (a) {\n if (!gk(a))
throw Error(u(40));\n return a._reactRootContainer ? (Nj(function () {\n ik(null, null, a, !1, function () {\n
a._reactRootContainer = null;\n a[Od] = null;\n });\n })), !0) : !1;\n};\n\nexports.unstable_batchedUpdates =
Mj;\n\nexports.unstable_createPortal = function (a, b) {\n return kk(a, b, 2 < arguments.length && void 0 !==
arguments[2] ? arguments[2] : null);\n};\n\nexports.unstable_renderSubtreeIntoContainer = function (a, b, c, d) {\n
if (!gk(c)) throw Error(u(200));\n if (null
=== a || void 0 === a._reactInternalFiber) throw Error(u(38));\n return ik(a, b, c, !1, d);\n};\n\nexports.version =
'16.14.0';\n\n'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports =
require('./cjs/scheduler.production.min.js');\n} else {\n module.exports =
require('./cjs/scheduler.development.js');\n},\n\n/** @license React v0.19.1\n * scheduler.production.min.js\n * \n *
Copyright (c) Facebook, Inc. and its affiliates.\n * \n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\nvar _f, g, h, k, l;\n\nif
(typeof window !== 'function' !== typeof MessageChannel) {\n var p = null,\n q = null,\n t
= function t() {\n if (null !== p) try {\n var a = exports.unstable_now();\n p(!0, a);\n p = null;\n } catch
(b) {\n throw setTimeout(t, 0), b;\n }\n },\n u = Date.now();\n\n exports.unstable_now = function
() {\n return Date.now() - u;\n };;\n\n _f = function f(a) {\n null !== p ? setTimeout(_f, 0, a) : (p = a,
setTimeout(t, 0));\n };;\n\n g = function g(a, b) {\n q = setTimeout(a, b);\n };;\n\n h = function h() {\n
clearTimeout(q);\n };;\n\n k = function k() {\n return !1;\n };;\n\n l = exports.unstable_forceFrameRate = function
() {};\n} else {\n var w = window.performance,\n x = window.Date,\n y = window.setTimeout,\n z =
window.clearTimeout;\n\n if (typeof console) {\n var A = window.cancelAnimationFrame;\n\n if (typeof window.requestAnimationFrame && console.error('This browser doesn't support
requestAnimationFrame. Make sure that you load a polyfill in older browsers. https://fb.me/react-polyfills'));\n\n if (typeof A && console.error('This browser doesn't support cancelAnimationFrame. Make sure that
you load a polyfill in older browsers. https://fb.me/react-polyfills'));\n\n if (typeof object
=== typeof w && typeof function === typeof w.now) exports.unstable_now = function () {\n return w.now();\n
};\n} else {\n var B = x.now();\n\n exports.unstable_now = function () {\n return x.now() - B;\n };;\n\n var C
= !1,\n D = null,\n E = -1,\n F = 5,\n G = 0;\n\n k = function k() {\n return exports.unstable_now() >=
G;\n };;\n\n l = function l() {};\n\n exports.unstable_forceFrameRate = function (a) {\n 0 > a || 125 < a ?
console.error('forceFrameRate takes a positive int between 0 and 125, forcing framerates higher than 125 fps is not
unsupported') : F = 0 < a ? Math.floor(1E3 / a) : 5;\n };;\n\n var H = new MessageChannel(),\n I = H.port2;\n\n H.port1.onmessage = function () {\n if (null !== D) {\n var a = exports.unstable_now();\n G = a + F;\n\n try {\n D(!0, a) ? I.postMessage(null) : (C = !1, D = null);\n } catch (b) {\n throw I.postMessage(null),
b;\n }\n } else C = !1;\n };;\n\n _f = function _f(a) {\n D = a;\n C || (C = !0, I.postMessage(null));\n };;\n\n g = function g(a, b) {\n E =
y(function () {\n a(exports.unstable_now());\n }, b);\n };;\n\n h = function h() {\n z(E);\n E = -1;\n
};;\n\nfunction J(a, b) {\n var c = a.length;\n a.push(b);\n\n a: for (;) {\n var d = c - 1 >>> 1,\n e = a[d];\n\n if (void 0 !== e && 0 < K(e, b)) a[d] = b, a[c] = e, c = d; else break a;\n }\n\nfunction L(a) {\n a = a[0];\n\n return void 0 === a ? null : a;\n}\n\nfunction M(a) {\n var b = a[0];\n\n if (void 0 !== b) {\n var c = a.pop();\n\n if (c !== b) {\n a[0] = c;\n\n a: for (var d = 0, e = a.length; d < e;) {\n var m = 2 * (d + 1) - 1,\n n =
a[m],\n v = m + 1,\n r = a[v];\n\n if (void 0 !== n && 0 > K(n, c)) void 0 !== r && 0 > K(r, n) ?
(a[d] = r, a[v] = c, d = v) : (a[d] = n, a[m] = c, d = m); else if (void 0 !== r && 0 > K(r, c)) a[d] = r, a[v] = c, d =
v; else
break a;\n }\n }\n\n return b;\n }\n\n return null;\n}\n\nfunction K(a, b) {\n var c = a.sortIndex -
b.sortIndex;\n return 0 !== c ? c : a.id - b.id;\n}\n\nvar N = [],\n O = [],\n P = 1,\n Q = null,\n R = 3,\n S =

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!1,\n T = !1,\n U = !1;\n\nfunction V(a) {\n for (var b = L(O); null !== b;) {\n if (null === b.callback)\n M(O);else if (b.startTime <= a) M(O), b.sortIndex = b.expirationTime, J(N, b);else break;\n b = L(O);\n }\n}\n\nfunction W(a) {\n U = !1;\n V(a);\n if (!T) if (null !== L(N)) T = !0, _f(X);else {\n var b = L(O);\n null\n !== b && g(W, b.startTime - a);\n }\n}\n\nfunction X(a, b) {\n T = !1;\n U && (U = !1, h());\n S = !0;\n var c =\n R;\n\n try {\n V(b);\n\n for (Q = L(N); null !== Q && (!(Q.expirationTime > b) || a && !k());) {\n var d =\n Q.callback;\n\n if (null !== d) {\n Q.callback = null;\n R = Q.priorityLevel;\n var e =\n d(Q.expirationTime <= b);\n b = exports.unstable_now();\n\n \"function\" === typeof e ? Q.callback = e : Q === L(N) && M(N);\n V(b);\n } else M(N);\n\n Q =\n L(N);\n }\n\n if (null !== Q) var m = !0;else {\n var n = L(O);\n null !== n && g(W, n.startTime - b);\n m = !1;\n }\n\n return m;\n } finally {\n Q = null, R = c, S = !1;\n }\n}\n\nfunction Y(a) {\n switch (a) {\n case 1:\n return -1;\n\n case 2:\n return 250;\n\n case 5:\n return 1073741823;\n\n case 4:\n return\n 1E4;\n\n default:\n return 5E3;\n }\n}\n\nvar Z = !1;\nexports.unstable_IdlePriority =\n 5;\nexports.unstable_ImmediatePriority = 1;\nexports.unstable_LowPriority = 4;\nexports.unstable_NormalPriority\n = 3;\nexports.unstable_Profiling = null;\nexports.unstable_UserBlockingPriority =\n 2;\nexports.unstable_cancelCallback = function (a) {\n a.callback =\n null;\n};\n\nexports.unstable_continueExecution = function () {\n T || S || (T = !0,\n _f(X));\n};\n\nexports.unstable_getCurrentPriorityLevel\n = function () {\n return R;\n};\n\nexports.unstable_getFirstCallbackNode = function () {\n return\n L(N);\n};\n\nexports.unstable_next = function (a) {\n switch (R) {\n case 1:\n case 2:\n case 3:\n var b =\n 3;\n break;\n\n default:\n b = R;\n }\n\n var c = R;\n R = b;\n\n try {\n return a();\n } finally {\n R =\n c;\n }\n};\n\nexports.unstable_pauseExecution = function () {};\n\nexports.unstable_requestPaint =\n Z;\n\nexports.unstable_runWithPriority = function (a, b) {\n switch (a) {\n case 1:\n case 2:\n case 3:\n case\n 4:\n case 5:\n break;\n\n default:\n a = 3;\n }\n\n var c = R;\n R = a;\n\n try {\n return b();\n } finally\n {\n R = c;\n }\n};\n\nexports.unstable_scheduleCallback = function (a, b, c) {\n var d =\n exports.unstable_now();\n\n if (\"object\" === typeof c && null !== c) {\n var e = c.delay;\n e = \"number\"\n === typeof e && 0 < e ? d + e : d;\n c = \"number\" === typeof c.timeout\n ? c.timeout : Y(a);\n } else c = Y(a), e = d;\n\n c = e + c;\n a = {\n id: P++,\n callback: b,\n priorityLevel:\n a,\n startTime: e,\n expirationTime: c,\n sortIndex: -1\n };\n e > d ? (a.sortIndex = e, J(O, a), null === L(N)\n && a === L(O) && (U ? h() : U = !0, g(W, e - d))) : (a.sortIndex = c, J(N, a), T || S || (T = !0, _f(X)));\n\n return\n a;\n};\n\nexports.unstable_shouldYield = function () {\n var a = exports.unstable_now();\n V(a);\n var b = L(N);\n\n return b !== Q && null !== Q && null !== b && null !== b.callback && b.startTime <= a && b.expirationTime <\n Q.expirationTime || k();\n};\n\nexports.unstable_wrapCallback = function (a) {\n var b = R;\n\n return function () {\n var c = R;\n R = b;\n\n try {\n return a.apply(this, arguments);\n } finally {\n R = c;\n }\n\n };\n};\n\n\"/**\n * Copyright (c) 2013-present, Facebook, Inc.\n * This source code is licensed under the MIT\n license found in the\n * LICENSE file in the root directory\n of this source tree.\n */\n\n'use strict';\n\nvar ReactPropTypesSecret =\n require('./lib/ReactPropTypesSecret');\n\nfunction emptyFunction() {}\n\nfunction emptyFunctionWithReset()\n {}\n\nemptyFunctionWithReset.resetWarningCache = emptyFunction;\n\nmodule.exports = function () {\n function\n shim(props, propName, componentName, location, propFullName, secret) {\n if (secret ===\n ReactPropTypesSecret) {\n // It is still safe when called from React.\n return;\n }\n\n var err = new\n Error('Calling PropTypes validators directly is not supported by the `prop-types` package. ' + 'Use\n PropTypes.checkPropTypes() to call them. ' + 'Read more at http://fb.me/use-check-prop-types');\n err.name =\n 'Invariant Violation';\n throw err;\n }\n\n ;\n shim.isRequired = shim;\n\n function getShim() {\n return\n shim;\n }\n\n ;\n // Important!\n // Keep this list in sync with production version in\n `./factoryWithTypeCheckers.js`\n\n var ReactPropTypes = {\n array: shim,\n bigint: shim,\n bool: shim,\n func: shim,\n number: shim,\n object: shim,\n string: shim,\n symbol:\n shim,\n any: shim,\n arrayOf: getShim,\n element: shim,\n elementType: shim,\n instanceOf: getShim,\n node: shim,\n objectOf: getShim,\n oneOf: getShim,\n oneOfType: getShim,\n shape: getShim,\n exact:\n

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getShim,\n  checkPropTypes: emptyFunctionWithReset,\n  resetWarningCache: emptyFunction\n };\n
ReactPropTypes.PropTypes = ReactPropTypes;\n return ReactPropTypes;\n};", "/*\n * Copyright (c) 2013-present,
Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n *\n * use strict';\n\nvar ReactPropTypesSecret =
'SECRET_DO_NOT_PASS_THIS_OR_YOU_WILL_BE_FIRED';\nmodule.exports =
ReactPropTypesSecret;","/* @license React v16.13.1\n * react-is.production.min.js\n *\n * Copyright (c)
Facebook, Inc. and its affiliates.\n *\n * This source code is
licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * use
strict';\n\nvar b = \"function\" === typeof Symbol && Symbol.for,\n  c = b ? Symbol.for(\"react.element\") :
60103,\n  d = b ? Symbol.for(\"react.portal\") : 60106,\n  e = b ? Symbol.for(\"react.fragment\") : 60107,\n  f = b
? Symbol.for(\"react.strict_mode\") : 60108,\n  g = b ? Symbol.for(\"react.profiler\") : 60114,\n  h = b ?
Symbol.for(\"react.provider\") : 60109,\n  k = b ? Symbol.for(\"react.context\") : 60110,\n  l = b ?
Symbol.for(\"react.async_mode\") : 60111,\n  m = b ? Symbol.for(\"react.concurrent_mode\") : 60111,\n  n = b ?
Symbol.for(\"react.forward_ref\") : 60112,\n  p = b ? Symbol.for(\"react.suspense\") : 60113,\n  q = b ?
Symbol.for(\"react.suspense_list\") : 60120,\n  r = b ? Symbol.for(\"react.memo\") : 60115,\n  t = b ?
Symbol.for(\"react.lazy\") : 60116,\n  v = b ? Symbol.for(\"react.block\") : 60121,\n  w = b ?
Symbol.for(\"react.fundamental\")
: 60117,\n  x = b ? Symbol.for(\"react.responder\") : 60118,\n  y = b ? Symbol.for(\"react.scope\") :
60119;\n\nfunction z(a) {\n  if (\"object\" === typeof a && null !== a) {\n    var u = a.$typeof;\n\n    switch (u) {\n
      case c:\n        switch (a = a.type, a) {\n          case l:\n            case m:\n            case e:\n            case g:\n            case f:\n
              case p:\n                return a;\n            default:\n              switch (a = a && a.$typeof, a) {\n
                case k:\n
                  case n:\n
                  case t:\n
                  case r:\n
                  case h:\n                    return a;\n            default:\n
              return u;\n          }\n        }\n      case d:\n        return u;\n    }\n  }\n}\n\nfunction A(a) {\n  return z(a) ===
m;\n}\n\n\nexports.AsyncMode = l;\nexports.ConcurrentMode = m;\nexports.ContextConsumer =
k;\nexports.ContextProvider = h;\nexports.Element = c;\nexports.ForwardRef = n;\nexports.Fragment
= e;\nexports.Lazy = t;\nexports.Memo = r;\nexports.Portal = d;\nexports.Profiler = g;\nexports.StrictMode =
f;\nexports.Suspense = p;\nexports.isAsyncMode = function (a) {\n  return A(a) || z(a) ===
l;\n};\n\nexports.isConcurrentMode = A;\n\nexports.isContextConsumer = function (a) {\n  return z(a) ===
k;\n};\n\nexports.isContextProvider = function (a) {\n  return z(a) === h;\n};\n\nexports.isElement = function (a)
{\n  return \"object\" === typeof a && null !== a && a.$typeof === c;\n};\n\nexports.isForwardRef = function (a)
{\n  return z(a) === n;\n};\n\nexports.isFragment = function (a) {\n  return z(a) === e;\n};\n\nexports.isLazy =
function (a) {\n  return z(a) === t;\n};\n\nexports.isMemo = function (a) {\n  return z(a) ===
r;\n};\n\nexports.isPortal = function (a) {\n  return z(a) === d;\n};\n\nexports.isProfiler = function (a) {\n  return
z(a) === g;\n};\n\nexports.isStrictMode = function (a) {\n  return z(a) === f;\n};\n\nexports.isSuspense = function
(a) {\n  return
z(a) === p;\n};\n\nexports.isValidElementType = function (a) {\n  return \"string\" === typeof a || \"function\" ===
typeof a || a === e || a === m || a === g || a === f || a === p || a === q || \"object\" === typeof a && null !== a &&
(a.$typeof === t || a.$typeof === r || a.$typeof === h || a.$typeof === k || a.$typeof === n || a.$typeof === w
|| a.$typeof === x || a.$typeof === y || a.$typeof === v);\n};\n\nexports.typeOf = z;","use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _keys = require('babel-
runtime/core-js/object/keys');\n\nvar _keys2 = _interopRequireDefault(_keys);\n\nvar _objectWithoutProperties2 =
require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =

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_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nexports.getStyles =
getStyles;\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 =
_interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar
_IconButton = require('./IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nvar _menu
= require('./svg-icons/navigation/menu');\n\nvar _menu2 = _interopRequireDefault(_menu);\n\nvar _Paper =
require('./Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _propTypes3 =
require('./utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _warning =
require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj)
{\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\nfunction getStyles(props, context) {\n  var
_context$muiTheme = context.muiTheme,\n  appBar = _context$muiTheme.appBar,\n  iconButtonSize =
_context$muiTheme.button.iconButtonSize,\n  zIndex = _context$muiTheme.zIndex;\n  var flatButtonSize =
36;\n  var styles = {\n    root: {\n      position: 'relative',\n      zIndex: zIndex.appBar,\n      width: '100%',\n      display: 'flex',\n      backgroundColor: appBar.color,\n      paddingLeft: appBar.padding,\n      paddingRight: appBar.padding\n    },\n    title: {\n      whiteSpace: 'nowrap',\n      overflow: 'hidden',\n      textOverflow: 'ellipsis',\n      margin: 0,\n      paddingTop: 0,\n      letterSpacing: 0,\n      fontSize: 24,\n      fontWeight: appBar.titleFontWeight,\n      color:
appBar.textColor,\n      height: appBar.height,\n      lineHeight: appBar.height + 'px'\n    },\n    mainElement: {\n      boxFlex: 1,\n      flex: '1'\n    },\n    iconButtonStyle: {\n      marginTop: (appBar.height - iconButtonSize) / 2,\n      marginRight: 8,\n      marginLeft: -16\n    },\n    iconButtonIconStyle: {\n      fill: appBar.textColor,\n      color:
appBar.textColor\n    },\n    flatButton: {\n      color: appBar.textColor,\n      marginTop: (iconButtonSize -
flatButtonSize) / 2 + 1\n    }\n  };\n  return styles;\n}\n\nvar AppBar = function (_Component) {\n  (0,
_inherits3.default)(AppBar, _Component);\n\n  function
AppBar()\n    {\n      var _ref;\n      var _temp, _this, _ret;\n      (0, _classCallCheck3.default)(this, AppBar);\n      for
(var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n        args[_key] =
arguments[_key];\n      }\n      return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
AppBar.__proto__ || (0, _getPrototypeOf2.default)(AppBar)).call.apply(_ref, [this].concat(args))), _this),
      _this.handleClickLeftIconButton = function (event) {\n        if (_this.props.onLeftIconButtonClick) {\n
          _this.props.onLeftIconButtonClick(event);\n        }\n      }, _this.handleClickRightIconButton = function (event) {\n
        if (_this.props.onRightIconButtonClick) {\n          _this.props.onRightIconButtonClick(event);\n        }\n      },
      _this.handleClick = function (event) {\n        if (_this.props.onTitleClick) {\n          _this.props.onTitleClick(event);\n        }\n      }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n    }\n\n  (0, _createClass3.default)(AppBar, [{\n    key: 'componentDidMount',\n    value: function componentDidMount()
{\n      process.env.NODE_ENV !== "production" ? (0, _warning2.default)(!this.props.iconElementLeft ||
!this.props.iconClassNameLeft, 'Material-UI: Properties iconElementLeft\n      and iconClassNameLeft cannot be
simultaneously defined. Please use one or the other.') : void 0;\n      process.env.NODE_ENV !== "production" ?
(0, _warning2.default)(!this.props.iconElementRight || !this.props.iconClassNameRight, 'Material-UI: Properties
iconElementRight\n      and iconClassNameRight cannot be simultaneously defined. Please use one or the other.') :
void 0;\n    }\n  }, {\n    key: 'render',\n    value: function render()\n      {\n        var _props = this.props,\n        title =
_props.title,\n        titleStyle = _props.titleStyle,\n        iconStyleLeft = _props.iconStyleLeft,\n
        iconStyleRight = _props.iconStyleRight,\n        onTitleClick = _props.onTitleClick,\n
        showMenuIconButton = _props.showMenuIconButton,\n        iconElementLeft = _props.iconElementLeft,\n
        iconElementRight = _props.iconElementRight,\n        iconClassNameLeft = _props.iconClassNameLeft,\n
        iconClassNameRight = _props.iconClassNameRight,\n        onLeftIconButtonClick =

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`_propTypes2.default.object.isRequired`\n};\nAppBar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n
 /**\n * Can be used to render a tab inside an app bar for instance.\n */\n children: _propTypes2.default.node,\n
 /**\n * Applied to the app bar's root element.\n */\n className: _propTypes2.default.string,\n
 /**\n * The classname of the icon on the left of the app bar.\n */\n iconNameLeft: _propTypes2.default.string,\n
 /**\n * Similar to the iconNameLeft\n
 prop except that\n */\n iconNameRight: _propTypes2.default.string,\n
 /**\n * The custom element to be displayed on the left side of the\n */\n app bar such as an SvgIcon.\n
 /**\n * Similar to the iconNameLeft prop except that this element is displayed on the right of the app bar.\n */\n iconNameRight: _propTypes2.default.element,\n
 /**\n * Override the inline-styles of the element displayed on the left side of the app bar.\n */\n iconStyleLeft: _propTypes2.default.object,\n
 /**\n * Override the inline-styles of the element displayed on the right side of the app bar.\n */\n iconStyleRight: _propTypes2.default.object,\n
 /**\n * Callback function for when the left icon is selected via a click.\n */\n * @param {object} event Click event targeting the left `IconButton`.\n */\n onLeftIconButtonClick: _propTypes2.default.func,\n
 /**\n * Callback function for when the right icon is selected via a click.\n */\n * @param {object} event Click event targeting the right `IconButton`.\n */\n onRightIconButtonClick: _propTypes2.default.func,\n
 /**\n * Callback function for when the title text is selected via a click.\n */\n * @param {object} event Click event targeting the `title` node.\n */\n onTitleClick: _propTypes2.default.func,\n
 /**\n * Determines whether or not to display the Menu icon next to the title.\n */\n * Setting this prop to false will hide the icon.\n */\n showMenuIconButton: _propTypes2.default.bool,\n
 /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n
 /**\n * The title to display on the app bar.\n */\n title: _propTypes2.default.node,\n
 /**\n * Override the inline-styles of the app bar's title element.\n */\n titleStyle: _propTypes2.default.object,\n
 /**\n * The zDepth of the component.\n
 * The shadow of the app bar is also dependent on this property.\n */\n zDepth: _propTypes4.default.zDepth\n } : {
};\nexports.default = AppBar;\",\"module.exports = {\n \"default\": require(\"core-js/library/fn/object/assign\"),\n __esModule: true\n};\",\"require(\"../modules/es6.object.assign\");\n\nmodule.exports = require(\"../modules/_core\").Object.assign;\",\"// 19.1.3.1 Object.assign(target, source)\n\nvar \$export = require(\"../_export\");\n\n\$export(\$export.S + \$export.F, 'Object', {\n assign: require(\"../object-assign\")\n});\n\n\"module.exports = function (it) {\n if (typeof it !== 'function') throw TypeError(it + ' is not a function!');\n return it;\n};\",\"use strict';\n\n// 19.1.2.1 Object.assign(target, source, ...)\n\nvar DESCRIPTORS = require(\"../_descriptors\");\n\nvar getKeys = require(\"../object-keys\");\n\nvar gOPS = require(\"../object-gops\");\n\nvar pIE = require(\"../object-pie\");\n\nvar toObject = require(\"../to-object\");\n\nvar IOBJECT = require(\"../iobject\");\n\nvar \$assign\n = Object.assign; // should work with symbols and should have deterministic property order (V8 bug)\n\nmodule.exports = !\$assign || require(\"../_fails\")(function () {\n var A = {};\n var B = {};\n // eslint-disable-next-line no-undef\n var S = Symbol();\n var K = 'abcdefghijklmnopqrst';\n A[S] = 7;\n K.split('').forEach(function (k) {\n B[k] = k;\n });\n return \$assign({}, A)[S] !== 7 || Object.keys(\$assign({}, B)).join('') !== K;\n }) ? function assign(target, source) {\n // eslint-disable-line no-unused-vars\n var T = toObject(target);\n var aLen = arguments.length;\n var index = 1;\n var getSymbols = gOPS.f;\n var isEnum = pIE.f;\n while (aLen > index) {\n var S = IOBJECT(arguments[index++]);\n var keys = getSymbols ? getKeys(S).concat(getSymbols(S)) : getKeys(S);\n var length = keys.length;\n var j = 0;\n var key;\n while (length > j) {\n key = keys[j++];\n if (!DESCRIPTORS || isEnum.call(S, key)) T[key] = S[key];\n }\n }\n return T;\n } : \$assign;\",\"// false -> Array#indexOf\n\ntrue -> Array#includes\n\nvar toIOBJECT = require(\"../_to-iobject\");\n\nvar toLength = require(\"../_to-length\");\n\nvar toAbsoluteIndex = require(\"../_to-absolute-index\");\n\nmodule.exports = function (IS_INCLUDES) {\n return function (\$this, el, fromIndex) {\n var O = toIOBJECT(\$this);\n var length = toLength(O.length);\n var index = toAbsoluteIndex(fromIndex, length);\n var value; // Array#includes uses SameValueZero equality algorithm\n // eslint-disable-next-line no-self-compare\n

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if (IS_INCLUDES && el != el) while (length > index) {\n    value = O[index++]; // eslint-disable-next-line no-
self-compare\n\n    if (value != value) return true; // Array#indexOf ignores holes, Array#includes - not\n    } else
for (; length > index; index++) {\n    if (IS_INCLUDES || index in O) {\n        if (O[index] === el) return
IS_INCLUDES || index || 0;\n    } \n    } \n    return !IS_INCLUDES && -1;\n }; \n};", "var toInteger
= require('./_to-integer');\n\nvar max = Math.max;\nvar min = Math.min;\n\nmodule.exports = function (index,
length) {\n    index = toInteger(index);\n    return index < 0 ? max(index + length, 0) : min(index,
length);\n};", "require('./../modules/es6.object.keys');\n\nmodule.exports =
require('./../modules/_core').Object.keys;", "19.1.2.14 Object.keys(O)\n\nvar toObject = require('./_to-
object');\n\nvar $keys = require('./_object-keys');\n\nrequire('./_object-sap')('keys', function () {\n    return function
keys(it) {\n        return $keys(toObject(it));\n    }; \n});", "require('./../modules/es6.object.get-prototype-
of');\n\nmodule.exports = require('./../modules/_core').Object.getPrototypeOf;", "19.1.2.9
Object.getPrototypeOf(O)\n\nvar toObject = require('./_to-object');\n\nvar $getPrototypeOf = require('./_object-
gpo');\n\nrequire('./_object-sap')('getPrototypeOf', function () {\n    return function getPrototypeOf(it) {\n        return
$getPrototypeOf(toObject(it));\n    }; \n});", "require('./../modules/es6.object.define-property');\n\nvar
$Object = require('./../modules/_core').Object;\n\nmodule.exports = function defineProperty(it, key, desc) {\n
return $Object.defineProperty(it, key, desc);\n};", "var $export = require('./_export'); // 19.1.2.4 / 15.2.3.6
Object.defineProperty(O, P, Attributes)\n\n\n$export($export.S + $export.F * !require('./_descriptors'), 'Object', {\n
defineProperty: require('./_object-dp').f});", "module.exports = {\n    \"default\": require(\"core-
js/library/fn/symbol/iterator\"),\n    __esModule:
true\n};", "require('./../modules/es6.string.iterator');\n\nrequire('./../modules/web.dom.iterable');\n\nmodule.exports
= require('./../modules/_wks-ext').f('iterator');", "var toInteger = require('./_to-integer');\n\nvar defined =
require('./_defined'); // true -> String#@at\n// false -> String#codePointAt\n\nmodule.exports = function
(TO_STRING) {\n    return function (that, pos) {\n        var s = String(defined(that));\n        var i = toInteger(pos);\n        var
l = s.length;\n        var a, b;\n        if (i < 0 || i >= l) return TO_STRING ? " : undefined;\n        a = s.charCodeAt(i);\n
return a < 0xd800 || a > 0xdbff || i + 1 === l || (b = s.charCodeAt(i + 1)) < 0xdc00 || b > 0xdfff ? TO_STRING ?
s.charCodeAt(i) : a : TO_STRING ? s.slice(i, i + 2) : (a - 0xd800 << 10) + (b - 0xdc00) + 0x10000;\n    }; \n};", "use
strict";\n\nvar create = require('./_object-create');\n\nvar descriptor = require('./_property-desc');\n\nvar
setToStringTag = require('./_set-to-string-tag');\n\nvar IteratorPrototype = {}; // 25.1.2.1.1
%IteratorPrototype%[ @@iterator]()\n\nrequire('./_hide')(IteratorPrototype, require('./_wks')('iterator'), function ()
{\n    return this;\n});\n\nmodule.exports = function (Constructor, NAME, next) {\n    Constructor.prototype =
create(IteratorPrototype, {\n        next: descriptor(1, next)\n    });\n    setToStringTag(Constructor, NAME + '
Iterator');\n};", "var dP = require('./_object-dp');\n\nvar anObject = require('./_an-object');\n\nvar getKeys =
require('./_object-keys');\n\nmodule.exports
= require('./_descriptors') ? Object.defineProperties : function defineProperties(O, Properties) {\n    anObject(O);\n
var keys = getKeys(Properties);\n    var length = keys.length;\n    var i = 0;\n    var P;\n\n    while (length > i) {\n
dP.f(O, P = keys[i++], Properties[P]);\n    }\n\n    return O;\n};", "var document =
require('./_global').document;\n\nmodule.exports = document && document.documentElement;", "use strict";\n\nvar
addToUnscopables = require('./_add-to-unscopables');\n\nvar step = require('./_iter-step');\n\nvar Iterators =
require('./_iterators');\n\nvar toIObject = require('./_to-iobject'); // 22.1.3.4 Array.prototype.entries()\n// 22.1.3.13
Array.prototype.keys()\n// 22.1.3.29 Array.prototype.values()\n// 22.1.3.30
Array.prototype[ @@iterator]()\n\n\nmodule.exports = require('./_iter-define')(Array, 'Array', function (iterated,
kind) {\n    this._t = toIObject(iterated); // target\n\n    this._i = 0; // next index\n\n    this._k = kind; // kind\n
\n    // 22.1.5.2.1 %ArrayIteratorPrototype%.next()\n}, function () {\n    var O = this._t;\n    var kind = this._k;\n    var index
= this._i++;\n\n    if (!O || index >= O.length) {\n        this._t = undefined;\n        return step(1);\n    }\n\n    if (kind === 'keys')
return step(0, index);\n    if (kind === 'values') return step(0, O[index]);\n    return step(0, [index, O[index]]);\n},
'values'); // argumentsList[ @@iterator] is %ArrayProto_values% (9.4.4.6, 9.4.4.7)\n\nIterators.Arguments =
Iterators.Array;\n\naddUnscopables('keys');\naddUnscopables('values');\naddUnscopables('entries');", "module
.exports = function () {\n    /* empty */\n};", "module.exports = function (done, value) {\n    return {\n        value: value,\n

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(!has(AllSymbols, key = names[i++]) && key != HIDDEN && key != META) result.push(key);\n } \n\n return
result;\n};\n\nvar $getOwnPropertySymbols = function getOwnPropertySymbols(it) {\n var IS_OP = it ===
ObjectProto;\n var names = gOPN(IS_OP ? OPSymbols : toObject(it));\n var result = [];\n var i = 0;\n var
key;\n\n while (names.length
> i) {\n if (has(AllSymbols, key = names[i++]) && (IS_OP ? has(ObjectProto, key) : true))
result.push(AllSymbols[key]);\n }\n\n return result;\n}; // 19.4.1.1 Symbol([description])\n\n\nif (!USE_NATIVE)
{\n $$Symbol = function Symbol() {\n if (this instanceof $$Symbol) throw TypeError('Symbol is not a
constructor!');\n var tag = uid(arguments.length > 0 ? arguments[0] : undefined);\n\n var $set = function
$set(value) {\n if (this === ObjectProto) $set.call(OPSymbols, value);\n if (has(this, HIDDEN) &&
has(this[HIDDEN], tag)) this[HIDDEN][tag] = false;\n setSymbolDesc(this, tag, createDesc(1, value));\n
};\n\n if (DESCRIPTORS && setter) setSymbolDesc(ObjectProto, tag, {\n configurable: true,\n set: $set\n });\n
return wrap(tag);\n };\n\n redefine($$Symbol[PROTOTYPE], 'toString', function toString() {\n return this._k;\n
});\n $GOPD.f = $getOwnPropertyDescriptor;\n $DP.f = $defineProperty;\n require('./_object-gopn').f =
gOPNExt.f
= $getOwnPropertyNames;\n require('./_object-pie').f = $propertyIsEnumerable;\n $GOPS.f =
$getOwnPropertySymbols;\n\n if (DESCRIPTORS && !require('./_library')) {\n redefine(ObjectProto,
'propertyIsEnumerable', $propertyIsEnumerable, true);\n }\n\n wksExt.f = function (name) {\n return
wrap(wks(name));\n };\n}\n\n$export($export.G + $export.W + $export.F * !USE_NATIVE, {\n Symbol:
$$Symbol\n});\n\nfor (var es6Symbols = // 19.4.2.2, 19.4.2.3, 19.4.2.4, 19.4.2.6, 19.4.2.8, 19.4.2.9, 19.4.2.10,
19.4.2.11, 19.4.2.12, 19.4.2.13,
19.4.2.14\n'hasInstance,isConcatSpreadable,iterator,match,replace,search,species,split,toPrimitive,toStringTag,unsc
opables'.split(','), j = 0; es6Symbols.length > j; ) {\n wks(es6Symbols[j++]);\n}\n\nfor (var wellKnownSymbols =
$keys(wks.store), k = 0; wellKnownSymbols.length > k; ) {\n
wksDefine(wellKnownSymbols[k++]);\n}\n\n$export($export.S + $export.F * !USE_NATIVE, 'Symbol', {\n //
19.4.2.1 Symbol.for(key)\n 'for': function _for(key) {\n
return has(SymbolRegistry, key += ") ? SymbolRegistry[key] : SymbolRegistry[key] = $$Symbol(key);\n },\n //
19.4.2.5 Symbol.keyFor(sym)\n keyFor: function keyFor(sym) {\n if (!isSymbol(sym)) throw TypeError(sym +
'
is not a symbol!');\n for (var key in SymbolRegistry) {\n if (SymbolRegistry[key] === sym) return key;\n
}\n },\n useSetter: function useSetter() {\n setter = true;\n },\n useSimple: function useSimple() {\n setter =
false;\n }\n});\n\n$export($export.S + $export.F * !USE_NATIVE, 'Object', {\n // 19.1.2.2 Object.create(O [,
Properties])\n create: $create,\n // 19.1.2.4 Object.defineProperty(O, P, Attributes)\n defineProperty:
$defineProperty,\n // 19.1.2.3 Object.defineProperties(O, Properties)\n defineProperties: $defineProperties,\n //
19.1.2.6 Object.getOwnPropertyDescriptor(O, P)\n getOwnPropertyDescriptor: $getOwnPropertyDescriptor,\n //
19.1.2.7 Object.getOwnPropertyNames(O)\n getOwnPropertyNames: $getOwnPropertyNames,\n // 19.1.2.8
Object.getOwnPropertySymbols(O)\n getOwnPropertySymbols: $getOwnPropertySymbols\n});\n\n// Chrome 38 and
39 `Object.getOwnPropertySymbols` fails on primitives\n//
https://bugs.chromium.org/p/v8/issues/detail?id=3443\n\nvar FAILS_ON_PRIMITIVES = $fails(function () {\n
$GOPS.f(1);\n});\n\n$export($export.S + $export.F * FAILS_ON_PRIMITIVES, 'Object', {\n
getOwnPropertySymbols: function getOwnPropertySymbols(it) {\n return $GOPS.f(toObject(it));\n }\n});\n\n//
24.3.2 JSON.stringify(value [, replacer [, space]])\n\n$JSON && $export($export.S + $export.F * (!USE_NATIVE
|| $fails(function () {\n var S = $$Symbol();\n // MS Edge converts symbol values to JSON as {} \n // WebKit converts
symbol values to JSON as null\n // V8 throws on boxed symbols\n\n return !_stringify([S]) != '[null]' ||
_stringify({\n a: S\n }) != '{ }' || !_stringify(Object(S)) != '{ }';\n})), 'JSON', {\n stringify: function stringify(it) {\n
var args = [it];\n var i = 1;\n var replacer, $replacer;\n\n while
(args.length > i) {\n args.push(arguments[i++]);\n }\n\n $replacer = replacer = args[1];\n if
(!isObject(replacer) && it === undefined || isSymbol(it)) return; // IE8 returns string on undefined\n\n if
(!isArray(replacer)) replacer = function replacer(key, value) {\n if (typeof $replacer == 'function') value =
$replacer.call(this, key, value);\n if (!isSymbol(value)) return value;\n }; \n\n args[1] = replacer;\n return

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_stringify.apply($JSON, args);\n })); // 19.4.3.4
Symbol.prototype[@@toPrimitive](hint)\n\n$Symbol[PROTOTYPE][TO_PRIMITIVE] ||
require('./_hide')($Symbol[PROTOTYPE], TO_PRIMITIVE, $Symbol[PROTOTYPE].valueOf); // 19.4.3.5
Symbol.prototype[@@toStringTag]\n\nsetToStringTag($Symbol, 'Symbol'); // 20.2.1.9
Math[@@toStringTag]\n\nsetToStringTag(Math, 'Math', true); // 24.3.3
JSON[@@toStringTag]\n\nsetToStringTag(global.JSON, 'JSON', true);", "var META =
require('./_uid')('meta');\n\nvar isObject = require('./_is-object');\n\nvar has =
  require('./_has');\n\nvar setDesc = require('./_object-dp').f;\n\nvar id = 0;\n\nvar isExtensible = Object.isExtensible ||
function () {\n  return true;\n};\n\nvar FREEZE = !require('./_fails')(function () {\n  return
isExtensible(Object.preventExtensions({}));\n});\n\nvar setMeta = function setMeta(it) {\n  setDesc(it, META, {\n
value: {\n  i: 'O' + ++id,\n  // object ID\n  w: {} // weak collections IDs\n  }\n });\n};\n\nvar fastKey =
function fastKey(it, create) {\n  // return primitive with prefix\n  if (!isObject(it)) return typeof it === 'symbol' ? it :
(typeof it === 'string' ? 'S' : 'P') + it;\n\n  if (!has(it, META)) {\n  // can't set metadata to uncaught frozen object\n  if
(!isExtensible(it)) return 'F'; // not necessary to add metadata\n  if (!create) return 'E'; // add missing metadata\n\n
setMeta(it); // return object ID\n  }\n\n  return it[META].i;\n};\n\nvar getWeak = function getWeak(it, create) {\n  if
(!has(it, META)) {\n  // can't set
metadata to uncaught frozen object\n  if (!isExtensible(it)) return true; // not necessary to add metadata\n  if
(!create) return false; // add missing metadata\n\n  setMeta(it); // return hash weak collections IDs\n  }\n\n  return
it[META].w;\n};\n  // add metadata on freeze-family methods calling\n\nvar onFreeze = function onFreeze(it) {\n  if
(FREEZE && meta.NEED && isExtensible(it) && !has(it, META)) setMeta(it);\n  return it;\n};\n\nvar meta =
module.exports = {\n  KEY: META,\n  NEED: false,\n  fastKey: fastKey,\n  getWeak: getWeak,\n  onFreeze:
onFreeze\n};", " // all enumerable object keys, includes symbols\nvar getKeys = require('./_object-keys');\n\nvar
gOPS = require('./_object-gops');\n\nvar pIE = require('./_object-pie');\n\nmodule.exports = function (it) {\n  var
result = getKeys(it);\n  var getSymbols = gOPS.f;\n\n  if (getSymbols) {\n  var symbols = getSymbols(it);\n  var
isEnum = pIE.f;\n  var i = 0;\n  var key;\n\n  while (symbols.length > i) {\n  if
(isEnum.call(it, key = symbols[i++])) result.push(key);\n  }\n\n  return result;\n};", " // 7.2.2
isArray(argument)\n\nvar cof = require('./_cof');\n\nmodule.exports = Array.isArray || function isArray(arg) {\n  return
cof(arg) === 'Array';\n};", " // fallback for IE11 buggy Object.getOwnPropertyNames with iframe and window\nvar
toIObject = require('./_to-iobject');\n\nvar gOPN = require('./_object-gopn').f;\n\nvar toString = {}.toString;\n\nvar
windowNames = typeof window === 'object' && window && Object.getOwnPropertyNames ?
Object.getOwnPropertyNames(window) : [];\n\nvar getWindowNames = function getWindowNames(it) {\n  try {\n
return gOPN(it);\n  } catch (e) {\n  return windowNames.slice();\n  }\n};\n\nmodule.exports.f = function
getOwnPropertyNames(it) {\n  return windowNames && toString.call(it) === '[object Window]' ?
getWindowNames(it) : gOPN(toIObject(it));\n};", "require('./_wks-define')('asyncIterator');", "require('./_wks-
define')('observable');", "module.exports = {\n  \"default\":
require(\"core-js/library/fn/object/set-prototype-of\"),\n  __esModule: true\n};", "require('./../modules/es6.object.set-
prototype-of');\n\nmodule.exports = require('./../modules/_core').Object.setPrototypeOf; // 19.1.3.19
Object.setPrototypeOf(O, proto)\n\nvar $export = require('./_export');\n\n$export($export.S, 'Object', {\n
setPrototypeOf: require('./_set-proto').set\n});", " // Works with __proto__ only. Old v8 can't work with null proto
objects.\n\n*/\n\nvar eslint-disable no-proto */\n\nvar isObject = require('./_is-object');\n\nvar anObject = require('./_an-
object');\n\nvar check = function check(O, proto) {\n  anObject(O);\n  if (!isObject(proto) && proto !== null) throw
TypeError(proto + '\': can't set as prototype!');\n};\n\nmodule.exports = {\n  set: Object.setPrototypeOf ||
('__proto__' in {} ? // eslint-disable-line\n  function (test, buggy, set) {\n  try {\n  set =
require('./_ctx')(Function.call, require('./_object-gopd').f(Object.prototype, '__proto__').set, 2);\n
set(test, []);\n  buggy = !(test instanceof Array);\n  } catch (e) {\n  buggy = true;\n  }\n\n  return function
setPrototypeOf(O, proto) {\n  check(O, proto);\n  if (buggy) O.__proto__ = proto; else set(O, proto);\n  return
O;\n  }\n }({}, false) : undefined),\n  check: check\n};", "module.exports = {\n  \"default\": require(\"core-
js/library/fn/object/create\"),\n  __esModule: true\n};", "require('./../modules/es6.object.create');\n\nvar $Object =

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require('.././modules/_core').Object;\n\nmodule.exports = function create(P, D) {\n  return $Object.create(P,
D);\n};", "var $export = require('./_export'); // 19.1.2.2 / 15.2.3.5 Object.create(O [,
Properties])\n\n\n$export($export.S, 'Object', {\n  create: require('./_object-create')\n});", "use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\n\nvar
_objectWithoutProperties2
= require('babel-runtime/helpers/objectWithoutProperties');\n\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\n\nvar
_simpleAssign = require('simple-assign');\n\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\n\nvar
_react = require('react');\n\n\nvar _react2 = _interopRequireDefault(_react);\n\n\nvar _propTypes = require('prop-
types');\n\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\n\nvar _transitions =
require('.././styles/transitions');\n\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\n\nvar _propTypes3 =
require('.././utils/propTypes');\n\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\n\nvar _EnhancedButton
= require('.././internal/EnhancedButton');\n\n\nvar _EnhancedButton2 =
_interopRequireDefault(_EnhancedButton);\n\n\nvar _FontIcon = require('.././FontIcon');\n\n\nvar _FontIcon2 =
_interopRequireDefault(_FontIcon);\n\n\nvar _Tooltip = require('.././internal/Tooltip');\n\n\nvar _Tooltip2 =
_interopRequireDefault(_Tooltip);\n\n\nvar _childUtils = require('.././utils/childUtils');\n\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getStyles(props, context) {\n  var baseTheme = context.muiTheme.baseTheme;\n\n  return {\n    root: {\n      boxSizing: 'border-box',\n      overflow: 'visible',\n      transition:
_transitions2.default.easeOut(),\n      padding: baseTheme.spacing.iconSize / 2,\n      width:
baseTheme.spacing.iconSize * 2,\n      height: baseTheme.spacing.iconSize * 2,\n      fontSize: 0\n    },\n    tooltip:
{\n      boxSizing: 'border-box'\n    },\n    disabled: {\n      color: baseTheme.palette.disabledColor,\n      fill:
baseTheme.palette.disabledColor,\n      cursor: 'default'\n    }\n  };\n}\n\nvar IconButton = function (_Component)
{\n  (0, _inherits3.default)(IconButton, _Component);\n\n  function IconButton() {\n    var _ref;\n\n    var _temp,
_this, _ret;\n\n    (0, _classCallCheck3.default)(this, IconButton);\n\n    for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = IconButton.__proto__ || (0,
_getPrototypeOf2.default)(IconButton)).call.apply(_ref,
[this].concat(args))), _this), _this.state = {\n      hovered: false,\n      isKeyboardFocused: false,\n      // Not to be
confounded with the touch property.\n      // This state is to determined if it's a mobile device.\n      touch: false,\n
tooltipShown: false\n    }, _this.handleBlur = function (event) {\n      _this.hideTooltip();\n\n      if
(_this.props.onBlur) {\n        _this.props.onBlur(event);\n      }\n    }, _this.handleFocus = function (event) {\n
_this.showTooltip();\n\n      if (_this.props.onFocus) {\n        _this.props.onFocus(event);\n      }\n    },
_this.handleMouseLeave = function (event) {\n      if (!_this.button.isKeyboardFocused()) {\n        _this.hideTooltip();\n
      }\n\n      _this.setState({\n        hovered: false\n      });\n\n      if
(_this.props.onMouseLeave) {\n        _this.props.onMouseLeave(event);\n      }\n    }, _this.handleMouseOut =
function (event) {\n      if (_this.props.disabled)
_this.hideTooltip();\n      if (_this.props.onMouseOut) _this.props.onMouseOut(event);\n    },
_this.handleMouseEnter = function (event) {\n      _this.showTooltip(); // Cancel hover styles for touch devices\n\n      if
(!_this.state.touch) {\n        _this.setState({\n          hovered: true\n        });\n      }\n    }\n\n    if

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(_this.props.onMouseEnter) {\n    _this.props.onMouseEnter(event);\n    }\n  }, _this.handleTouchStart =
function (event) {\n    _this.setState({\n      touch: true\n    });\n\n    if (_this.props.onTouchStart) {\n      _this.props.onTouchStart(event);\n    }\n  }, _this.handleKeyboardFocus = function (event, isKeyboardFocused)
{\n    var _this$props = _this.props,\n        disabled = _this$props.disabled,\n        onFocus =
    _this$props.onFocus,\n        onBlur = _this$props.onBlur,\n        onKeyboardFocus =
    _this$props.onKeyboardFocus;\n\n    if (isKeyboardFocused && !disabled) {\n      _this.showTooltip();\n\n    if (onFocus) {\n      onFocus(event);\n    }\n  } else {\n    _this.hideTooltip();\n\n    if (onBlur) {\n      onBlur(event);\n    }\n  }\n\n  _this.setState({\n    isKeyboardFocused: isKeyboardFocused\n  });\n\n  if (onKeyboardFocus) {\n    onKeyboardFocus(event, isKeyboardFocused);\n  }\n  }, _temp), (0,
    _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(IconButton, [{\n    key:
    'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if
    (nextProps.disabled) {\n        this.setState({\n          hovered: false\n        });\n      }\n    }, {\n    key:
    'setKeyboardFocus',\n    value: function setKeyboardFocus() {\n      this.button.setKeyboardFocus();\n    }\n  }, {\n    key:
    'showTooltip',\n    value: function showTooltip() {\n      if (this.props.tooltip) {\n        this.setState({\n          tooltipShown: true\n        });\n      }\n    }\n  },
    {\n    key: 'hideTooltip',\n    value: function hideTooltip() {\n      if (this.props.tooltip) this.setState({\n        tooltipShown: false\n      });\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n      var _props = this.props,\n          disabled = _props.disabled,\n          hoveredStyle = _props.hoveredStyle,\n          disableTouchRipple = _props.disableTouchRipple,\n          children = _props.children,\n          iconClassName =
          _props.iconClassName,\n          style = _props.style,\n          tooltip = _props.tooltip,\n          tooltipPositionProp =
          _props.tooltipPosition,\n          tooltipStyles = _props.tooltipStyles,\n          touch = _props.touch,\n          iconStyle =
          _props.iconStyle,\n          other = (0, _objectWithoutProperties3.default)(_props, ['disabled', 'hoveredStyle',
          'disableTouchRipple', 'children', 'iconClassName', 'style', 'tooltip', 'tooltipPosition', 'tooltipStyles', 'touch',
          'iconStyle']);\n      var fonticon
      = void 0;\n      var styles = getStyles(this.props, this.context);\n      var tooltipPosition = tooltipPositionProp.split('-');\n      var hovered = (this.state.hovered || this.state.isKeyboardFocused) && !disabled;\n      var mergedRootStyles
      = (0, _simpleAssign2.default)(styles.root, style, hovered ? hoveredStyle : {});\n      var tooltipElement = tooltip ?
      _react2.default.createElement(_Tooltip2.default, {\n        label: tooltip,\n        show: this.state.tooltipShown,\n        touch: touch,\n        style: (0, _simpleAssign2.default)(styles.tooltip, tooltipStyles),\n        verticalPosition:
        tooltipPosition[0],\n        horizontalPosition: tooltipPosition[1]\n      }) : null;\n\n      if (iconClassName) {\n        var
        iconHoverColor = iconStyle.iconHoverColor,\n            iconStyleFontIcon = (0,
            _objectWithoutProperties3.default)(iconStyle, ['iconHoverColor']);\n        fonticon =
        _react2.default.createElement(_FontIcon2.default, {\n          className: iconClassName,\n            hoverColor: disabled ? null : iconHoverColor,\n            style: (0, _simpleAssign2.default)({}, disabled &&
            styles.disabled, iconStyleFontIcon),\n            color: this.context.muiTheme.baseTheme.palette.textColor\n          },
          children);\n      }\n\n      var childrenStyle = disabled ? (0, _simpleAssign2.default)({}, iconStyle, styles.disabled) :
      iconStyle;\n      return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({\n        ref:
        function ref(_ref2) {\n          return _this2.button = _ref2;\n        }\n      }, other, {\n        centerRipple: true,\n        disabled: disabled,\n        onTouchStart: this.handleTouchStart,\n        style: mergedRootStyles,\n        disableTouchRipple: disableTouchRipple,\n        onBlur: this.handleBlur,\n        onFocus: this.handleFocus,\n        onMouseLeave: this.handleMouseLeave,\n        onMouseEnter: this.handleMouseEnter,\n        onMouseOut:
        this.handleMouseOut,\n        onKeyboardFocus: this.handleKeyboardFocus\n      }
      ), tooltipElement, fonticon, (0, _childUtils.extendChildren)(children, {\n        style: childrenStyle\n      }));\n    }\n  }]);\n  return IconButton;\n})(_react.Component);\n\nIconButton.muiName =
'IconButton';\n\nIconButton.defaultProps = {\n  disabled: false,\n  disableTouchRipple: false,\n  iconStyle: {},\n  tooltipPosition: 'bottom-center',\n  touch: false\n};\n\nIconButton.contextTypes = {\n  muiTheme:
  _propTypes2.default.object.isRequired\n};\n\nIconButton.propTypes = process.env.NODE_ENV !== "production" ?
{\n  /**\n   * Can be used to pass a `FontIcon` element as the icon for the button.\n   */\n  children:

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_propTypes2.default.node,\n\n /**\n * The CSS class name of the root element.\n */\n className:
_propTypes2.default.string,\n\n /**\n * If true, the element's ripple effect will be disabled.\n */\n
disableTouchRipple: _propTypes2.default.bool,\n\n /**\n * If true, the element will be disabled.\n */\n disabled:
_propTypes2.default.bool,\n\n /**\n
* Override the inline-styles of the root element when the component is hovered.\n */\n hoveredStyle:
_propTypes2.default.object,\n\n /**\n * The URL to link to when the button is clicked.\n */\n href:
_propTypes2.default.string,\n\n /**\n * The CSS class name of the icon. Used for setting the icon with a
stylesheet.\n */\n iconName: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the icon
element.\n * Note: you can specify iconHoverColor as a String inside this object.\n */\n iconStyle:
_propTypes2.default.object,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n * Callback
function fired when the button is clicked.\n */\n * @param {object} event Click event targeting the button.\n */\n
onClick: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /**\n *
Callback function fired when the element is focused or blurred by the keyboard.\n */\n * @param {object} event
`focus` or `blur` event targeting the element.\n * @param {boolean} keyboardFocused Indicates whether the
element is focused.\n */\n onKeyDownFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter:
_propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n
onMouseOut: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n
* Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The text to
supply to the element's tooltip.\n */\n tooltip: _propTypes2.default.node,\n\n /**\n * The vertical and horizontal
positions, respectively, of the element's tooltip.\n * Possible values are: `\"bottom-center\", \"top-center\", \"bottom-
right\", \"top-right\", \"bottom-left\", and \"top-left\".\n */\n tooltipPosition:
_propTypes4.default.cornersAndCenter,\n\n /**\n * Override the inline-styles of the tooltip element.\n
*/\n tooltipStyles: _propTypes2.default.object,\n\n /**\n * If true, increase the tooltip element's size. Useful for
increasing tooltip\n * readability on mobile devices.\n */\n touch: _propTypes2.default.bool\n } :
{};\nexports.default = IconButton;"/>
/**\n * Copyright (c) 2013-present, Facebook, Inc.\n */\n * This source code is
licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n *
@typechecks\n * \n *\n*/\n/*eslint-disable no-self-compare */\n'use strict';\n\nvar hasOwnProperty =
Object.prototype.hasOwnProperty;\n\n/**\n * inlined Object.is polyfill to avoid requiring consumers ship their own\n
* https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\n */\n\nfunction
is(x, y) {\n // SameValue algorithm\n if (x === y) {\n // Steps 1-5, 7-10\n // Steps 6.b-6.e: +0 != -0\n // Added
the nonzero y check to make Flow happy, but it is redundant\n return x !== 0 || y !==
0 || 1 / x === 1 / y;\n } else {\n // Step 6.a: NaN == NaN\n return x !== x && y !== y;\n }\n}\n\n/**\n *
Performs equality by iterating through keys on an object and returning false\n * when any key has values which are
not strictly equal between the arguments.\n * Returns true when the values of all keys are strictly equal.\n
*/\n\nfunction shallowEqual(objA, objB) {\n if (is(objA, objB)) {\n return true;\n }\n\n if (typeof objA !==
'object' || objA === null || typeof objB !== 'object' || objB === null) {\n return false;\n }\n\n var keysA =
Object.keys(objA);\n var keysB = Object.keys(objB);\n\n if (keysA.length !== keysB.length) {\n return false;\n
}\n // Test for A's keys different from B.\n\n for (var i = 0; i < keysA.length; i++) {\n if
(!hasOwnProperty.call(objB, keysA[i]) || !is(objA[keysA[i]], objB[keysA[i]])) {\n return false;\n }\n }\n\n
return true;\n}\n\nmodule.exports = shallowEqual;"/>\n\n'use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar

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_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar
_inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _TransitionGroup = require('react-transition-
group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nvar
_ScaleInChild = require('./ScaleInChild');\n\nvar _ScaleInChild2 =
_interopRequireDefault(_ScaleInChild);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };}\n\nvar ScaleIn = function (_Component) {\n  (0,
_inherits3.default)(ScaleIn, _Component);\n\n  function ScaleIn() {\n    (0, _classCallCheck3.default)(this,
ScaleIn);\n\n    return (0, _possibleConstructorReturn3.default)(this, (ScaleIn.__proto__ || (0,
_getPrototypeOf2.default)(ScaleIn)).apply(this,
arguments));\n  }\n\n  (0, _createClass3.default)(ScaleIn, [{\n    key: 'render',\n    value: function render() {\n      var
_props = this.props,\n      children = _props.children,\n      childStyle = _props.childStyle,\n      enterDelay =
_props.enterDelay,\n      maxScale = _props.maxScale,\n      minScale = _props.minScale,\n      style =
_props.style,\n      other = (0, _objectWithoutProperties3.default)(_props, ['children', 'childStyle', 'enterDelay',
'maxScale', 'minScale', 'style']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var
mergedRootStyles = (0, _simpleAssign2.default)({}, {\n        position: 'relative',\n        height: '100%\n      },
style);\n      var newChildren = _react2.default.Children.map(children, function (child) {\n        return
_react2.default.createElement(_ScaleInChild2.default, {\n          key: child.key,\n          enterDelay: enterDelay,\n
maxScale: maxScale,\n
minScale: minScale,\n          style: childStyle\n        }, child);\n      });\n      return
_react2.default.createElement(_TransitionGroup2.default, (0, _extends3.default)({}, other, {\n        style:
prepareStyles(mergedRootStyles),\n        component: 'div\n      }), newChildren);\n    }\n  }]);\n  return
ScaleIn;\n})(_react.Component);\n\nScaleIn.defaultProps = {\n  enterDelay: 0\n};\n\nScaleIn.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nScaleIn.propTypes = process.env.NODE_ENV !==
'production' ? {\n  childStyle: _propTypes2.default.object,\n  children: _propTypes2.default.node,\n  enterDelay:
 PropTypes.number,\n  maxScale: _propTypes2.default.number,\n  minScale:
 PropTypes.number,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:
 PropTypes.object\n} : {};\n\nexports.default = ScaleIn;","module.exports = function chain() {\n  var len =
arguments.length;\n  var args = [];\n\n  for
  (var i = 0; i < len; i++) {\n    args[i] = arguments[i];\n  }\n\n  args = args.filter(function (fn) {\n    return fn != null;\n
  });\n\n  if (args.length === 0) return undefined;\n  if (args.length === 1) return args[0];\n  return args.reduce(function
(current, next) {\n    return function chainedFunction() {\n      current.apply(this, arguments);\n      next.apply(this,
arguments);\n    };\n  });\n};","use strict";\n\nexports.__esModule = true;\n\nexports.getChildMapping =
getChildMapping;\n\nexports.mergeChildMappings = mergeChildMappings;\n\nvar _react = require('react');\n\n/**\n *
Given `this.props.children`, return an object mapping key to child.\n * @param {*} children
`this.props.children`\n * @return {object} Mapping of key to child\n */\n\nfunction getChildMapping(children)
{\n  if (!children) {\n    return children;\n  }\n\n  var result = {};\n\n  _react.Children.map(children, function (child)
{\n    return child;\n  }).forEach(function (child) {\n    result[child.key] = child;\n
  });\n\n  return result;\n})\n\n/**\n * When you're adding or removing children some may be added or removed in
the\n * same render pass. We want to show *both* since we want to simultaneously\n * animate elements in and
out. This function takes a previous set of keys\n * and a new set of keys and merges them with its best guess of the
correct\n * ordering. In the future we may expose some of the utilities in\n * ReactMultiChild to make this easy, but
for now React itself does not\n * directly have this concept of the union of prevChildren and nextChildren\n * so we
implement it here.\n * @param {object} prev prev children as returned from\n *

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`ReactTransitionChildMapping.getChildMapping()`.n * @param {object} next next children as returned from\n *
`ReactTransitionChildMapping.getChildMapping()`.n * @return {object} a key set that contains all keys in `prev`
and all keys\n * in `next` in a reasonable order.\n */\n\nfunction mergeChildMappings(prev, next) {\n  prev = prev
||
  {};\n  next = next || {};\n\n  function getValueForKey(key) {\n    if (next.hasOwnProperty(key)) {\n      return
next[key];\n    }\n    return prev[key];\n  } // For each key of `next`, the list of keys to insert before that key in\n //
the combined list\n\n  var nextKeysPending = {};\n  var pendingKeys = [];\n\n  for (var prevKey in prev) {\n    if
(next.hasOwnProperty(prevKey)) {\n      if (pendingKeys.length) {\n        nextKeysPending[prevKey] =
pendingKeys;\n        pendingKeys = [];\n      }\n    } else {\n      pendingKeys.push(prevKey);\n    }\n  }\n\n  var i =
void 0;\n  var childMapping = {};\n\n  for (var nextKey in next) {\n    if
(nextKeysPending.hasOwnProperty(nextKey)) {\n      for (i = 0; i < nextKeysPending[nextKey].length; i++) {\n
var pendingNextKey = nextKeysPending[nextKey][i];\n      childMapping[nextKeysPending[nextKey][i]] =
getValueForKey(pendingNextKey);\n    }\n  }\n\n  childMapping[nextKey] = getValueForKey(nextKey);\n } //
Finally, add
  the keys which didn't appear before any key in `next`\n\n  for (i = 0; i < pendingKeys.length; i++) {\n
childMapping[pendingKeys[i]] = getValueForKey(pendingKeys[i]);\n }\n\n  return childMapping;\n}","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require("babel-
runtime/helpers/extends");\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require("babel-runtime/helpers/objectWithoutProperties");\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require("babel-runtime/core-js/object/get-prototype-of");\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require("babel-
runtime/helpers/classCallCheck");\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require("babel-runtime/helpers/createClass");\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require("babel-runtime/helpers/possibleConstructorReturn");\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require("babel-runtime/helpers/inherits");\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require("simple-assign");\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require("react");\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require("prop-
types");\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require("react-
dom");\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _autoPrefix =
require("../utils/autoPrefix");\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions =
require("../styles/transitions");\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n    default: obj\n  };\n}\n\nvar ScaleInChild = function (_Component) {\n  (0,
_inherits3.default)(ScaleInChild, _Component);\n\n  function ScaleInChild() {\n    (0,
_classCallCheck3.default)(this, ScaleInChild);\n    return (0, _possibleConstructorReturn3.default)(this,
(ScaleInChild.__proto__ || (0, _getPrototypeOf2.default)(ScaleInChild)).apply(this, arguments));\n  }\n\n  (0,
_createClass3.default)(ScaleInChild, [{\n    key: 'componentWillUnmount',\n    value: function
componentWillUnmount() {\n      clearTimeout(this.enterTimer);\n      clearTimeout(this.leaveTimer);\n    }
}], {\n    key: 'componentWillAppear',\n    value: function componentWillAppear(callback) {\n
this.initializeAnimation(callback);\n    }\n  }, {\n    key: 'componentWillEnter',\n    value: function
componentWillEnter(callback) {\n      this.initializeAnimation(callback);\n    }\n  }, {\n    key:
'componentDidAppear',\n    value: function componentDidAppear() {\n      this.animate();\n    }
}], {\n    key: 'componentDidEnter',\n    value: function componentDidEnter() {\n      this.animate();\n    }
}], {\n    key: 'componentWillLeave',\n    value: function componentWillLeave(callback) {\n      var style =
_reactDom2.default.findDOMNode(this).style;\n\n      style.opacity = '0';\n\n      _autoPrefix2.default.set(style,

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'transform', 'scale(' + this.props.minScale + ');');\n\n    this.leaveTimer = setTimeout(callback, 450);\n    }\n  }, {\n    key: 'animate',\n    value: function animate() {\n      var style = _reactDom2.default.findDOMNode(this).style;\n\n      style.opacity = '1';\n\n      _autoPrefix2.default.set(style, 'transform', 'scale(' + this.props.maxScale + ');');\n    }\n  },\n  {\n    key: 'initializeAnimation',\n    value: function initializeAnimation(callback) {\n      var style =\n        _reactDom2.default.findDOMNode(this).style;\n\n      style.opacity = '0';\n\n      _autoPrefix2.default.set(style,\n        'transform', 'scale(0));\n\n      this.enterTimer = setTimeout(callback,\n        this.props.enterDelay);\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          children = _props.children,\n              enterDelay = _props.enterDelay,\n              maxScale = _props.maxScale,\n              minScale = _props.minScale,\n              style = _props.style,\n              other = (0,\n                _objectWithoutProperties3.default)(_props, ['children', 'enterDelay', 'maxScale', 'minScale', 'style']);\n      var\n        prepareStyles = this.context.muiTheme.prepareStyles;\n      var mergedRootStyles = (0, _simpleAssign2.default)({\n        {\n          position: 'absolute',\n          height: '100%',\n          width: '100%',\n          top: 0,\n          left: 0,\n          transition:\n            _transitions2.default.easeOut(null, ['transform', 'opacity'])\n        }, style);\n      return\n        _react2.default.createElement('div', (0, _extends3.default)({\n        other, {\n          style:\n            prepareStyles(mergedRootStyles)\n        }, children);\n    })\n  });\n  return\n    ScaleInChild;\n})(_react.Component);\n\nScaleInChild.defaultProps\n  = {\n    enterDelay: 0,\n    maxScale: 1,\n    minScale: 0\n  };\nScaleInChild.contextTypes = {\n  muiTheme:\n    _propTypes2.default.object.isRequired\n};\nScaleInChild.propTypes = process.env.NODE_ENV !== \"production\"\n  ? {\n    children: _propTypes2.default.node,\n    enterDelay: _propTypes2.default.number,\n    maxScale:\n      _propTypes2.default.number,\n    minScale: _propTypes2.default.number,\n    style: _propTypes2.default.object\n  } :\n  {};\n\nexports.default =\n  ScaleInChild;","require('..../modules/es6.string.iterator');\n\nrequire('..../modules/es6.array.from');\n\nmodule.export\n  ts = require('..../modules/_core').Array.from;","use strict";\n\nvar ctx = require('./_ctx');\n\nvar $export =\n  require('./_export');\n\nvar toObject = require('./_to-object');\n\nvar call = require('./_iter-call');\n\nvar isArrayIter =\n  require('./_is-array-iter');\n\nvar toLength = require('./_to-length');\n\nvar createProperty = require('./_create-property');\n\nvar getIterFn = require('./core.get-iterator-method');\n\n$export($export.S\n  + $export.F * !require('./_iter-detect')(function (iter) {\n    Array.from(iter);\n  })), 'Array', {\n  // 22.1.2.1\n  Array.from(arrayLike, mapfn = undefined, thisArg = undefined)\n  from: function from(arrayLike\n    /* , mapfn =\n    undefined, thisArg = undefined */\n    ) {\n    var O = toObject(arrayLike);\n    var C = typeof this === 'function' ? this\n      : Array;\n    var aLen = arguments.length;\n    var mapfn = aLen > 1 ? arguments[1] : undefined;\n    var mapping =\n      mapfn !== undefined;\n    var index = 0;\n    var iterFn = getIterFn(O);\n    var length, result, step, iterator;\n    if\n      (mapping) mapfn = ctx(mapfn, aLen > 2 ? arguments[2] : undefined, 2); // if object isn't iterable or it's array with\n      default iterator - use simple case\n\n    if (iterFn !== undefined && !(C === Array && isArrayIter(iterFn))) {\n      for\n        (iterator = iterFn.call(O), result = new C(); !(step = iterator.next()).done; index++) {\n        createProperty(result,\n          index,\n            mapping ? call(iterator, mapfn, [step.value, index], true) : step.value);\n      }\n    } else {\n      length =\n        toLength(O.length);\n\n      for (result = new C(length); length > index; index++) {\n        createProperty(result,\n          index, mapping ? mapfn(O[index], index) : O[index]);\n      }\n    }\n\n    result.length = index;\n    return result;\n  });","// call something on iterator step with safe closing on error\n\nvar anObject = require('./_an-object');\n\nmodule.exports = function (iterator, fn, value, entries) {\n  try {\n    return entries ?\n      fn(anObject(value)[0], value[1]) : fn(value); // 7.4.6 IteratorClose(iterator, completion)\n  } catch (e) {\n    var ret =\n      iterator['return'];\n\n    if (ret !== undefined) anObject(ret.call(iterator));\n\n    throw e;\n  }\n};","// check on default\n  Array iterator\n\nvar Iterators = require('./_iterators');\n\nvar ITERATOR = require('./_wks')('iterator');\n\nvar\n  ArrayProto = Array.prototype;\n\nmodule.exports = function (it) {\n  return it\n    !== undefined && (Iterators.Array === it || ArrayProto[ITERATOR] === it);\n};","use strict";\n\nvar\n  $defineProperty = require('./_object-dp');\n\nvar\n  createDesc = require('./_property-desc');\n\nmodule.exports =\n  function (object, index, value) {\n    if (index in object) $defineProperty.f(object, index, createDesc(0, value));\n    else\n      object[index] = value;\n  };","var ITERATOR = require('./_wks')('iterator');\n\nvar\n  SAFE_CLOSING = false;\n\ntry\n  ntry

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{\n var riter = [7][ITERATOR]();\n\n riter['return'] = function () {\n SAFE_CLOSING = true;\n }; // eslint-
disable-next-line no-throw-literal\n\n Array.from(riter, function () {\n throw 2;\n });\n\n catch (e) {\n /* empty
*/\n}\n\nmodule.exports = function (exec, skipClosing) {\n if (!skipClosing && !SAFE_CLOSING) return false;\n
var safe = false;\n\n try {\n var arr = [7];\n var iter = arr[ITERATOR]();\n\n iter.next = function () {\n
return {\n done: safe = true\n }; \n }; \n\n arr[ITERATOR] = function ()
{\n return iter;\n }; \n\n exec(arr);\n } catch (e) {\n /* empty */\n }\n\n return safe;\n };", "use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-
dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual =
require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar
_autoPrefix = require('./utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar
_transitions = require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction
_interopRequireDefault(obj)
{\n return obj && obj.__esModule ? obj : {\n default: obj\n }; \n\n\nvar CircleRipple = function (_Component)
{\n (0, _inherits3.default)(CircleRipple, _Component);\n\n function CircleRipple() {\n (0,
_classCallCheck3.default)(this, CircleRipple);\n return (0, _possibleConstructorReturn3.default)(this,
(CircleRipple.__proto__ || (0, _getPrototypeOf2.default)(CircleRipple)).apply(this, arguments)); \n } \n\n (0,
_createClass3.default)(CircleRipple, [{\n key: 'shouldComponentUpdate',\n value: function
shouldComponentUpdate(nextProps) {\n return !(0, _shallowEqual2.default)(this.props, nextProps);\n } \n },
{\n key: 'componentWillUnmount',\n value: function componentWillMount() {\n
clearTimeout(this.enterTimer);\n clearTimeout(this.leaveTimer);\n } \n }, {\n key: 'componentWillAppear',\n
value: function componentWillMount(callback) {\n this.initializeAnimation(callback);\n } \n }, {\n key:
'componentWillEnter',\n value:
function componentWillMount(callback) {\n this.initializeAnimation(callback);\n } \n }, {\n key:
'componentDidAppear',\n value: function componentDidAppear() {\n this.animate();\n } \n }, {\n key:
'componentDidEnter',\n value: function componentDidEnter() {\n this.animate();\n } \n }, {\n key:
'componentWillLeave',\n value: function componentWillLeave(callback) {\n var style =
_reactDom2.default.findDOMNode(this).style;\n\n style.opacity = 0; // If the animation is aborted, remove from
the DOM immediately\n\n var removeAfter = this.props.aborted ? 0 : 2000;\n\n this.enterTimer =
setTimeout(callback, removeAfter);\n } \n }, {\n key: 'animate',\n value: function animate() {\n var style =
_reactDom2.default.findDOMNode(this).style;\n\n var transitionValue = _transitions2.default.easeOut('2s',
'opacity') + ', ' + _transitions2.default.easeOut('1s', 'transform');\n\n _autoPrefix2.default.set(style, 'transition',
transitionValue);\n\n _autoPrefix2.default.set(style, 'transform', 'scale(1)');\n } \n }, {\n key:
'initializeAnimation',\n value: function initializeAnimation(callback) {\n var style =
_reactDom2.default.findDOMNode(this).style;\n\n style.opacity = this.props.opacity;\n\n

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_autoPrefix2.default.set(style, 'transform', 'scale(0)');\n\n    this.leaveTimer = setTimeout(callback, 0);\n  }\n },
{\n key: 'render',\n value: function render() {\n    var _props = this.props,\n        aborted = _props.aborted,\n        color = _props.color,\n        opacity = _props.opacity,\n        style = _props.style,\n        touchGenerated =
_props.touchGenerated,\n        other = (0, _objectWithoutProperties3.default)(_props, ['aborted', 'color', 'opacity',
'style', 'touchGenerated']);\n    var prepareStyles = this.context.muiTheme.prepareStyles;\n    var mergedStyles =
(0, _simpleAssign2.default)({\n    position: 'absolute',\n    top:
0,\n    left: 0,\n    height: '100%',\n    width: '100%',\n    borderRadius: '50%',\n    backgroundColor:
color\n    }, style);\n    return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n    style:
prepareStyles(mergedStyles)\n    }));\n  }\n });\n return
CircleRipple;)(_react.Component);\n\nCircleRipple.defaultProps = {\n opacity: 0.1,\n aborted:
false\n};\n\nCircleRipple.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nCircleRipple.propTypes = process.env.NODE_ENV !== "production"
? {\n aborted: _propTypes2.default.bool,\n color: _propTypes2.default.string,\n opacity:
_propTypes2.default.number,\n style: _propTypes2.default.object,\n touchGenerated: _propTypes2.default.bool\n}
: {};\n\nexports.default = CircleRipple;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value:
true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2
= _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _transitions = require('./styles/transitions');\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule
? obj : {\n    default: obj\n  };}\n\nfunction getStyles(props, context, state) {\n var color = props.color,\n
hoverColor = props.hoverColor;\n var baseTheme = context.muiTheme.baseTheme;\n var offColor = color ||
baseTheme.palette.textColor;\n var onColor = hoverColor || offColor;\n return {\n root: {\n color:
state.hovered ? onColor : offColor,\n position: 'relative',\n fontSize: baseTheme.spacing.iconSize,\n
display: 'inline-block',\n userSelect: 'none',\n transition: _transitions2.default.easeOut()\n }\n };}\n\nvar
FontIcon
= function (_Component) {\n (0, _inherits3.default)(FontIcon, _Component);\n\n function FontIcon() {\n var
_ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, FontIcon);\n\n for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n
}\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FontIcon.__proto__
|| (0, _getPrototypeOf2.default)(FontIcon)), call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
hovered:
false\n }, _this.handleMouseLeave = function (event) {\n // hover is needed only when a hoverColor is
defined\n if (_this.props.hoverColor !== undefined) {\n _this.setState({\n hovered: false\n });\n
}\n\n if (_this.props.onMouseLeave) {\n _this.props.onMouseLeave(event);\n }\n },
_this.handleMouseEnter = function (event) {\n // hover is needed only

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when a hoverColor is defined\n    if (_this.props.hoverColor !== undefined) {\n      _this.setState({\n        hovered: true\n      });\n    }\n    if (_this.props.onMouseEnter) {\n      _this.props.onMouseEnter(event);\n    }\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n  (0, _createClass3.default)(FontIcon, [\n    {\n      key: 'render',\n      value: function render() {\n        var _props = this.props,\n            hoverColor = _props.hoverColor,\n                onMouseLeave = _props.onMouseLeave,\n                onMouseEnter = _props.onMouseEnter,\n                style = _props.style,\n                other = (0, _objectWithoutProperties3.default)(_props, ['hoverColor', 'onMouseLeave', 'onMouseEnter', 'style']);\n        var prepareStyles = this.context.muiTheme.prepareStyles;\n        var styles = getStyles(this.props, this.context, this.state);\n        return _react2.default.createElement('span', (0, _extends3.default)({}, other, {\n          onMouseLeave: this.handleMouseLeave,\n          onMouseEnter: this.handleMouseEnter,\n          style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n        }));\n      }\n    }]);\n  return FontIcon;\n})(_react.Component);\nFontIcon.muiName = 'FontIcon';\nFontIcon.defaultProps = {\n  onMouseEnter: function onMouseEnter() {},\n  onMouseLeave: function onMouseLeave() {};\n};\nFontIcon.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nFontIcon.propTypes = process.env.NODE_ENV !== "production" ? {\n  /**\n   * This is the font color of the font icon. If not specified,\n   * this component will default to muiTheme.palette.textColor.\n   */\n  color: _propTypes2.default.string,\n  /**\n   * This is the icon color when the mouse hovers over the icon.\n   */\n  hoverColor: _propTypes2.default.string,\n  /** @ignore */\n  onMouseEnter: _propTypes2.default.func,\n  /** @ignore */\n  onMouseLeave: _propTypes2.default.func,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\nexports.default = FontIcon;","use strict";\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\nvar _react = require('react');\nvar _react2 = _interopRequireDefault(_react);\nvar _pure = require('recompose/pure');\nvar _pure2 = _interopRequireDefault(_pure);\nvar _SvgIcon = require('../SvgIcon');\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\nvar NavigationMenu = function NavigationMenu(props) {\n  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n    d: 'M3 18h18v-2H3v2zm0-5h18v-2H3v2zm0-7v2h18V6H3z'\n  }));\n};\nNavigationMenu = (0, _pure2.default)(NavigationMenu);\nNavigationMenu.displayName = 'NavigationMenu';\nNavigationMenu.muiName = 'SvgIcon';\nexports.default = NavigationMenu;","use strict";\nexports.__esModule = true;\nvar _react = require('react');\nvar _setDisplayNames = require('./setDisplayNames');\nvar _setDisplayNames2 = _interopRequireDefault(_setDisplayNames);\nvar _wrapDisplayNames = require('./wrapDisplayNames');\nvar _wrapDisplayNames2 = _interopRequireDefault(_wrapDisplayNames);\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\nfunction _classCallCheck(instance, Constructor) {\n  if (!(instance instanceof Constructor)) {\n    throw new TypeError("Cannot call a class as a function");\n  }\n}\nfunction _possibleConstructorReturn(self, call) {\n  if (!self) {\n    throw new ReferenceError("this hasn't been initialised - super() hasn't been called");\n  }\n  return call && (typeof call === "object" || typeof call === "function") ? call : self;\n}\nfunction _inherits(subClass, superClass) {\n  if (typeof superClass !== "function" && superClass !== null) {\n    throw new TypeError("Super expression must either be null or a function, not " + typeof superClass);\n  }\n  subClass.prototype = Object.create(superClass && superClass.prototype, {\n    constructor: {\n      value: subClass,\n      enumerable: false,\n      writable: true,\n      configurable: true\n    }\n  });\n  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\nvar ShouldUpdate = function ShouldUpdate(test) {\n  return function (BaseComponent) {\n    var factory = (0, _react.createFactory)(BaseComponent);\n    var ShouldUpdate = function (_Component) {\n      _inherits(ShouldUpdate, _Component);\n      function ShouldUpdate() {\n        _classCallCheck(this, ShouldUpdate);\n        return _possibleConstructorReturn(this, _Component.apply(this,

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arguments));\n  }\n\n  ShouldUpdate.prototype.shouldComponentUpdate = function
shouldComponentUpdate(nextProps) {\n    return test(this.props, nextProps);\n  };\n\n  ShouldUpdate.prototype.render
= function render() {\n    return factory(this.props);\n  };\n\n  return ShouldUpdate;\n}(\n  _react.Component);\n\n  if (process.env.NODE_ENV !== 'production') {\n    return (0,
_setDisplayName2.default)((0, _wrapDisplayName2.default)(BaseComponent, 'shouldUpdate'))(ShouldUpdate);\n  }\n\n  return ShouldUpdate;\n };\n};\n\n\nexports.default = shouldUpdate;","use strict";\n\n\nexports.__esModule =
true;\n\n\nvar setStatic = function setStatic(key, value) {\n  return function (BaseComponent) {\n    /* eslint-disable
no-param-reassign */\n    BaseComponent[key] = value;\n    /* eslint-enable no-param-reassign */\n    return
BaseComponent;\n  };\n};\n\n\nexports.default = setStatic;","use strict";\n\n\nexports.__esModule = true;\n\n\nvar
getDisplayName = function getDisplayName(Component) {\n  if (typeof Component === 'string') {\n    return
Component;\n  }\n\n  if (!Component) {\n    return undefined;\n  }\n\n  return Component.displayName ||
Component.name
|| 'Component';\n};\n\n\nexports.default = getDisplayName;","use strict";\n\n\nObject.defineProperty(exports,
\"__esModule\", {\n  value: true\n});\n\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\n\nvar
_inherits2 = require('babel-runtime/helpers/inherits');\n\n\nvar _inherits3 =
_interopRequireDefault(_inherits2);\n\n\nvar _simpleAssign = require('simple-assign');\n\n\nvar _simpleAssign2 =
_interopRequireDefault(_simpleAssign);\n\n\nvar _react = require('react');\n\n\nvar _react2 =
_interopRequireDefault(_react);\n\n\nvar _propTypes = require('prop-types');\n\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\n\nvar _transitions = require('./styles/transitions');\n\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n    default: obj\n  };\n}\n\n\nvar SvgIcon = function (_Component) {\n  (0, _inherits3.default)(SvgIcon,
_Component);\n\n  function SvgIcon() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
_classCallCheck3.default)(this, SvgIcon);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key
< _len; _key++)\n      {\n        args[_key] = arguments[_key];\n      }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = SvgIcon.__proto__ || (0,
_getPrototypeOf2.default)(SvgIcon)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered:
false\n    }, _this.handleClick = function (event) {\n      _this.setState({\n        hovered: false\n      });\n\n      _this.props.onMouseLeave(event);\n    }, _this.handleClick = function (event) {\n      _this.setState({\n        hovered: true\n      });\n\n      _this.props.onMouseEnter(event);\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(SvgIcon, [{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          children = _props.children,\n          color =
_props.color,\n          hoverColor = _props.hoverColor,\n          onMouseEnter = _props.onMouseEnter,\n          onMouseLeave = _props.onMouseLeave,\n          style = _props.style,\n          viewBox = _props.viewBox,\n          other = (0,
_objectWithoutProperties3.default)(_props, ['children', 'color', 'hoverColor', 'onMouseEnter', 'onMouseLeave', 'style',
'viewBox']);\n      var _context$muiTheme = this.context.muiTheme,\n          svgIcon =
_context$muiTheme.svgIcon,\n          prepareStyles = _context$muiTheme.prepareStyles;\n      var offColor = color

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? color : 'currentColor';\n    var onColor = hoverColor ? hoverColor : offColor;\n    var mergedStyles = (0,
_simpleAssign2.default)({\n    display: 'inline-block',\n    color: svgIcon.color,\n    fill: this.state.hovered ?
onColor : offColor,\n    height: 24,\n    width: 24,\n    userSelect: 'none',\n    transition:
_transitions2.default.easeOut()\n    }, style);\n    return _react2.default.createElement('svg', (0,
_extends3.default)({}, other, {\n    onMouseEnter: this.handleMouseEnter,\n    onMouseLeave:
this.handleMouseLeave,\n
    style: prepareStyles(mergedStyles),\n    viewBox: viewBox\n    }), children);\n  }\n});\n  return
SvgIcon;\n}(_react.Component);\n\nSvgIcon.muiName = 'SvgIcon';\nSvgIcon.defaultProps = {\n  onMouseEnter:
function onMouseEnter() {},\n  onMouseLeave: function onMouseLeave() {},\n  viewBox: '0 0 24
24'\n};\nSvgIcon.contextTypes = {\n  muiTheme: _propTypes2.default.isRequired\n};\nSvgIcon.propTypes =
process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * Elements passed into the SVG Icon.\n   */\n  children:
_propTypes2.default.node,\n  /**\n   * This is the fill color of the svg icon.\n   * If not specified, this component
will default\n   * to muiTheme.palette.textColor.\n   */\n  color: _propTypes2.default.string,\n  /**\n   * This is the
icon color when the mouse hovers over the icon.\n   */\n  hoverColor: _propTypes2.default.string,\n  /** @ignore
*/\n  onMouseEnter: _propTypes2.default.func,\n  /** @ignore */\n  onMouseLeave:
_propTypes2.default.func,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n  /**\n   *
Allows you to redefine what the coordinates\n   * without units mean inside an svg element. For example,\n   * if the
SVG element is 500 (width) by 200 (height), and you\n   * pass viewBox=\"0 0 50 20\", this means that the
coordinates inside\n   * the svg will go from the top left corner (0,0) to bottom right (50,20)\n   * and each unit will
be worth 10px.\n   */\n  viewBox: _propTypes2.default.string\n} : {};\n\nexports.default = SvgIcon;\";\"use
strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _interopRequireDefault = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _propTypes3 =
require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getStyles(props, context) {\n  var rounded = props.rounded,\n    circle = props.circle,\n    transitionEnabled =
props.transitionEnabled,\n    zDepth = props.zDepth;\n  var _context$muiTheme = context.muiTheme,\n    baseTheme = _context$muiTheme.baseTheme,\n    paper = _context$muiTheme.paper,\n    borderRadius =
_context$muiTheme.borderRadius;\n  return {\n    root: {\n      color: paper.color,\n      backgroundColor:
paper.backgroundColor,\n      transition: transitionEnabled && _transitions2.default.easeOut(),\n      boxSizing:
'border-box',\n      fontFamily: baseTheme.fontFamily,\n      WebkitTapHighlightColor: 'rgba(0,0,0)',\n      //
Remove
      mobile color flashing (deprecated)\n      boxShadow: paper.zDepthShadows[zDepth - 1],\n      // No shadow for 0
depth papers\n      borderRadius: circle ? '50%' : rounded ? borderRadius : '0px'\n    }\n  };\n}\n\nvar Paper =

```

```

function (_Component) {\n (0, _inherits3.default)(Paper, _Component);\n\n function Paper() {\n (0,
_classCallCheck3.default)(this, Paper);\n return (0, _possibleConstructorReturn3.default)(this, (Paper.__proto__ ||
(0, _getPrototypeOf2.default)(Paper)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Paper, [{\n key:
'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n circle
= _props.circle,\n rounded = _props.rounded,\n style = _props.style,\n transitionEnabled =
_props.transitionEnabled,\n zDepth = _props.zDepth,\n other = (0,
_objectWithoutProperties3.default)(_props, ['children', 'circle', 'rounded', 'style', 'transitionEnabled',
'zDepth']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props,
this.context);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style:
prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n })), children);\n }\n }]);\n return
Paper;\n}(_react.Component);\n\nPaper.defaultProps = {\n circle: false,\n rounded: true,\n transitionEnabled:
true,\n zDepth: 1\n};\n\nPaper.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nPaper.propTypes = process.env.NODE_ENV !== "production" ? {\n
/**\n * Children passed into the paper element.\n */\n children: _propTypes2.default.node,\n /**\n * Set to
true to generate a circular paper container.\n */\n circle: _propTypes2.default.bool,\n /**\n * By default, the
paper container will have a border radius.\n * Set this to false to generate a container with sharp corners.\n */\n
rounded:
_propTypes2.default.bool,\n /**\n * Override the inline-styles of the root element.\n */\n style:
_propTypes2.default.object,\n /**\n * Set to false to disable CSS transitions for the paper element.\n */\n
transitionEnabled: _propTypes2.default.bool,\n /**\n * This number represents the zDepth of the paper
shadow.\n */\n zDepth: _propTypes4.default.zDepth\n} : {};\n\nexports.default = Paper;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _typeof2 = require('babel-
runtime/helpers/typeof');\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nvar _objectWithoutProperties2 =
require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 =
_interopRequireDefault(_reactDom);\n\nvar
_keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _TextField =
require('./TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nvar _Menu =
require('./Menu');\n\nvar _Menu2 = _interopRequireDefault(_Menu);\n\nvar _MenuItem =
require('./MenuItem');\n\nvar _MenuItem2 = _interopRequireDefault(_MenuItem);\n\nvar _Divider =
require('./Divider');\n\nvar _Divider2 = _interopRequireDefault(_Divider);\n\nvar _Popover =
require('./Popover/Popover');\n\nvar _Popover2 = _interopRequireDefault(_Popover);\n\nvar _propTypes3 =
require('./utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction
getStyles(props, context, state) {\n var anchorEl = state.anchorEl;\n var fullWidth = props.fullWidth;\n var styles
= {\n root: {\n display: 'inline-block',\n

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    position: 'relative',\n    width: fullWidth ? '100%' : 256\n    },\n    menu: {\n    width: '100%\n    },\n    list: {\n    display: 'block',\n    width: fullWidth ? '100%' : 256\n    },\n    innerDiv: {\n    overflow: 'hidden'\n    } }\n};\n\nif (anchorEl && fullWidth) {\n    styles.popover = {\n    width: anchorEl.clientWidth\n    };\n}\n\nreturn\nstyles;\n}\n\nvar AutoComplete = function (_Component) {\n    (0, _inherits3.default)(AutoComplete,\n    _Component);\n\n    function AutoComplete() {\n        var _ref;\n        var _temp, _this, _ret;\n        (0,\n        _classCallCheck3.default)(this, AutoComplete);\n        for (var _len = arguments.length, args = Array(_len), _key =\n        0; _key < _len; _key++) {\n            args[_key] = arguments[_key];\n        }\n        return _ret = (_temp = (_this = (0,\n        _possibleConstructorReturn3.default)(this, (_ref = AutoComplete.__proto__ || (0,\n        _getPrototypeOf2.default)(AutoComplete)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n        anchorEl: null,\n        focusTextField: true,\n        open: false,\n        searchText: undefined\n        },\n        _this.handleRequestClose = function () {\n            // Only take into account the Popover clickAway when we are\n            // not focusing the TextField.\n            if (!_this.state.focusTextField) {\n                _this.close();\n            }\n        },\n        _this.handleMouseDown = function (event) {\n            // Keep the TextField focused\n            event.preventDefault();\n        },\n        _this.handleClick = function (event, child) {\n            var dataSource = _this.props.dataSource;\n            var index =\n            parseInt(child.key, 10);\n            var chosenRequest = dataSource[index];\n            var searchText =\n            _this.chosenRequestText(chosenRequest);\n            var updateInput = function updateInput() {\n                return\n                _this.props.onUpdateInput(searchText, _this.props.dataSource, {\n                source: 'click'\n                });\n            };\n            _this.timerClickCloseId = function () {\n                return setTimeout(function () {\n                    _this.timerClickCloseId\n                    = null;\n                    _this.close();\n                    _this.props.onNewRequest(chosenRequest, index);\n                },\n                _this.props.menuCloseDelay);\n            };\n            if (typeof _this.props.searchText !== 'undefined') {\n                updateInput();\n                _this.timerClickCloseId();\n            } else {\n                _this.setState({\n                searchText:\n                searchText\n                }, function () {\n                    updateInput();\n                    _this.timerClickCloseId();\n                });\n            }\n        },\n        _this.chosenRequestText = function (chosenRequest) {\n            if (typeof chosenRequest === 'string') {\n                return\n                chosenRequest;\n            } else {\n                return chosenRequest[_this.props.dataSourceConfig.text];\n            }\n        },\n        _this.handleEscKeyDown = function () {\n            _this.close();\n        },\n        _this.handleKeyDown = function (event) {\n            if\n            (_this.props.onKeyDown) _this.props.onKeyDown(event);\n            switch ((0, _keycode2.default)(event)) {\n                case 'enter':\n                    _this.close();\n                    var\n                    searchText = _this.state.searchText;\n                    if (searchText !== "") {\n                        _this.props.onNewRequest(searchText, -1);\n                    }\n                    break;\n                case 'esc':\n                    _this.close();\n                    break;\n                case 'down':\n                    event.preventDefault();\n                    _this.setState({\n                        open: true,\n                        focusTextField: false,\n                        anchorEl: _reactDom2.default.findDOMNode(_this.refs.searchTextField)\n                    });\n                    break;\n                default:\n                    break;\n            }\n        },\n        _this.handleChange = function (event) {\n            var\n            searchText = event.target.value; // Make sure that we have a new searchText.\n            // Fix an issue with a Cordova\n            Webview\n            if (searchText === _this.state.searchText) {\n                return;\n            }\n            var state = {\n                open:\n                true,\n                anchorEl: _reactDom2.default.findDOMNode(_this.refs.searchTextField)\n            }; \n            if\n            (_this.props.searchText === undefined) {\n                state.searchText = searchText;\n            }\n            _this.setState(state);\n            _this.props.onUpdateInput(searchText,\n            _this.props.dataSource, {\n                source: 'change'\n            });\n        },\n        _this.handleBlur = function (event) {\n            if\n            (_this.state.focusTextField && _this.timerClickCloseId === null) {\n                _this.timerBlurClose =\n                setTimeout(function () {\n                    _this.close();\n                }, 0);\n            }\n            if (_this.props.onBlur) {\n                _this.props.onBlur(event);\n            }\n        },\n        _this.handleFocus = function (event) {\n            if (!_this.state.open &&\n            _this.props.openOnFocus) {\n                _this.setState({\n                    open: true,\n                    anchorEl:\n                    _reactDom2.default.findDOMNode(_this.refs.searchTextField)\n                });\n            }\n            _this.setState({\n                focusTextField: true\n            });\n            if (_this.props.onFocus) {\n                _this.props.onFocus(event);\n            }\n        },\n        _temp), (0, _possibleConstructorReturn3.default)(_this, _ret); }\n}\n\n(0, _createClass3.default)(AutoComplete,\n    [{\n        key: 'componentWillMount',\n        value: function componentWillMount() {\n            this.requestsList = [];\n            this.setState({\n                open: this.props.open,\n                searchText: this.props.searchText || ""\n            });\n            this.timerClickCloseId = null;\n        } }, {\n        key: 'componentWillReceiveProps',\n        value: function

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componentWillReceiveProps(nextProps) {\n  if (this.props.searchText !== nextProps.searchText) {\n
this.setState({\n    searchText: nextProps.searchText\n  });\n }\n\n if (this.props.open !==
nextProps.open) {\n  this.setState({\n    open: nextProps.open,\n    anchorEl:
_reactDom2.default.findDOMNode(this.refs.searchTextField)\n  });\n }\n }, {\n key:
'componentWillUnmount',\n  value: function componentWillMount() {\n
clearTimeout(this.timerClickCloseId);\n  clearTimeout(this.timerBlurClose);\n }\n }, {\n key: 'close',\n
value: function
close() {\n  this.setState({\n    open: false,\n    anchorEl: null\n  });\n\n if (this.props.onClose) {\n
this.props.onClose();\n }\n }\n }, {\n key: 'blur',\n  value: function blur() {\n
this.refs.searchTextField.blur();\n }\n }, {\n key: 'focus',\n  value: function focus() {\n
this.refs.searchTextField.focus();\n }\n }, {\n key: 'render',\n  value: function render() {\n  var _this2 =
this;\n\n  var _props = this.props,\n    anchorOrigin = _props.anchorOrigin,\n    animated =
_props.animated,\n    animation = _props.animation,\n    dataSource = _props.dataSource,\n
dataSourceConfig = _props.dataSourceConfig,\n    disableFocusRipple = _props.disableFocusRipple,\n
errorStyle = _props.errorStyle,\n    floatingLabelText = _props.floatingLabelText,\n    filter = _props.filter,\n
fullWidth = _props.fullWidth,\n    style = _props.style,\n    hintText = _props.hintText,\n    maxSearchResults = _props.maxSearchResults,\n    menuCloseDelay
= _props.menuCloseDelay,\n    textFieldStyle = _props.textFieldStyle,\n    menuStyle = _props.menuStyle,\n
menuProps = _props.menuProps,\n    listStyle = _props.listStyle,\n    targetOrigin =
_props.targetOrigin,\n    onBlur = _props.onBlur,\n    onClose = _props.onClose,\n    onFocus =
_props.onFocus,\n    onKeyDown = _props.onKeyDown,\n    onNewRequest = _props.onNewRequest,\n
onUpdateInput = _props.onUpdateInput,\n    openOnFocus = _props.openOnFocus,\n    popoverProps =
_props.popoverProps,\n    searchTextProp = _props.searchText,\n    other = (0,
_objectWithoutProperties3.default)(_props, ['anchorOrigin', 'animated', 'animation', 'dataSource', 'dataSourceConfig',
'disableFocusRipple', 'errorStyle', 'floatingLabelText', 'filter', 'fullWidth', 'style', 'hintText', 'maxSearchResults',
'menuCloseDelay', 'textFieldStyle', 'menuStyle', 'menuProps', 'listStyle', 'targetOrigin', 'onBlur', 'onClose', 'onFocus',
'onKeyDown', 'onNewRequest', 'onUpdateInput', 'openOnFocus', 'popoverProps', 'searchText']);\n\n  var _ref2 =
popoverProps || {};\n    popoverStyle = _ref2.style,\n    popoverOther = (0,
_objectWithoutProperties3.default)(_ref2, ['style']);\n\n  var _state = this.state,\n    open = _state.open,\n
anchorEl = _state.anchorEl,\n    searchText = _state.searchText,\n    focusTextField =
_state.focusTextField;\n  var prepareStyles = this.context.muiTheme.prepareStyles;\n  var styles =
getStyles(this.props, this.context, this.state);\n  var requestsList = [];\n  dataSource.every(function (item, index)
{\n    switch (typeof item === 'undefined' ? 'undefined' : (0, _typeof3.default)(item)) {\n      case 'string':\n
if (filter(searchText, item, item)) {\n        requestsList.push({\n
          text: item,\n          value: _react2.default.createElement(_MenuItem2.default, {\n
            innerDivStyle: styles.innerDiv,\n            value: item,\n            primaryText: item,\n
            disableFocusRipple: disableFocusRipple,\n            key: index\n          })\n        });\n      }\n\n
break;\n      case 'object':\n        if (item && typeof item[_this2.props.dataSourceConfig.text] === 'string') {\n
          var itemText = item[_this2.props.dataSourceConfig.text];\n          if (!_this2.props.filter(searchText,
itemText, item)) break;\n          var itemValue = item[_this2.props.dataSourceConfig.value];\n          if
(itemValue && itemValue.type && (itemValue.type.muiName === _MenuItem2.default.muiName ||
itemValue.type.muiName === _Divider2.default.muiName)) {\n            requestsList.push({\n              text:
itemText,\n              value:
                _react2.default.cloneElement(itemValue, {\n                  key: index,\n                  disableFocusRipple:
disableFocusRipple\n                })\n            });\n          } else {\n            requestsList.push({\n              text:
itemText,\n              value: _react2.default.createElement(_MenuItem2.default, {\n                innerDivStyle:
styles.innerDiv,\n                primaryText: itemText,\n                disableFocusRipple: disableFocusRipple,\n
                key: index\n              })\n            });\n          }\n        }\n      }\n    }\n  });\n  default: // Do

```



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nothing\n\n    }\n\n    return !(maxSearchResults && maxSearchResults > 0 && requestsList.length ===
maxSearchResults);\n    });\n    this.requestsList = requestsList;\n    var menu = open && requestsList.length >
0 && _react2.default.createElement(_Menu2.default, (0, _extends3.default)({\n    ref: 'menu',\n    autoWidth: false,\n    disableAutoFocus: focusTextField,\n    onEscKeyDown: this.handleEscKeyDown,\n    initiallyKeyboardFocused: true,\n    onItemClick: this.handleItemClick,\n    onMouseDown:
this.handleMouseDown,\n    style: (0, _simpleAssign2.default)(styles.menu, menuStyle),\n    listStyle: (0,
_simpleAssign2.default)(styles.list, listStyle)\n    }, menuProps), requestsList.map(function (i) {\n    return
i.value;\n    }));\n\n    return _react2.default.createElement('div', {\n    style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n    }, _react2.default.createElement(_TextField2.default, (0,
_extends3.default)({\n    ref: 'searchTextField',\n    autoComplete: 'off',\n    onBlur: this.handleBlur,\n    onFocus: this.handleFocus,\n    onKeyDown: this.handleKeyDown,\n    floatingLabelText:
floatingLabelText,\n    hintText: hintText,\n    fullWidth: fullWidth,\n    multiLine: false,\n    errorStyle: errorStyle,\n    style: textFieldStyle\n    }, other, {\n    // value and onChange are idiomatic
properties often leaked.\n    // We prevent their overrides in order to reduce potential bugs.\n    value:
searchText,\n    onChange: this.handleChange\n    })), _react2.default.createElement(_Popover2.default, (0,
_extends3.default)({\n    style: (0, _simpleAssign2.default)({}, styles.popover, popoverStyle),\n    canAutoPosition: false,\n    anchorOrigin: anchorOrigin,\n    targetOrigin: targetOrigin,\n    open: open,\n    anchorEl: anchorEl,\n    useLayerForClickAway: false,\n    onRequestClose: this.handleRequestClose,\n    animated: animated,\n    animation: animation\n    }, popoverOther), menu));\n    }\n    }));\n    return
AutoComplete;)(_react.Component);\n\nAutoComplete.defaultProps = {\n    anchorOrigin: {\n    vertical:
'bottom',\n    horizontal: 'left'\n    },\n    animated: true,\n    dataSourceConfig:
{\n    text: 'text',\n    value: 'value'\n    },\n    disableFocusRipple: true,\n    filter: function filter(searchText, key) {\n
return searchText !== " " && key.indexOf(searchText) !== -1;\n    },\n    fullWidth: false,\n    open: false,\n
openOnFocus: false,\n    onUpdateInput: function onUpdateInput() {},\n    onNewRequest: function onNewRequest()
{\n    },\n    menuCloseDelay: 300,\n    targetOrigin: {\n    vertical: 'top',\n    horizontal: 'left'\n
    }\n    };\n\nAutoComplete.contextTypes = {\n    muiTheme:
_propTypes2.default.object.isRequired\n};\n\nAutoComplete.propTypes = process.env.NODE_ENV !==
"production" ? {\n    /**\n    * Location of the anchor for the auto complete.\n    */\n    anchorOrigin:
_propTypes4.default.origin,\n    /**\n    * If true, the auto complete is animated as it is toggled.\n    */\n    animated:
_propTypes2.default.bool,\n    /**\n    * Override the default animation component used.\n    */\n    animation:
_propTypes2.default.func,\n    /**\n    * Array of strings or nodes used to populate the
list.\n    */\n    dataSource: _propTypes2.default.array.isRequired,\n    /**\n    * Config for objects list dataSource.\n
*/\n    * @typedef {Object} dataSourceConfig\n    * @property {string} text `dataSource` element key used to
find a string to be matched for search\n    * and shown as a `TextField` input value after choosing the result.\n    *
*/\n    * @property {string} value `dataSource` element key used to find a string to be shown in search results.\n    */\n
dataSourceConfig: _propTypes2.default.object,\n    /**\n    * Disables focus ripple when true.\n    */\n    disableFocusRipple: _propTypes2.default.bool,\n    /**\n    * Override style prop for error.\n    */\n    errorStyle:
_propTypes2.default.object,\n    /**\n    * The error content to display.\n    */\n    errorText:
_propTypes2.default.node,\n    /**\n    * Callback function used to filter the auto complete.\n    */\n    * @param
{string} searchText The text to search for within `dataSource`.\n    * @param {string} key `dataSource` element,
or `text` property on that element if it's not a string.\n    * @returns {boolean} `true` indicates the auto complete list
will include `key` when the input is `searchText`.\n    */\n    filter: _propTypes2.default.func,\n    /**\n    * The content
to use for adding floating label element.\n    */\n    floatingLabelText: _propTypes2.default.node,\n    /**\n    * If true,
the field receives the property `width: 100%`.\n    */\n    fullWidth: _propTypes2.default.bool,\n    /**\n    * The hint
content to display.\n    */\n    hintText: _propTypes2.default.node,\n    /**\n    * Override style for list.\n    */\n
listStyle: _propTypes2.default.object,\n    /**\n    * The max number of search results to be shown.\n    * By default
it shows all the items which matches filter.\n    */\n    maxSearchResults: _propTypes2.default.number,\n    /**\n    *
Delay for closing time of the menu.\n    */\n    menuCloseDelay: _propTypes2.default.number,\n    /**\n    * Props to

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be passed to menu.\n  *^/n  menuProps: _propTypes2.default.object,\n\n
  /**\n  * Override style for menu.\n  *^/n  menuStyle: _propTypes2.default.object,\n\n  /** @ignore *^/n  onBlur:
  _propTypes2.default.func,\n\n  /**\n  * Callback function fired when the menu is closed.\n  *^/n  onClose:
  _propTypes2.default.func,\n\n  /** @ignore *^/n  onFocus: _propTypes2.default.func,\n\n  /** @ignore *^/n
  onKeyDown: _propTypes2.default.func,\n\n  /**\n  * Callback function that is fired when a list item is selected, or
  enter is pressed in the `TextField`.\n  *^/n  * @param {string} chosenRequest Either the `TextField` input value, if
  enter is pressed in the `TextField`,\n  * or the dataSource object corresponding to the list item that was selected.\n
  * @param {number} index The index in `dataSource` of the list item selected, or `-1` if enter is pressed in the\n
  * `TextField`.\n  *^/n  onNewRequest: _propTypes2.default.func,\n\n  /**\n  * Callback function that is fired when
  the user updates the `TextField`.\n  *^/n  * @param {string}
  searchText The auto-complete's `searchText` value.\n  * @param {array} dataSource The auto-complete's
  `dataSource` array.\n  * @param {object} params Additional information linked the update.\n  *^/n
  onUpdateInput: _propTypes2.default.func,\n\n  /**\n  * Auto complete menu is open if true.\n  *^/n  open:
  _propTypes2.default.bool,\n\n  /**\n  * If true, the list item is showed when a focus event triggers.\n  *^/n
  openOnFocus: _propTypes2.default.bool,\n\n  /**\n  * Props to be passed to popover.\n  *^/n  popoverProps:
  _propTypes2.default.object,\n\n  /**\n  * Text being input to auto complete.\n  *^/n  searchText:
  _propTypes2.default.string,\n\n  /**\n  * Override the inline-styles of the root element.\n  *^/n  style:
  _propTypes2.default.object,\n\n  /**\n  * Origin for location of target.\n  *^/n  targetOrigin:
  _propTypes4.default.origin,\n\n  /**\n  * Override the inline-styles of AutoComplete's TextField element.\n  *^/n
  textFieldStyle: _propTypes2.default.object\n
: {};\n\nAutoComplete.levenshteinDistance = function (searchText, key) {\n  var current = [];\n  var prev = void
0;\n  var value = void 0;\n  for (var i = 0; i <= key.length; i++) {\n    for (var j = 0; j <= searchText.length; j++) {\n
      if (i && j) {\n        if (searchText.charAt(j - 1) === key.charAt(i - 1)) value = prev;else value =
Math.min(current[j], current[j - 1], prev) + 1;\n      } else {\n        value = i + j;\n      }\n      prev = current[j];\n
      current[j] = value;\n    }\n  }\n  return current.pop();\n};\n\nAutoComplete.noFilter = function () {\n  return
true;\n};\n\nAutoComplete.defaultFilter = AutoComplete.caseSensitiveFilter = function (searchText, key) {\n
  return searchText !== " && key.indexOf(searchText) !== -1;\n};\n\nAutoComplete.caseInsensitiveFilter = function
(searchText, key) {\n  return key.toLowerCase().indexOf(searchText.toLowerCase()) !== -
1;\n};\n\nAutoComplete.levenshteinDistanceFilter = function (distanceLessThan) {\n  if (distanceLessThan
=== undefined) {\n    return AutoComplete.levenshteinDistance;\n  } else if (typeof distanceLessThan !==
'number') {\n    throw 'Error: AutoComplete.levenshteinDistanceFilter is a filter generator, not a filter!';\n  }\n\n
  return function (s, k) {\n    return AutoComplete.levenshteinDistance(s, k) < distanceLessThan;\n
  };\n};\n\nAutoComplete.fuzzyFilter = function (searchText, key) {\n  var compareString = key.toLowerCase();\n
  searchText = searchText.toLowerCase();\n  var searchTextIndex = 0;\n  for (var index = 0; index < key.length;
  index++) {\n    if (compareString[index] === searchText[searchTextIndex]) {\n      searchTextIndex += 1;\n    }\n
  }\n  return searchTextIndex === searchText.length;\n};\n\nAutoComplete.Item =
_MenuItem2.default;\n\nAutoComplete.Divider = _Divider2.default;\n\nexports.default = AutoComplete;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar
_extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =

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require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _transitions = require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _EnhancedTextarea = require('./EnhancedTextarea');\n\nvar _EnhancedTextarea2 = _interopRequireDefault(_EnhancedTextarea);\n\nvar _TextFieldHint = require('./TextFieldHint');\n\nvar _TextFieldHint2 = _interopRequireDefault(_TextFieldHint);\n\nvar _TextFieldLabel = require('./TextFieldLabel');\n\nvar _TextFieldLabel2 = _interopRequireDefault(_TextFieldLabel);\n\nvar _TextFieldUnderline = require('./TextFieldUnderline');\n\nvar _TextFieldUnderline2 = _interopRequireDefault(_TextFieldUnderline);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\nvar getStyles = function getStyles(props, context, state) {\n  var _context$muiTheme = context.muiTheme,\n      baseTheme = _context$muiTheme.baseTheme,\n      _context$muiTheme$stex = _context$muiTheme.stex,\n      floatingLabelColor = _context$muiTheme$stex.floatingLabelColor,\n      focusColor = _context$muiTheme$stex.focusColor,\n      _context$muiTheme$stex.focusColor,\n      textColor = _context$muiTheme$stex.textColor,\n      disabledTextColor = _context$muiTheme$stex.disabledTextColor,\n      backgroundColor = _context$muiTheme$stex.backgroundColor,\n      errorColor = _context$muiTheme$stex.errorColor;\n  var styles = {\n    root: {\n      fontSize: 16,\n      lineHeight: '24px',\n      width: props.fullWidth ? '100%' : 256,\n      height: (props.rows - 1) * 24 + (props.floatingLabelText ? 72 : 48),\n      display: 'inline-block',\n      position: 'relative',\n      backgroundColor: backgroundColor,\n      fontFamily: baseTheme.fontFamily,\n      transition: _transitions2.default.easeOut('200ms', 'height'),\n      cursor: props.disabled ? 'not-allowed' : 'auto'\n    },\n    error: {\n      position: 'relative',\n      bottom: 2,\n      fontSize: 12,\n      lineHeight: '12px',\n      color: errorColor,\n      transition: _transitions2.default.easeOut()\n    },\n    floatingLabel: {\n      color: props.disabled ? disabledTextColor : floatingLabelColor,\n      pointerEvents: 'none'\n    },\n    input: {\n      padding: 0,\n      position: 'relative',\n      width: '100%',\n      border: 'none',\n      outline: 'none',\n      backgroundColor: 'rgba(0,0,0,0)',\n      color: props.disabled ? disabledTextColor : textColor,\n      cursor: 'inherit',\n      font: 'inherit',\n      WebkitOpacity: 1,\n      WebkitTapHighlightColor: 'rgba(0,0,0)' // Remove mobile color flashing (deprecated style).\n    },\n    inputNative: {\n      appearance: 'textfield' // Improve type search style.\n    }\n  }; styles.textarea = (0, _simpleAssign2.default)({}, styles.input, {\n    marginTop: props.floatingLabelText ? 36 : 12,\n    marginBottom: props.floatingLabelText ? -36 : -12,\n    boxSizing: 'border-box',\n    font: 'inherit'\n  }); // Do not assign a height to the textarea as he handles it on his own.\n  styles.input.height = '100%';\n  if (state.isFocused) {\n    styles.floatingLabel.color = focusColor;\n  }\n  if (props.floatingLabelText) {\n    styles.input.boxSizing = 'border-box';\n    if (!props.multiLine) {\n      styles.input.marginTop = 14;\n    }\n    if (state.errorText) {\n      styles.error.bottom = !props.multiLine ? styles.error.fontSize + 3 : 3;\n    }\n  }\n  if (state.errorText) {\n    if (state.isFocused) {\n      styles.floatingLabel.color = styles.error.color;\n    }\n  }\n  return styles;\n};\n\n/**\n * Check if a value is valid to be displayed inside an input.\n *\n * @param The value to check.\n * @returns True if the string provided is valid, false otherwise.\n */\nfunction isValid(value) {\n  return value !== "" && value !== undefined && value !== null && !(Array.isArray(value) && value.length === 0);\n}\n\nvar TextField = function (_Component) {\n  (0, _inherits3.default)(TextField, _Component);\n\n  function TextField() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, TextField);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,

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_possibleConstructorReturn3.default)(this, (_ref = TextField.__proto__ || (0,
_getPrototypeOf2.default)(TextField)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n  isFocused:
false,\n  errorText: undefined,\n  hasValue:
false\n }, _this.handleInputBlur = function (event) {\n  _this.setState({\n    isFocused: false\n });\n\n if
(_this.props.onBlur) {\n  _this.props.onBlur(event);\n  }\n }, _this.handleInputChange = function (event) {\n
  if (!_this.props.hasOwnProperty('value')) {\n  _this.setState({\n    hasValue: isValid(event.target.value)\n
  });\n  }\n\n if (_this.props.onChange) {\n  _this.props.onChange(event, event.target.value);\n  }\n },
_this.handleInputFocus = function (event) {\n  if (_this.props.disabled) {\n  return;\n  }\n\n
_this.setState({\n  isFocused: true\n });\n\n if (_this.props.onFocus) {\n  _this.props.onFocus(event);\n
  }\n }, _this.handleHeightChange = function (event, height) {\n  var newHeight = height + 24;\n\n if
(_this.props.floatingLabelText) {\n  newHeight += 24;\n  }\n\n
_reactDom2.default.findDOMNode(_this).style.height
= newHeight + 'px';\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0,
_createClass3.default)(TextField, [{\n  key: 'componentWillMount',\n  value: function componentWillMount()
{\n  var _props = this.props,\n  children = _props.children,\n  name = _props.name,\n  hintText =
_props.hintText,\n  floatingLabelText = _props.floatingLabelText,\n  id = _props.id;\n  var propsLeaf =
children ? children.props : this.props;\n  this.setState({\n    errorText: this.props.errorText,\n    hasValue:
isValid(propsLeaf.value) || isValid(propsLeaf.defaultValue)\n  });\n  process.env.NODE_ENV !==
'production' ? (0, _warning2.default)(name || hintText || floatingLabelText || id, 'Material-UI: We don\'t have
enough information\n  to build a robust unique id for the TextField component. Please provide an id or a name.') :
void 0;\n  var uniqueId = name + '-' + hintText + '-' + floatingLabelText
+ '-' + Math.floor(Math.random() * 0xFFFF);\n  this.uniqueId = uniqueId.replace(/^[^A-Za-z0-9-]/gi, '');\n  }\n
}, {\n  key: 'componentWillReceiveProps',\n  value: function componentWillReceiveProps(nextProps) {\n  if
(nextProps.disabled && !this.props.disabled) {\n  this.setState({\n    isFocused: false\n });\n  }\n\n
if (nextProps.errorText !== this.props.errorText) {\n  this.setState({\n    errorText: nextProps.errorText\n
});\n  }\n\n if (nextProps.children && nextProps.children.props) {\n  nextProps =
nextProps.children.props;\n  }\n\n if (nextProps.hasOwnProperty('value')) {\n  var hasValue =
isValid(nextProps.value);\n  this.setState({\n    hasValue: hasValue\n });\n  }\n  }\n }, {\n  key:
'shouldComponentUpdate',\n  value: function shouldComponentUpdate(nextProps, nextState, nextContext) {\n
return !(0, _shallowEqual2.default)(this.props, nextProps)
|| !(0, _shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context, nextContext);\n
}\n }, {\n  key: 'blur',\n  value: function blur() {\n  if (this.input) {\n  this.getInputNode().blur();\n  }\n
}\n }, {\n  key: 'focus',\n  value: function focus() {\n  if (this.input) {\n  this.getInputNode().focus();\n
}\n  }\n }, {\n  key: 'select',\n  value: function select() {\n  if (this.input) {\n
this.getInputNode().select();\n  }\n  }\n }, {\n  key: 'getValue',\n  value: function getValue() {\n  return
this.input ? this.getInputNode().value : undefined;\n  }\n }, {\n  key: 'getInputNode',\n  value: function
getInputNode() {\n  return this.props.children || this.props.multiLine ? this.input.getInputNode() :
_reactDom2.default.findDOMNode(this.input);\n  }\n }, {\n  key: '_isControlled',\n  value: function
_isControlled() {\n  return this.props.hasOwnProperty('value');\n  }\n }, {\n  key: 'render',\n  value: function
render() {\n  var _this2 = this;\n  var _props2 = this.props,\n  children = _props2.children,\n  className = _props2.className,\n  disabled = _props2.disabled,\n
errorStyle = _props2.errorStyle,\n  errorText = _props2.errorText,\n  floatingLabelFixed =
_props2.floatingLabelFixed,\n  floatingLabelFocusStyle = _props2.floatingLabelFocusStyle,\n
floatingLabelShrinkStyle = _props2.floatingLabelShrinkStyle,\n  floatingLabelStyle =
_props2.floatingLabelStyle,\n  floatingLabelText = _props2.floatingLabelText,\n  fullWidth =
_props2.fullWidth,\n  hintText = _props2.hintText,\n  hintStyle = _props2.hintStyle,\n  id =
_props2.id,\n  inputStyle = _props2.inputStyle,\n  multiLine = _props2.multiLine,\n  onBlur =
_props2.onBlur,\n  onChange = _props2.onChange,\n  onFocus

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= _props2.onFocus,\n      style = _props2.style,\n      type = _props2.type,\n      underlineDisabledStyle =\n      _props2.underlineDisabledStyle,\n      underlineFocusStyle = _props2.underlineFocusStyle,\n      underlineShow = _props2.underlineShow,\n      underlineStyle = _props2.underlineStyle,\n      rows =\n      _props2.rows,\n      rowsMax = _props2.rowsMax,\n      textareaStyle = _props2.textareaStyle,\n      other =\n      (0, _objectWithoutProperties3.default)(_props2, ['children', 'className', 'disabled', 'errorStyle', 'errorText',\n      'floatingLabelFixed', 'floatingLabelFocusStyle', 'floatingLabelShrinkStyle', 'floatingLabelStyle', 'floatingLabelText',\n      'fullWidth', 'hintText', 'hintStyle', 'id', 'inputStyle', 'multiLine', 'onBlur', 'onChange', 'onFocus', 'style', 'type',\n      'underlineDisabledStyle', 'underlineFocusStyle', 'underlineShow', 'underlineStyle', 'rows', 'rowsMax',\n      'textareaStyle']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n      var inputId = id || this.uniqueId;\n      var\n      errorTextElement = this.state.errorText && _react2.default.createElement('div', {\n      style: prepareStyles((0,\n      _simpleAssign2.default)(styles.error, errorStyle))\n      }, this.state.errorText);\n      var floatingLabelTextElement\n      = floatingLabelText && _react2.default.createElement(_TextFieldLabel2.default, {\n      muiTheme:\n      this.context.muiTheme,\n      style: (0, _simpleAssign2.default)(styles.floatingLabel, floatingLabelStyle,\n      this.state.isFocused ? floatingLabelFocusStyle : null),\n      shrinkStyle: floatingLabelShrinkStyle,\n      htmlFor:\n      inputId,\n      shrink: this.state.hasValue || this.state.isFocused || floatingLabelFixed,\n      disabled: disabled\n      }, floatingLabelText);\n      var inputProps = {\n      id: inputId,\n      ref: function ref(elem) {\n      return\n      _this2.input = elem;\n      },\n      disabled: this.props.disabled,\n      onBlur: this.handleInputBlur,\n      onChange: this.handleInputChange,\n      onFocus:\n      this.handleInputFocus\n      };\n      var childStyleMerged = (0, _simpleAssign2.default)(styles.input, inputStyle);\n      var inputElement = void 0;\n      if (children) {\n      inputElement = _react2.default.cloneElement(children, (0,\n      _extends3.default)({}, inputProps, children.props, {\n      style: (0, _simpleAssign2.default)(childStyleMerged,\n      children.props.style)\n      }));\n      } else {\n      inputElement = multiLine ?\n      _react2.default.createElement(_EnhancedTextarea2.default, (0, _extends3.default)({\n      style:\n      childStyleMerged,\n      textareaStyle: (0, _simpleAssign2.default)(styles.textarea, styles.inputNative,\n      textareaStyle),\n      rows: rows,\n      rowsMax: rowsMax,\n      hintText: hintText\n      }, other,\n      inputProps, {\n      onHeightChange: this.handleHeightChange\n      })): _react2.default.createElement('input',\n      (0, _extends3.default)({\n      type: type,\n      style: prepareStyles((0,\n      _simpleAssign2.default)(styles.inputNative, childStyleMerged))\n      }, other, inputProps));\n      }\n      var\n      rootProps = {};\n      if (children) {\n      rootProps = other;\n      }\n      return\n      _react2.default.createElement('div', (0, _extends3.default)({}, rootProps, {\n      className: className,\n      style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n      }, floatingLabelTextElement, hintText ?\n      _react2.default.createElement(_TextFieldHint2.default, {\n      muiTheme: this.context.muiTheme,\n      show:\n      !(this.state.hasValue || floatingLabelText && !this.state.isFocused) || !this.state.hasValue && floatingLabelText &&\n      floatingLabelFixed && !this.state.isFocused,\n      style: hintStyle,\n      text: hintText\n      }): null,\n      inputElement, underlineShow ? _react2.default.createElement(_TextFieldUnderline2.default, {\n      disabled:\n      disabled,\n      disabledStyle: underlineDisabledStyle,\n      error: !!this.state.errorText,\n      errorStyle: errorStyle,\n      focus: this.state.isFocused,\n      focusStyle: underlineFocusStyle,\n      muiTheme: this.context.muiTheme,\n      style: underlineStyle\n      }): null, errorTextElement);\n      }\n      });\n      return\n      TextField;\n      }(_react.Component);\n      \n      TextField.defaultProps = {\n      disabled: false,\n      floatingLabelFixed: false,\n      multiLine: false,\n      fullWidth: false,\n      type: 'text',\n      underlineShow: true,\n      rows: 1\n      };\n      \n      TextField.contextTypes =\n      {\n      muiTheme: _propTypes2.default.object.isRequired\n      };\n      \n      TextField.propTypes = process.env.NODE_ENV !==\n      \"production\" ? {\n      children: _propTypes2.default.node,\n      /**\n      * The css class name of the root element.\n      */\n      className: _propTypes2.default.string,\n      /**\n      * The text string to use for the default value.\n      */\n      defaultValue: _propTypes2.default.any,\n      /**\n      * Disables the text field if\n      set to true.\n      */\n      disabled: _propTypes2.default.bool,\n      /**\n      * The style object to use to override error\n      styles.\n      */\n      errorStyle: _propTypes2.default.object,\n      /**\n      * The error content to display.\n      */\n      errorText:

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`_propTypes2.default.node,`
`floatingLabelFixed: _propTypes2.default.bool,`
`floatingLabelFocusStyle: _propTypes2.default.object,`
`floatingLabelShrinkStyle: _propTypes2.default.object,`
`floatingLabelStyle:`
`_propTypes2.default.object,`
`floatingLabelText: _propTypes2.default.node,`
`fullWidth: _propTypes2.default.bool,`
`hintStyle: _propTypes2.default.object,`
`hintText: _propTypes2.default.node,`
`id:`
`_propTypes2.default.string,`
`inputStyle: _propTypes2.default.object,`
`multiline:`
`_propTypes2.default.bool,`
`name: _propTypes2.default.string,`
`onBlur: _propTypes2.default.func,`
`onChange:`
`_propTypes2.default.func,`
`onFocus: _propTypes2.default.func,`
`rows:`
`_propTypes2.default.number,`
`rowsMax:`
`_propTypes2.default.number,`
`style:`
`_propTypes2.default.object,`
`textareaStyle: _propTypes2.default.object,`
`type: _propTypes2.default.string,`
`underlineDisabledStyle: _propTypes2.default.object,`
`underlineFocusStyle:`
`_propTypes2.default.object,`
`underlineShow:`
`_propTypes2.default.bool,`
`underlineStyle: _propTypes2.default.object,`
`value:`
`_propTypes2.default.any` : { };
`exports.default = TextField;`
`Object.defineProperty(exports, '__esModule', { value: true });`
`var _extends2 = require('babel-runtime/helpers/extends');`
`var _extends3 = _interopRequireDefault(_extends2);`
`var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');`
`var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);`
`var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');`
`var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);`
`var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');`
`var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);`
`var _createClass2 = require('babel-runtime/helpers/createClass');`
`var _createClass3 = _interopRequireDefault(_createClass2);`
`var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');`
`var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);`
`var _inherits2 = require('babel-runtime/helpers/inherits');`
`var _inherits3 = _interopRequireDefault(_inherits2);`
`var _simpleAssign = require('simple-assign');`
`var _simpleAssign2 = _interopRequireDefault(_simpleAssign);`
`var _react = require('react');`
`var _react2 = _interopRequireDefault(_react);`
`var _propTypes = require('prop-types');`
`var _propTypes2 = _interopRequireDefault(_propTypes);`
`var _reactEventListener = require('react-event-`

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listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar rowsHeight
= 24;\n\nfunction getStyles(props, context, state) {\n  return {\n    root: {\n      position: 'relative' // because the
shadow has position: 'absolute'\n    },\n    textarea: {\n      height: state.height,\n      width: '100%',\n      resize:
'none',\n      font: 'inherit',\n      padding: 0,\n      cursor: 'inherit'\n    },\n    shadow: {\n      resize: 'none',\n      //
Overflow also needed to here to remove the extra row\n      // added to textareas in Firefox.\n      overflow:
'hidden',\n      // Visibility needed to hide the extra text area on ipads\n      visibility: 'hidden',\n      position: 'absolute',\n      height: 'auto'\n    }\n  };\n}\n\nvar EnhancedTextarea = function
(_Component) {\n  (0, _inherits3.default)(EnhancedTextarea, _Component);\n\n  function EnhancedTextarea() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, EnhancedTextarea);\n\n    for (var
_len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] =
arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
EnhancedTextarea.__proto__ || (0, _getPrototypeOf2.default)(EnhancedTextarea)).call.apply(_ref,
[this].concat(args))), _this), _this.state = {\n      height: null\n    }, _this.handleResize = function (event) {\n
_this.syncHeightWithShadow(_this.props.value, event);\n    }, _this.handleChange = function (event) {\n    if
(!_this.props.hasOwnProperty('value')) {\n      _this.syncHeightWithShadow(event.target.value);\n    }\n\n    if (_this.props.hasOwnProperty('valueLink')) {\n
_this.props.valueLink.requestChange(event.target.value);\n    }\n\n    if (_this.props.onChange) {\n
_this.props.onChange(event);\n    }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(EnhancedTextarea, [{\n    key: 'componentWillMount',\n    value: function
componentWillMount() {\n      this.setState({\n        height: this.props.rows * rowsHeight\n      });\n    }\n  }, {\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n
this.syncHeightWithShadow(this.props.value);\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value:
function componentWillReceiveProps(nextProps) {\n    if (nextProps.value !== this.props.value ||
nextProps.rowsMax !== this.props.rowsMax) {\n      this.syncHeightWithShadow(nextProps.value, null,
nextProps);\n    }\n    }\n  }, {\n    key: 'getInputNode',\n    value: function
getInputNode() {\n    return this.refs.input;\n    }\n  }, {\n    key: 'set_value',\n    value: function set_value(value) {\n
this.getInputNode().value = value;\n    this.syncHeightWithShadow(value);\n    }\n  }, {\n    key:
'syncHeightWithShadow',\n    value: function syncHeightWithShadow(newValue, event, props) {\n    var shadow =
this.refs.shadow;\n    var displayText = this.props hintText && (newValue === '' || newValue === undefined ||
newValue === null) ? this.props hintText : newValue;\n\n    if (displayText !== undefined) {\n      shadow.value
= displayText;\n    }\n\n    var newHeight = shadow.scrollHeight; // Guarding for jsdom, where scrollHeight isn't
present.\n    // See https://github.com/tmpvar/jsdom/issues/1013\n\n    if (newHeight === undefined) return;\n\n    props = props || this.props;\n\n    if (props.rowsMax >= props.rows) {\n      newHeight =
Math.min(props.rowsMax * rowsHeight, newHeight);\n    }\n\n    newHeight = Math.max(newHeight,
rowsHeight);\n\n    if (this.state.height !== newHeight) {\n      var input = this.refs.input;\n      var cursorPosition
= input.selectionEnd;\n      this.setState({\n        height: newHeight\n      }, function () {\n
input.setSelectionRange(cursorPosition, cursorPosition);\n      });\n\n    if (props.onHeightChange) {\n
props.onHeightChange(event, newHeight);\n    }\n    }\n  }, {\n    key: 'render',\n    value: function render()
{\n    var _props = this.props,\n        onChange = _props.onChange,\n        onHeightChange =
_props.onHeightChange,\n        rows = _props.rows,\n        rowsMax = _props.rowsMax,\n        shadowStyle =
_props.shadowStyle,\n        style = _props.style,\n        hintText = _props.hintText,\n        textareaStyle =
_props.textareaStyle,\n        valueLink = _props.valueLink,\n        other = (0,
_objectWithoutProperties3.default)(_props, ['onChange', 'onHeightChange', 'rows', 'rowsMax',
'shadowStyle', 'style', 'hintText', 'textareaStyle', 'valueLink']);\n\n    var prepareStyles =
this.context.muiTheme.prepareStyles;\n\n    var styles = getStyles(this.props, this.context, this.state);\n\n    var
rootStyles = (0, _simpleAssign2.default)(styles.root, style);\n\n    var textareaStyles = (0,
_simpleAssign2.default)(styles.textarea, textareaStyle);\n\n    var shadowStyles = (0, _simpleAssign2.default)({},

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textareaStyles, styles.shadow, shadowStyle);\n  var props = {};\n  if (this.props.hasOwnProperty('valueLink'))\n  {\n    other.value = valueLink.value;\n    props.valueLink = valueLink;\n  }\n  return\n  _react2.default.createElement('div', {\n    style: prepareStyles(rootStyles)\n  },\n  _react2.default.createElement(_reactEventListener2.default, {\n    target: 'window',\n    onResize:\n  this.handleResize\n  }), _react2.default.createElement('textarea', (0, _extends3.default)({\n    ref: 'shadow',\n    style: prepareStyles(shadowStyles),\n    tabIndex: '-1',\n    rows: this.props.rows,\n    defaultValue: this.props.defaultValue,\n    readOnly: true,\n    value: this.props.value\n  }, props)), _react2.default.createElement('textarea', (0, _extends3.default)({}, other,\n  {\n    ref: 'input',\n    rows: this.props.rows,\n    style: prepareStyles(textareaStyles),\n    onChange:\n  this.handleChange\n  }));\n  });\n  return\n  EnhancedTextarea;)(_react.Component);\n\nEnhancedTextarea.defaultProps = {\n  rows:\n  1\n};\nEnhancedTextarea.contextTypes = {\n  muiTheme:\n  _propTypes2.default.object.isRequired\n};\nEnhancedTextarea.propTypes = process.env.NODE_ENV !==\n  \"production\" ? {\n  defaultValue: _propTypes2.default.any,\n  disabled: _propTypes2.default.bool,\n  hintText:\n  _propTypes2.default.node,\n  onChange: _propTypes2.default.func,\n  onHeightChange:\n  _propTypes2.default.func,\n  rows: _propTypes2.default.number,\n  rowsMax: _propTypes2.default.number,\n  shadowStyle:\n  _propTypes2.default.object,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:\n  _propTypes2.default.object,\n  textareaStyle: _propTypes2.default.object,\n  value: _propTypes2.default.string,\n  valueLink: _propTypes2.default.object\n} : {};\n\nexports.default = EnhancedTextarea;","function\n  _classCallCheck(instance, Constructor) {\n    if (!(instance instanceof Constructor)) {\n      throw new\n      TypeError("Cannot call a class as a function");\n    }\n  }\n\n  module.exports = _classCallCheck,\n  module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function\n  _defineProperties(target, props) {\n    for (var i = 0; i < props.length; i++) {\n      var descriptor = props[i];\n      descriptor.enumerable = descriptor.enumerable || false;\n      descriptor.configurable = true;\n      if (\"value\" in\n      descriptor) descriptor.writable = true;\n      Object.defineProperty(target, descriptor.key, descriptor);\n    }\n  }\n\n  function _createClass(Constructor, protoProps,\n  staticProps) {\n    if (protoProps) _defineProperties(Constructor.prototype, protoProps);\n    if (staticProps)\n    _defineProperties(Constructor, staticProps);\n    Object.defineProperty(Constructor, \"prototype\", {\n      writable:\n      false\n    });\n    return Constructor;\n  }\n\n  module.exports = _createClass, module.exports.__esModule = true,\n  module.exports[\"default\"] = module.exports;","var _typeof = require(\"./typeof.js\")[\"default\"];\n\n  var\n  assertThisInitialized = require(\"./assertThisInitialized.js\");\n\n  function _possibleConstructorReturn(self, call) {\n    if (call && (_typeof(call) === \"object\" || typeof call === \"function\")) {\n      return call;\n    } else if (call !== void\n    0) {\n      throw new TypeError("Derived constructors may only return object or undefined");\n    }\n\n    return\n    assertThisInitialized(self);\n  }\n\n  module.exports = _possibleConstructorReturn, module.exports.__esModule = true,\n  module.exports[\"default\"] = module.exports;","function _assertThisInitialized(self)\n  {\n    if (self === void 0) {\n      throw new ReferenceError("this hasn't been initialised - super() hasn't been\n      called");\n    }\n\n    return self;\n  }\n\n  module.exports = _assertThisInitialized, module.exports.__esModule = true,\n  module.exports[\"default\"] = module.exports;","function _getPrototypeOf(o) {\n  module.exports =\n  _getPrototypeOf = Object.setPrototypeOf ? Object.getPrototypeOf : function _getPrototypeOf(o) {\n    return\n    o.__proto__ || Object.getPrototypeOf(o);\n  }, module.exports.__esModule = true, module.exports[\"default\"] =\n  module.exports;\n  return _getPrototypeOf(o);\n}\n\n  module.exports = _getPrototypeOf,\n  module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","var setPrototypeOf =\n  require(\"./setPrototypeOf.js\");\n\n  function _inherits(subClass, superClass) {\n    if (typeof superClass !==\n    \"function\" && superClass !== null) {\n      throw new TypeError("Super expression must either be null or a\n      function");\n    }\n\n    subClass.prototype = Object.create(superClass\n    && superClass.prototype, {\n      constructor: {\n        value: subClass,\n        writable: true,\n        configurable: true\n      }\n    });\n    Object.defineProperty(subClass, \"prototype\", {\n      writable: false\n    });\n    if (superClass)

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_transitions2.default.easeOut(),\n    bottom: 12\n    }\n  });\n\nvar TextFieldHint = function TextFieldHint(props)
{\n  var prepareStyles = props.muiTheme.prepareStyles,\n    style = props.style,\n    text = props.text;\n  var styles
= getStyles(props);\n  return _react2.default.createElement('div', {\n    style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n  }, text);\n};\n\nTextFieldHint.propTypes = process.env.NODE_ENV
!=="production" ? {\n  /**\n   * @ignore\n   * The material-ui theme applied to this component.\n   */\n  muiTheme: _propTypes2.default.object.isRequired,\n  /**\n   * True if the hint text should
be visible.\n   */\n  show: _propTypes2.default.bool,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n  /**\n   * The hint text displayed.\n   */\n  text:
_propTypes2.default.node\n} : {};\n\nTextFieldHint.defaultProps = {\n  show: true\n};\n\nexports.default =
TextFieldHint;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getStyles(props) {\n  var defaultStyles
= {\n    position: 'absolute',\n    lineHeight: '22px',\n    top: 38,\n    transition: _transitions2.default.easeOut(),\n
zIndex: 1,\n    // Needed to display label above Chrome's autocomplete field background\n    transform: 'scale(1)
translate(0, 0)',\n    transformOrigin: 'left top',\n    pointerEvents: 'auto',\n    userSelect: 'none'\n  };\n  var
shrinkStyles = props.shrink ? (0, _simpleAssign2.default)({\n    transform: 'scale(0.75) translate(0, -28px)',\n
pointerEvents: 'none'\n  }, props.shrinkStyle) : null;\n  return {\n    root: (0, _simpleAssign2.default)(defaultStyles,
props.style, shrinkStyles)\n  };\n}\n\nvar TextFieldLabel = function TextFieldLabel(props) {\n  var muiTheme =
props.muiTheme,\n    className = props.className,\n    children = props.children,\n    htmlFor =
props.htmlFor,\n    onClick = props.onClick;\n  var prepareStyles = muiTheme.prepareStyles;\n  var styles =
getStyles(props);\n  return _react2.default.createElement('label', {\n    className:
className,\n    style: prepareStyles(styles.root),\n    htmlFor: htmlFor,\n    onClick: onClick\n  },
children);\n};\n\nTextFieldLabel.propTypes = process.env.NODE_ENV !== "production" ? {\n  /**\n   * The label
contents.\n   */\n  children: _propTypes2.default.node,\n  /**\n   * The css class name of the root element.\n   */\n
className: _propTypes2.default.string,\n  /**\n   * Disables the label if set to true.\n   */\n  disabled:
_propTypes2.default.bool,\n  /**\n   * The id of the target element that this label should refer to.\n   */\n  htmlFor:
_propTypes2.default.string,\n  /**\n   * @ignore\n   * The material-ui theme applied to this component.\n   */\n
muiTheme: _propTypes2.default.object.isRequired,\n  /**\n   * Callback function for when the label is selected
via a click.\n   */\n  /**\n   * @param {object} event Click event targeting the text field label.\n   */\n  onClick:
_propTypes2.default.func,\n  /**\n   * True if the floating label should shrink.\n   */\n  shrink:
_propTypes2.default.bool,\n  /**\n   * Override the inline-styles of the root element when shrunk.\n   */\n
shrinkStyle: _propTypes2.default.object,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:
_propTypes2.default.object\n} : {};\n\nTextFieldLabel.defaultProps = {\n  disabled: false,\n  shrink:
false\n};\n\nexports.default = TextFieldLabel;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n
value: true\n});\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 =
_interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n    default: obj\n  };\n}\n\nvar
propTypes = {\n  /**\n   * True if the parent `TextField` is disabled.\n   */\n  disabled:
_propTypes2.default.bool,\n  /**\n   * Override the inline-styles of the underline when parent `TextField` is
disabled.\n   */\n  disabledStyle: _propTypes2.default.object,\n  /**\n   * True if the parent `TextField` has an
error.\n   */\n  error: _propTypes2.default.bool,\n  /**\n   * Override the inline-styles of the underline when parent

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element.\n */\n style: _propTypes2.default.object\n} : {};\nSubheader.defaultProps = {\n inset:
false\n};\nSubheader.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nexports.default =
Subheader;"\n"use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nexports.HotKeyHolder = undefined;\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar
_classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };}\n\nvar
HotKeyHolder = exports.HotKeyHolder = function () {\n function HotKeyHolder() {\n var _this = this;\n\n (0,
_classCallCheck3.default)(this, HotKeyHolder);\n\n this.clear = function () {\n _this.timerId = null;\n
_this.lastKeys = null;\n };}\n\n (0, _createClass3.default)(HotKeyHolder, [{\n key: 'append',\n value:
function append(key) {\n clearTimeout(this.timerId);\n this.timerId = setTimeout(this.clear, 500);\n return
this.lastKeys = (this.lastKeys || '') + key;\n } }]);\n return HotKeyHolder;\n});\n\n"/**\n * lodash (Custom Build)
<https://lodash.com/>\n * Build: `lodash modularize exports=\"npm\" -o .`\n * Copyright
jQuery Foundation and other contributors <https://jquery.org/>\n * Released under MIT license
<https://lodash.com/license>\n * Based on Underscore.js 1.8.3 <http://underscorejs.org/LICENSE>\n * Copyright
Jeremy Ashkenas, DocumentCloud and Investigative Reporters & Editors\n */\n\n/** Used as the `TypeError`
message for `\"Functions\"` methods. */\nvar FUNC_ERROR_TEXT = 'Expected a function';\n\n/** Used as references
for various `Number` constants. */\nvar NAN = 0 / 0;\n\n/** `Object#toString` result references. */\nvar
symbolTag = '[object Symbol]';\n\n/** Used to match leading and trailing whitespace. */\nvar reTrim =
/^(\\s+|\\s+$)/;\n\n/** Used to detect bad signed hexadecimal string values. */\nvar reIsBadHex = /^[+
-]0x[0-9a-f]+$/i;\n\n/** Used to detect binary string values. */\nvar reIsBinary = /^0b[01]+$/i;\n\n/** Used to detect octal string
values. */\nvar reIsOctal = /^0o[0-7]+$/i;\n\n/** Built-in method references without a dependency on `root`.
*/\nvar freeParseInt =
parseInt;\n\n/** Detect free variable `global` from Node.js. */\nvar freeGlobal = typeof global == 'object' &&
global && global.Object === Object && global;\n\n/** Detect free variable `self`. */\nvar freeSelf =
typeof self == 'object' && self && self.Object === Object && self;\n\n/** Used as a reference to the
global object. */\nvar root = freeGlobal || freeSelf || Function('return this')();\n\n/** Used for built-in method
references. */\nvar objectProto = Object.prototype;\n\n/** Used to resolve the\n * `[*toStringTag]` (http://ecma-international.org/ecma-262/7.0/#sec-
object.prototype.toString)\n * of values. */\nvar objectToString = objectProto.toString;\n\n/** Built-in method
references for those with the same name as other `lodash` methods. */\nvar nativeMax = Math.max,\n nativeMin =
Math.min;\n\n/**\n * Gets the timestamp of the number of milliseconds that have elapsed since\n * the Unix epoch
(1 January 1970 00:00:00 UTC).\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n *
@category Date\n * @returns {number} Returns the timestamp.\n *\n * @example\n *\n * _defer(function(stamp) {\n
* console.log(_.now() - stamp);\n * }, _.now());\n * // => Logs the number of milliseconds it took for the deferred
invocation.\n *\n * _now = function now() {\n return root.Date.now();\n};\n\n/**\n * Creates a debounced function
that delays invoking `func` until after `wait` milliseconds have elapsed since the last time the debounced
function was\n * invoked. The debounced function comes with a `cancel` method to cancel\n * delayed `func`
invocations and a `flush` method to immediately invoke them.\n * Provide `options` to indicate whether `func`
should be invoked on the\n * leading and/or trailing edge of the `wait` timeout. The `func` is invoked\n * with the
last arguments provided to the debounced function. Subsequent\n * calls to the debounced function return the result
of the last `func`\n * invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`,
`func` is\n * invoked on the trailing edge of the timeout only if the debounced function\n * is invoked more than
once during the `wait` timeout.\n *\n * If `wait` is `0` and `leading` is `false`, `func` invocation is deferred\n *
until to the next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's article](https://css-
tricks.com/debouncing-throttling-explained-examples/) for details over the differences between `_.debounce`
and `_.throttle`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param
{Function} func The function to debounce.\n * @param {number} [wait=0] The number of milliseconds to delay.\n

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* @param {Object} [options={}] The options object.\n * @param {boolean} [options.leading=false]\n * Specify
invoking on the leading edge of the timeout.\n * @param {number} [options.maxWait]\n * The maximum time
`func` is allowed to be delayed before it's invoked.\n * @param {boolean} [options.trailing=true]\n * Specify
invoking on the trailing edge of the timeout.\n * @returns {Function} Returns the new debounced function.\n *
@example\n *\n * // Avoid costly calculations while the window size is in flux.\n * jQuery(window).on('resize',
_.debounce(calculateLayout, 150));\n *\n * // Invoke `sendMail` when clicked, debouncing subsequent calls.\n *
jQuery(element).on('click', _.debounce(sendMail, 300, {\n *   'leading': true,\n *   'trailing': false\n * }));\n *\n * //
Ensure `batchLog` is invoked once after 1 second of debounced calls.\n * var debounced = _.debounce(batchLog,
250, { 'maxWait': 1000 });\n * var source = new EventSource('/stream');\n * jQuery(source).on('message',
debounced);\n *\n * // Cancel the trailing debounced invocation.\n * jQuery(window).on('popstate',
debounced.cancel);\n */\n\nfunction debounce(func, wait, options) {\n  var lastArgs,\n      lastThis,\n      maxWait,\n      result,\n      timerId,\n      lastCallTime,\n      lastInvokeTime = 0,\n      leading = false,\n          maxing = false,\n          trailing = true;\n\n  if (typeof func !== 'function') {\n    throw new
TypeError(FUNC_ERROR_TEXT);\n  }\n\n  wait = toNumber(wait) || 0;\n\n  if (isObject(options)) {\n    leading =
!!options.leading;\n    maxing = 'maxWait' in options;\n    maxWait = maxing ?
nativeMax(toNumber(options.maxWait) || 0, wait) : maxWait;\n    trailing = 'trailing' in options ? !!options.trailing :
trailing;\n  }\n\n  function invokeFunc(time) {\n    var args = lastArgs,\n        thisArg = lastThis;\n    lastArgs =
lastThis = undefined;\n    lastInvokeTime = time;\n    result = func.apply(thisArg, args);\n    return result;\n  }\n\n  function leadingEdge(time) {\n    // Reset any `maxWait` timer.\n    lastInvokeTime = time; // Start the timer for the
trailing edge.\n\n    timerId = setTimeout(timerExpired, wait); // Invoke the leading edge.\n\n    return leading ?
invokeFunc(time) : result;\n  }\n\n  function remainingWait(time) {\n    var timeSinceLastCall = time -
lastCallTime,\n\n        timeSinceLastInvoke = time - lastInvokeTime,\n        result = wait - timeSinceLastCall;\n    return maxing ?
nativeMin(result, maxWait - timeSinceLastInvoke) : result;\n  }\n\n  function shouldInvoke(time) {\n    var
timeSinceLastCall = time - lastCallTime,\n        timeSinceLastInvoke = time - lastInvokeTime; // Either this is the
first call, activity has stopped and we're at the\n    // trailing edge, the system time has gone backwards and we're
treating\n    // it as the trailing edge, or we've hit the `maxWait` limit.\n    return lastCallTime === undefined ||
timeSinceLastCall >= wait || timeSinceLastCall < 0 || maxing && timeSinceLastInvoke >= maxWait;\n  }\n\n  function timerExpired() {\n    var time = now();\n\n    if (shouldInvoke(time)) {\n      return trailingEdge(time);\n    }\n    // Restart the timer.\n\n    timerId = setTimeout(timerExpired, remainingWait(time));\n  }\n\n  function
trailingEdge(time) {\n    timerId = undefined; // Only invoke if we have `lastArgs`\n    which means `func` has been\n    // debounced at least once.\n\n    if (trailing && lastArgs) {\n      return
invokeFunc(time);\n    }\n\n    lastArgs = lastThis = undefined;\n    return result;\n  }\n\n  function cancel() {\n    if
(timerId !== undefined) {\n      clearTimeout(timerId);\n    }\n\n    lastInvokeTime = 0;\n    lastArgs = lastCallTime
= lastThis = timerId = undefined;\n  }\n\n  function flush() {\n    return timerId === undefined ? result :
trailingEdge(now());\n  }\n\n  function debounced() {\n    var time = now(),\n        isInvoking =
shouldInvoke(time);\n    lastArgs = arguments;\n    lastThis = this;\n    lastCallTime = time;\n\n    if (isInvoking) {\n      if (timerId === undefined) {\n        return leadingEdge(lastCallTime);\n      }\n\n      if (maxing) {\n        // Handle
invocations in a tight loop.\n        timerId = setTimeout(timerExpired, wait);\n        return
invokeFunc(lastCallTime);\n      }\n    }\n\n    if (timerId === undefined) {\n      timerId
= setTimeout(timerExpired, wait);\n    }\n\n    return result;\n  }\n\n  debounced.cancel = cancel;\n  debounced.flush
= flush;\n  return debounced;\n }\n\n/**\n * Creates a throttled function that only invokes `func` at most once per\n *
every `wait` milliseconds. The throttled function comes with a `cancel` method to cancel delayed `func`
invocations and a `flush` method to\n * immediately invoke them. Provide `options` to indicate whether `func`\n *
should be invoked on the leading and/or trailing edge of the `wait` timeout. The `func` is invoked with the last
arguments provided to the\n * throttled function. Subsequent calls to the throttled function return the\n * result of
the last `func` invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`, `func` is\n * invoked on the
trailing edge of the timeout only if the throttled function\n * is invoked more than once during the `wait` timeout.\n

```

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*\n * If `wait` is `0` and `leading` is `false`, `func` invocation
is deferred\n * until to the next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's
article](https://css-tricks.com/debouncing-throttling-explained-examples/)\n * for details over the differences
between `_.throttle` and `_.debounce`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category
Function\n * @param {Function} func The function to throttle.\n * @param {number} [wait=0] The number of
milliseconds to throttle invocations to.\n * @param {Object} [options={}] The options object.\n * @param
{boolean} [options.leading=true]\n * Specify invoking on the leading edge of the timeout.\n * @param {boolean}
[options.trailing=true]\n * Specify invoking on the trailing edge of the timeout.\n * @returns {Function} Returns
the new throttled function.\n * @example\n *\n * // Avoid excessively updating the position while scrolling.\n *
jQuery(window).on('scroll', _.throttle(updatePosition, 100));\n *\n * // Invoke `renewToken` when the click event is
fired, but not more than once every 5 minutes.\n * var throttled = _.throttle(renewToken, 300000, { 'trailing': false
});\n * jQuery(element).on('click', throttled);\n *\n * // Cancel the trailing throttled invocation.\n *
jQuery(window).on('popstate', throttled.cancel);\n *\n\nfunction throttle(func, wait, options) {\n  var leading =
true,\n    trailing = true;\n  if (typeof func != 'function') {\n    throw new TypeError(FUNC_ERROR_TEXT);\n  }\n  if (isObject(options)) {\n    leading = 'leading' in options ? !!options.leading : leading;\n    trailing = 'trailing'
in options ? !!options.trailing : trailing;\n  }\n  return debounce(func, wait, {\n    'leading': leading,\n    'maxWait':
wait,\n    'trailing': trailing\n });\n}\n/**\n * Checks if `value` is the\n * [language type](http://www.ecma-
international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects,
regexes, `new Number(0)`, and `new String(")")\n *\n * @static\n *
@memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns
{boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n
*\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_noop);\n * // => true\n *\n * _.isObject(null);\n * // =>
false\n *\n\nfunction isObject(value) {\n  var type = typeof value;\n  return !!value && (type == 'object' || type ==
'function');\n}\n/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof`
result of `"object"`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value
The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n *
_.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_noop);\n *
// => false\n *\n * _.isObjectLike(null);\n * // => false\n
*\n\nfunction isObjectLike(value) {\n  return !!value && typeof value == 'object';\n}\n/**\n * Checks if `value`
is classified as a `Symbol` primitive or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category
Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else
`false`.\n * @example\n *\n * _.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n
*\n\nfunction isSymbol(value) {\n  return typeof value == 'symbol' || isObjectLike(value) &&
objectToString.call(value) == symbolTag;\n}\n/**\n * Converts `value` to a number.\n *\n * @static\n *
@memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to process.\n * @returns
{number} Returns the number.\n * @example\n *\n * _.toNumber(3.2);\n * // => 3.2\n *\n *
_.toNumber(Number.MIN_VALUE);\n * // => 5e-324\n *\n * _.toNumber(Infinity);\n * // => Infinity\n *\n *
_.toNumber('3.2');\n * // => 3.2\n *\n\nfunction
toNumber(value) {\n  if (typeof value == 'number') {\n    return value;\n  }\n  if (isSymbol(value)) {\n    return
NaN;\n  }\n  if (isObject(value)) {\n    var other = typeof value.valueOf == 'function' ? value.valueOf() : value;\n
value = isObject(other) ? other + '' : other;\n  }\n  if (typeof value != 'string') {\n    return value === 0 ? value :
+value;\n  }\n  value = value.replace(reTrim, '');\n  var isBinary = reIsBinary.test(value);\n  return isBinary ||
reIsOctal.test(value) ? freeParseInt(value.slice(2), isBinary ? 2 : 8) : reIsBadHex.test(value) ? NaN :
+value;\n}\n\nmodule.exports = throttle;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value:
true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2
= _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck);\n\nvar

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_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _transitions =
require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _propTypes3 = require('./utils/propTypes');\n\nvar
_propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _Paper = require('./Paper');\n\nvar
_Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };}\n\nfunction getStyles(props, context, state) {\n var targetOrigin =
props.targetOrigin;\n var open = state.open;\n var muiTheme = context.muiTheme;\n var horizontal =
targetOrigin.horizontal.replace('middle', 'vertical');\n return {\n root: {\n position: 'fixed',\n zIndex:
muiTheme.zIndex.popover,\n opacity: open ? 1 : 0,\n transform: open ? 'scale(1, 1)' : 'scale(0, 0)',\n
transformOrigin: horizontal + ' ' + targetOrigin.vertical,\n transition: _transitions2.default.easeOut('250ms',
['transform', 'opacity']),\n maxHeight: '100%\n },\n horizontal: {\n maxHeight: '100%',\n overflowY:
'auto',\n transform: open ? 'scaleX(1)' : 'scaleX(0)',\n opacity: open ? 1 : 0,\n transformOrigin: horizontal +
' ' + targetOrigin.vertical,\n transition: _transitions2.default.easeOut('250ms',
['transform', 'opacity'])\n },\n vertical: {\n opacity: open ? 1 : 0,\n transform: open ? 'scaleY(1)' :
'scaleY(0)',\n transformOrigin: horizontal + ' ' + targetOrigin.vertical,\n transition:
_transitions2.default.easeOut('500ms', ['transform', 'opacity'])\n }\n };}\n\nvar PopoverAnimationDefault =
function (_Component) {\n (0, _inherits3.default)(PopoverAnimationDefault, _Component);\n\n function
PopoverAnimationDefault() {\n var _ref;\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this,
PopoverAnimationDefault);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len;
_key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = PopoverAnimationDefault.__proto__ || (0,
_getPrototypeOf2.default)(PopoverAnimationDefault)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
open: false\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0,
_createClass3.default)(PopoverAnimationDefault, [{\n key: 'componentDidMount',\n value: function
componentDidMount() {\n this.setState({\n open: true\n });\n // eslint-disable-line react/no-did-mount-set-
state\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function
componentWillReceiveProps(nextProps) {\n this.setState({\n open: nextProps.open\n });\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n className = _props.className,\n
style = _props.style,\n zIndex = _props.zDepth;\n var prepareStyles =
this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n return
_react2.default.createElement(_Paper2.default, {\n style: (0, _simpleAssign2.default)(styles.root, style),\n
zDepth: zIndex,\n
className: className\n }, _react2.default.createElement('div', {\n style:
prepareStyles(styles.horizontal)\n }, _react2.default.createElement('div', {\n style:
prepareStyles(styles.vertical)\n }, this.props.children));\n }\n }]);\n return
PopoverAnimationDefault;\n }(_react.Component);\n\nPopoverAnimationDefault.defaultProps = {\n style: {},\n
zDepth: 1\n};\n\nPopoverAnimationDefault.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nPopoverAnimationDefault.propTypes = process.env.NODE_ENV !==
'production' ? {\n children: _propTypes2.default.node,\n /**\n * The css class name of the root element.\n
*/\n className: _propTypes2.default.string,\n open: _propTypes2.default.bool.isRequired,\n /**\n * Override
the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n targetOrigin:
_propTypes4.default.origin.isRequired,\n zIndex: _propTypes4.default.zDepth\n } : {};\n\nexports.default

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= PopoverAnimationDefault;","use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefaultDefault(_react);\n\nvar _pure =
require('recompose/pure');\n\nvar _pure2 = _interopRequireDefaultDefault(_pure);\n\nvar _SvgIcon =
require('../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefaultDefault(_SvgIcon);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };}\n\nvar
NavigationCheck = function NavigationCheck(props) {\n return _react2.default.createElement(_SvgIcon2.default,
props, _react2.default.createElement('path', {\n d: 'M9 16.17L4.83 12l-1.42 1.41L9 19 21 7l-1.41-1.41z'\n
}));}\n};\n\nNavigationCheck = (0, _pure2.default)(NavigationCheck);\n\nNavigationCheck.displayName =
'NavigationCheck';\n\nNavigationCheck.muiName = 'SvgIcon';\n\nexports.default = NavigationCheck;","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefaultDefault(_react);\n\nvar _pure =
require('recompose/pure');\n\nvar _pure2 = _interopRequireDefaultDefault(_pure);\n\nvar _SvgIcon =
require('../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefaultDefault(_SvgIcon);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };}\n\nvar
NavigationExpandLess = function NavigationExpandLess(props) {\n return
_react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M12 8l-6 6
1.41 1.41L12 10.83l4.59 4.58L18 14z'\n }));}\n};\n\nNavigationExpandLess = (0,
_pure2.default)(NavigationExpandLess);\n\nNavigationExpandLess.displayName =
'NavigationExpandLess';\n\nNavigationExpandLess.muiName = 'SvgIcon';\n\nexports.default =
NavigationExpandLess;","use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefaultDefault(_react);\n\nvar
_pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefaultDefault(_pure);\n\nvar _SvgIcon =
require('../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefaultDefault(_SvgIcon);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };}\n\nvar
NavigationExpandMore = function NavigationExpandMore(props) {\n return
_react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M16.59
8.59L12 13.17 7.41 8.59 6 10l6 6-6z'\n }));}\n};\n\nNavigationExpandMore = (0,
_pure2.default)(NavigationExpandMore);\n\nNavigationExpandMore.displayName =
'NavigationExpandMore';\n\nNavigationExpandMore.muiName = 'SvgIcon';\n\nexports.default =
NavigationExpandMore;","use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefaultDefault(_react);\n\nvar _propTypes =
require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _List = require('./List');\n\nvar _List2 =
_interopRequireDefault(_List);\n\nfunction _interopRequireDefaultDefault(obj) {\n return obj && obj.__esModule ? obj :
{\n default: obj\n };}\n\nvar NestedList = function NestedList(props) {\n var children = props.children,\n open = props.open,\n nestedLevel = props.nestedLevel,\n style = props.style;\n\n if (!open) {\n return
null;\n }\n\n return _react2.default.createElement(_List2.default, {\n style: style\n },
_react.Children.map(children, function (child) {\n return (0, _react.isValidElement)(child) ? (0,
_react.cloneElement)(child, {\n nestedLevel: nestedLevel + 1\n }): child;\n }));}\n};\n\nNestedList.propTypes =
process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n nestedLevel:
_propTypes2.default.number.isRequired,\n open: _propTypes2.default.bool.isRequired,\n\n /**\n * Override the
inline-styles of the root element.\n\n *\n style: _propTypes2.default.object\n } : {};\n\nexports.default = NestedList;","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefaultDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefaultDefault(_objectWithoutProperties2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefaultDefault(_simpleAssign);\n\nvar _react =

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require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar Divider = function Divider(props, context) {\n  var inset = props.inset,\n      style = props.style,\n      other = (0, _objectWithoutProperties3.default)(props, ['inset', 'style']);\n  var _context$muiTheme = context.muiTheme,\n      baseTheme = _context$muiTheme.baseTheme,\n      prepareStyles = _context$muiTheme.prepareStyles;\n  var styles = {\n    root: {\n      margin: 0,\n      marginTop: -1,\n      marginLeft: inset ? 72 : 0,\n      height: 1,\n      border: 'none',\n      backgroundColor: baseTheme.palette.borderColor\n    }\n  };\n  return _react2.default.createElement('hr', (0, _extends3.default)({}, other, {\n    style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n  }));\n}\n\nDivider.muiName = 'Divider';\n\nDivider.propTypes = process.env.NODE_ENV !== "production" ? {\n  /**\n   * If true, the `Divider` will be indented.\n   */\n  inset: _propTypes2.default.bool,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\n\nDivider.defaultProps = {\n  inset: false\n};\n\nDivider.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nexports.default = Divider;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var backgroundColor = props.backgroundColor,\n      color = props.color,\n      size = props.size;\n  var avatar = context.muiTheme.avatar;\n  var styles = {\n    root: {\n      color: color || avatar.color,\n      backgroundColor: backgroundColor || avatar.backgroundColor,\n      userSelect: 'none',\n      display: 'inline-flex',\n      alignItems: 'center',\n      justifyContent: 'center',\n      fontSize: size / 2,\n      borderRadius: '50%',\n      height: size,\n      width: size\n    },\n    icon: {\n      color: color || avatar.color,\n      width: size * 0.6,\n      height: size * 0.6,\n      fontSize: size * 0.6,\n      margin: size * 0.2\n    }\n  };\n  return styles;\n}\n\nvar Avatar = function (_Component) {\n  (0, _inherits3.default)(Avatar, _Component);\n\n  function Avatar() {\n    (0, _classCallCheck3.default)(this, Avatar);\n\n    return (0, _possibleConstructorReturn3.default)(this, (Avatar.__proto__ || (0, _getPrototypeOf2.default)(Avatar)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(Avatar, [{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          backgroundColor = _props.backgroundColor,\n          icon = _props.icon,\n          src = _props.src,\n          style = _props.style,\n          className = _props.className,\n          other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor', 'icon', 'src', 'style', 'className']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n\n      if (src) {\n        return _react2.default.createElement('img', (0, _extends3.default)({\n          style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n        }, other, {\n          src: src,\n          className: className\n        }));\n      } else {\n        return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n          style:

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prepareStyles((0, _simpleAssign2.default)(styles.root, style)),\n      className: className\n    }}, icon &&
_react2.default.cloneElement(icon, {\n      color: styles.icon.color,\n      style: (0,
_simpleAssign2.default)(styles.icon, icon.props.style)\n    }}, this.props.children);\n  }\n  }\n});\n return
Avatar;\n}(_react.Component);\n\nAvatar.muiName = 'Avatar';\nAvatar.defaultProps = {\n
  size: 40\n};\nAvatar.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nAvatar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n
/**\n * The backgroundColor of the avatar. Does not apply to image avatars.\n */\n backgroundColor:
_propTypes2.default.string,\n\n /**\n * Can be used, for instance, to render a letter inside the avatar.\n */\n
children: _propTypes2.default.node,\n\n /**\n * The css class name of the root `div` or `img` element.\n */\n
className: _propTypes2.default.string,\n\n /**\n * The icon or letter's color.\n */\n color:
_propTypes2.default.string,\n\n /**\n * This is the SvgIcon or FontIcon to be used inside the avatar.\n */\n icon:
_propTypes2.default.element,\n\n /**\n * This is the size of the avatar in pixels.\n */\n size:
_propTypes2.default.number,\n\n /**\n * If passed in, this component will render an img element. Otherwise, a
div will be rendered.\n */\n src: _propTypes2.default.string,\n\n
/**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} :
{};\n\nexports.default = Avatar;","use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var
primary = props.primary,\n  secondary = props.secondary;\n var badge = context.muiTheme.badge;\n var
badgeBackgroundColor = void 0;\n var badgeTextColor = void 0;\n\n if (primary) {\n  badgeBackgroundColor =
badge.primaryColor;\n  badgeTextColor = badge.primaryTextColor;\n } else
if (secondary) {\n  badgeBackgroundColor = badge.secondaryColor;\n  badgeTextColor =
badge.secondaryTextColor;\n } else {\n  badgeBackgroundColor = badge.color;\n  badgeTextColor =
badge.textColor;\n }\n\n var radius = 12;\n var radius2x = Math.floor(2 * radius);\n return {\n  root: {\n
position: 'relative',\n  display: 'inline-block',\n  padding: radius2x + 'px ' + radius2x + 'px ' + radius + 'px ' +
radius + 'px'\n },\n  badge: {\n  display: 'flex',\n  flexDirection: 'row',\n  flexWrap: 'wrap',\n
justifyContent: 'center',\n  alignContent: 'center',\n  alignItems: 'center',\n  position: 'absolute',\n  top: 0,\n
right: 0,\n  fontWeight: badge.fontWeight,\n  fontSize: radius,\n  width: radius2x,\n  height: radius2x,\n
borderRadius: '50%',\n  backgroundColor: badgeBackgroundColor,\n  color: badgeTextColor\n }\n
};\n}\n\nvar Badge = function (_Component) {\n (0, _inherits3.default)(Badge,
_Component);\n\n function Badge() {\n (0, _classCallCheck3.default)(this, Badge);\n return (0,
_possibleConstructorReturn3.default)(this, (Badge.__proto__ || (0, _getPrototypeOf2.default)(Badge)).apply(this,
arguments));\n }\n\n (0, _createClass3.default)(Badge, [{\n key: 'render',\n value: function render() {\n var
_props = this.props,\n  badgeContent = _props.badgeContent,\n  badgeStyle = _props.badgeStyle,\n
children = _props.children,\n  primary = _props.primary,\n  secondary = _props.secondary,\n  style =

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_props.style,\n      other = (0, _objectWithoutProperties3.default)(_props, ['badgeContent', 'badgeStyle', 'children',
'primary', 'secondary', 'style']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles =
getStyles(this.props, this.context);\n      return _react2.default.createElement('div', (0, _extends3.default)({ }, other,
{\n      style: prepareStyles((0, _simpleAssign2.default)({ },
styles.root, style))\n    }), children, _react2.default.createElement('span', {\n      style: prepareStyles((0,
_simpleAssign2.default)({ }, styles.badge, badgeStyle))\n    }, badgeContent));\n    }\n  });\n  return
Badge;\n})(_react.Component);\n\nBadge.defaultProps = {\n  primary: false,\n  secondary:
false\n};\n\nBadge.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nBadge.propTypes =
process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * This is the content rendered within the badge.\n   */\n  badgeContent: _propTypes2.default.node.isRequired,\n  /**\n   * Override the inline-styles of the badge
element.\n   */\n  badgeStyle: _propTypes2.default.object,\n  /**\n   * The badge will be added relatively to this
node.\n   */\n  children: _propTypes2.default.node,\n  /**\n   * The css class name of the root element.\n   */\n  className: _propTypes2.default.string,\n  /**\n   * If true, the badge will use the primary badge colors.\n   */\n  primary: _propTypes2.default.bool,\n  /**\n   * If true, the badge will use the secondary badge colors.\n   */\n  secondary: _propTypes2.default.bool,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\n\nexports.default = Badge;\",\"use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj)
{\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\nfunction getStyles(props, context) {\n  var
bottomNavigation = context.muiTheme.bottomNavigation;\n  var styles = {\n    root: {\n      position: 'relative',\n
width: '100%',\n      display: 'flex',\n      justifyContent: 'center',\n      backgroundColor:
bottomNavigation.backgroundColor,\n      height: bottomNavigation.height\n    },\n    item: {\n      flex: '1\n    }
\n  };\n  return styles;\n}\n\nvar BottomNavigation = function BottomNavigation(props, context) {\n  var children =
props.children,\n      style = props.style,\n      selectedIndex = props.selectedIndex,\n      other = (0,
_objectWithoutProperties3.default)(props, ['children', 'style', 'selectedIndex']);\n  var prepareStyles =
context.muiTheme.prepareStyles;\n  var styles = getStyles(props, context);\n  var preparedChildren =
_react.Children.map(children, function (child, index) {\n    if (!child) {\n      return null;\n    }
\n    return (0, _react.cloneElement)(child, {\n      style: (0, _simpleAssign2.default)({ }, styles.item,
child.props.style),\n      selected: index === selectedIndex\n    });\n  });\n  return
_react2.default.createElement('div', (0, _extends3.default)({ }, other, {\n    style: prepareStyles((0,
_simpleAssign2.default)({ }, styles.root, style))\n  }), preparedChildren);\n};\n\n\nBottomNavigation.propTypes =
process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * The `BottomNavigationItem`s to populate the element
with.\n   */\n  children: _propTypes2.default.node,\n  /**\n   * The index of the currently selected navigation
item.\n   */\n  selectedIndex: _propTypes2.default.number,\n  /**\n   * @ignore\n   * Override the inline-styles of
the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\n\n\nBottomNavigation.contextTypes = {\n
muiTheme: _propTypes2.default.object.isRequired\n};\n\n\nexports.default = BottomNavigation;\",\"use
strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =

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_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar
_inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _Paper = require('./Paper');\n\nvar _Paper2 =
_interopRequireDefault(_Paper);\n\nvar _CardExpandable = require('./CardExpandable');\n\nvar _CardExpandable2
= _interopRequireDefault(_CardExpandable);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };}\n\nvar Card = function (_Component) {\n (0,
_inherits3.default)(Card, _Component);\n\n function Card() {\n var _ref;\n var _temp, _this, _ret;\n\n (0,
_classCallCheck3.default)(this, Card);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key <
_len; _key++) {\n args[_key] = arguments[_key];\n
}\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Card.__proto__ || (0,
_getPrototypeOf2.default)(Card)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n expanded: null\n
}, _this.handleExpanding = function (event) {\n event.preventDefault();\n var newExpandedState =
!_this.state.expanded; // no automatic state update when the component is controlled\n\n if (_this.props.expanded
=== null) {\n _this.setState({\n expanded: newExpandedState\n });\n }\n\n if
(_this.props.onExpandChange) {\n _this.props.onExpandChange(newExpandedState);\n }\n }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Card, [{\n key:
'componentWillMount',\n value: function componentWillMount() {\n this.setState({\n expanded:
this.props.expanded === null ? this.props.initiallyExpanded === true :
this.props.expanded\n });\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function
componentWillReceiveProps(nextProps) {\n // update the state when the component is controlled.\n if
(nextProps.expanded !== null) this.setState({\n expanded: nextProps.expanded\n });\n }\n }, {\n key:
'render',\n value: function render() {\n var _this2 = this;\n\n var _props = this.props,\n style =
_propos.style,\n containerStyle = _props.containerStyle,\n children = _props.children,\n expandable
= _props.expandable,\n expandedProp = _props.expanded,\n initiallyExpanded =
_propos.initiallyExpanded,\n onExpandChange = _props.onExpandChange,\n other = (0,
_objectWithoutProperties3.default)(_props, ['style', 'containerStyle', 'children', 'expandable', 'expanded',
'initiallyExpanded', 'onExpandChange']);\n var lastElement = void 0;\n var expanded =
this.state.expanded;\n\n var newChildren = _react2.default.Children.map(children, function (currentChild) {\n var doClone = false;\n
var newChild = undefined;\n var newProps = {};\n var element = currentChild;\n\n if
(!currentChild || !currentChild.props) {\n return null;\n }\n\n if (expanded === false &&
currentChild.props.expandable === true) return;\n\n if (currentChild.props.actAsExpander === true) {\n
doClone = true;\n newProps.onClick = _this2.handleExpanding;\n newProps.style = (0,
_simpleAssign2.default)({\n cursor: 'pointer'\n }, currentChild.props.style);\n }\n\n if
(currentChild.props.showExpandableButton === true) {\n doClone = true;\n newChild =
_react2.default.createElement(_CardExpandable2.default, {\n closeIcon: currentChild.props.closeIcon,\n
expanded: expanded,\n onExpanding: _this2.handleExpanding,\n
openIcon: currentChild.props.openIcon,\n iconStyle: currentChild.props.iconStyle\n });\n
}\n\n if (doClone) {\n element = _react2.default.cloneElement(currentChild, newProps,
currentChild.props.children, newChild);\n }\n\n lastElement = element;\n return element;\n }, this);\n
// If the last element is text or a title we should add\n // 8px padding to the bottom of the card\n\n\n var
addBottomPadding = lastElement && (lastElement.type.muiName === 'CardText' || lastElement.type.muiName

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=== 'CardTitle');\n    var mergedStyles = (0, _simpleAssign2.default)({\n      zIndex: 1\n    }, style);\n    var containerMergedStyles = (0, _simpleAssign2.default)({\n      paddingBottom: addBottomPadding ? 8 : 0\n    }, containerStyle);\n    return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({}, other, {\n      style: mergedStyles\n    })), _react2.default.createElement('div',\n      {\n        style: containerMergedStyles\n      }, newChildren);\n    }\n  });\n  return Card;\n})(_react.Component);\n\nCard.defaultProps = {\n  expandable: false,\n  expanded: null,\n  initiallyExpanded: false\n};\n\nCard.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * Can be used to render elements inside the Card.\n   */\n  children: _propTypes2.default.node,\n  /**\n   * Override the inline-styles of the container element.\n   */\n  containerStyle: _propTypes2.default.object,\n  /**\n   * If true, this card component is expandable. Can be set on any child of the `Card` component.\n   */\n  expandable: _propTypes2.default.bool,\n  /**\n   * Whether this card is expanded.\n   */\n  expanded: _propTypes2.default.bool,\n  /**\n   * If `true` or `false` the component is controlled.\n   */\n  if `null` the component is uncontrolled.\n  /**\n   * Whether this card is initially expanded.\n   */\n  initiallyExpanded: _propTypes2.default.bool,\n  /**\n   * Callback function fired when the `expandable` state of the card has changed.\n   */\n  @param {boolean} newExpandedState Represents the new `expanded` state of the card.\n  /**\n   * onExpandChange: _propTypes2.default.func,\n  /**\n   * If true, this card component will include a button to expand the card. `CardTitle`, `CardHeader` and `CardActions` implement `showExpandableButton`. Any child component of `Card` can implement `showExpandableButton` or forwards the property to a child component supporting it.\n   */\n  showExpandableButton: _propTypes2.default.bool,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\n\nexports.default = Card;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _react = require('react');\nvar _react2 = _interopRequireDefault(_react);\nvar _pure = require('recompose/pure');\nvar _pure2 = _interopRequireDefault(_pure);\nvar _SvgIcon = require('../SvgIcon');\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar HardwareKeyboardArrowUp = function HardwareKeyboardArrowUp(props) {\n  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n    d: 'M7.41 15.41L12 10.83L4.58L18 14l-6-6 6z\n  }));\n}\n\nHardwareKeyboardArrowUp = (0, _pure2.default)(HardwareKeyboardArrowUp);\n\nHardwareKeyboardArrowUp.displayName = 'HardwareKeyboardArrowUp';\n\nHardwareKeyboardArrowUp.muiName = 'SvgIcon';\n\nexports.default = HardwareKeyboardArrowUp;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _react = require('react');\nvar _react2 = _interopRequireDefault(_react);\nvar _pure = require('recompose/pure');\nvar _pure2 = _interopRequireDefault(_pure);\nvar _SvgIcon = require('../SvgIcon');\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar HardwareKeyboardArrowDown = function HardwareKeyboardArrowDown(props) {\n  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n    d: 'M7.41 7.84L12 12.42L4.58L18 9.25L6 6-6z\n  }));\n}\n\nHardwareKeyboardArrowDown = (0, _pure2.default)(HardwareKeyboardArrowDown);\n\nHardwareKeyboardArrowDown.displayName = 'HardwareKeyboardArrowDown';\n\nHardwareKeyboardArrowDown.muiName = 'SvgIcon';\n\nexports.default = HardwareKeyboardArrowDown;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\nvar _extends3 = _interopRequireDefault(_extends2);\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\nvar

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_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2
= _interopRequireDefault(_propTypes);\n\nvar _EnhancedSwitch = require('./internal/EnhancedSwitch');\n\nvar
_EnhancedSwitch2 = _interopRequireDefault(_EnhancedSwitch);\n\nvar _transitions =
require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar
_checkBoxOutlineBlank = require('./svg-icons/toggle/check-box-outline-blank');\n\nvar _checkBoxOutlineBlank2
= _interopRequireDefault(_checkBoxOutlineBlank);\n\nvar _checkBox = require('./svg-icons/toggle/check-
box');\n\nvar _checkBox2 = _interopRequireDefault(_checkBox);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n };}\n\nfunction getStyles(props, context) {\n var
checkbox = context.muiTheme.checkbox;\n var checkboxSize = 24;\n return {\n icon: {\n height:
checkboxSize,\n width: checkboxSize\n },\n check: {\n position: 'absolute',\n opacity: 0,\n
transform: 'scale(0)',\n transitionOrigin: '50%
50%',\n transition: _transitions2.default.easeOut('450ms', 'opacity', '0ms') + ', ' +
_transitions2.default.easeOut('0ms', 'transform', '450ms'),\n fill: checkbox.checkedColor\n },\n
checkWhenSwitched: {\n opacity: 1,\n transform: 'scale(1)',\n transition:
_transitions2.default.easeOut('0ms', 'opacity', '0ms') + ', ' + _transitions2.default.easeOut('800ms', 'transform',
'0ms')\n },\n checkWhenDisabled: {\n fill: checkbox.disabledColor\n },\n box: {\n position:
'absolute',\n opacity: 1,\n fill: checkbox.boxColor,\n transition: _transitions2.default.easeOut('1000ms',
'opacity', '200ms')\n },\n boxWhenSwitched: {\n opacity: 0,\n transition:
_transitions2.default.easeOut('650ms', 'opacity', '150ms'),\n fill: checkbox.checkedColor\n },\n
boxWhenDisabled: {\n fill: props.checked ? 'transparent' : checkbox.disabledColor\n },\n label: {\n color:
props.disabled ? checkbox.labelDisabledColor
: checkbox.labelColor\n }\n };}\n\nvar Checkbox = function (_Component) {\n (0,
_inherits3.default)(Checkbox, _Component);\n\n function Checkbox()\n var _ref;\n\n var _temp, _this,
_ret;\n\n (0, _classCallCheck3.default)(this, Checkbox);\n\n for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];}\n\n return _ret = (_temp =
(_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Checkbox.__proto__ || (0,
_getPrototypeOf2.default)(Checkbox)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n switched:
false\n }, _this.handleChange = function (newSwitched) {\n _this.setState({\n switched:
newSwitched\n });\n }, _this.handleClick = function (event, isInputChecked) {\n if (_this.props.onCheck)
{\n _this.props.onCheck(event, isInputChecked);\n }\n }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n
}\n\n (0, _createClass3.default)(Checkbox, [{\n key: 'componentWillMount',\n value: function
componentWillMount()\n var _props = this.props,\n checked = _props.checked,\n defaultChecked =
_props.defaultChecked,\n valueLink = _props.valueLink;\n\n if (checked || defaultChecked || valueLink &&
valueLink.value) {\n this.setState({\n switched: true\n });\n }\n }], {\n key:
'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if
(this.props.checked !== nextProps.checked) {\n this.setState({\n switched: nextProps.checked\n });\n
}\n }}, {\n key: 'isChecked',\n value: function isChecked()\n return
this.refs.enhancedSwitch.isSwitched();\n }}, {\n key: 'setChecked',\n value: function
setChecked(newCheckedValue) {\n this.refs.enhancedSwitch.setSwitched(newCheckedValue);\n }}, {\n
key: 'render',\n

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obj : {
  default: obj
};
nvar ToggleCheckBoxOutlineBlank = function
ToggleCheckBoxOutlineBlank(props) {
  return _react2.default.createElement(_SvgIcon2.default,
  props, _react2.default.createElement('path', {
    d: 'M19 5v14H5V5h14m0-2H5c-1.1 0-.9-2 2v14c0 1.1 9 2 2
2h14c1.1 0 2-.9 2-2V5c0-1.1-.9-2-2-2z'
  }));
}
nToggleCheckBoxOutlineBlank = (0,
_pure2.default)(ToggleCheckBoxOutlineBlank);
nToggleCheckBoxOutlineBlank.displayName =
'ToggleCheckBoxOutlineBlank';
nToggleCheckBoxOutlineBlank.muiName = 'SvgIcon';
nexports.default =
ToggleCheckBoxOutlineBlank;
'use strict';
nObject.defineProperty(exports, '__esModule', {
  value:
true
});
nvar _react = require('react');
nvar _react2 = _interopRequireDefault(_react);
nvar _pure =
require('recompose/pure');
nvar _pure2 = _interopRequireDefault(_pure);
nvar _SvgIcon =
require('../SvgIcon');
nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);
nfunction
_interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}
nvar
ToggleCheckBox = function ToggleCheckBox(props) {
  return _react2.default.createElement(_SvgIcon2.default,
  props, _react2.default.createElement('path', {
    d: 'M19 3H5c-1.1 0-.9-2 2v14c0 1.1 9 2 2 2h14c1.1 0 2-.9
2V5c0-1.1-.9-2-2-2zm-9 14l-5-5 1.41-1.41L10 14.17l7.59-7.59L19
8l-9 9z'
  }));
}
nToggleCheckBox = (0,
_pure2.default)(ToggleCheckBox);
nToggleCheckBox.displayName =
'ToggleCheckBox';
nToggleCheckBox.muiName = 'SvgIcon';
nexports.default = ToggleCheckBox;
'use
strict';
nObject.defineProperty(exports, '__esModule', {
  value: true
});
nvar _extends2 = require('babel-
runtime/helpers/extends');
nvar _extends3 = _interopRequireDefault(_extends2);
nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');
nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);
nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');
nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);
nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');
nvar
_classCallCheck3 = _interopRequireDefault(_classCallCheck2);
nvar _createClass2 = require('babel-
runtime/helpers/createClass');
nvar _createClass3 = _interopRequireDefault(_createClass2);
nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');
nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);
nvar _inherits2 =
require('babel-runtime/helpers/inherits');
nvar _inherits3 = _interopRequireDefault(_inherits2);
nvar
_simpleAssign = require('simple-assign');
nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);
nvar
_react = require('react');
nvar _react2 = _interopRequireDefault(_react);
nvar _propTypes = require('prop-
types');
nvar _propTypes2 = _interopRequireDefault(_propTypes);
nvar _keyCode = require('keycode');
nvar
_keycode2 = _interopRequireDefault(_keyCode);
nvar _colorManipulator =
require('../utils/colorManipulator');
nvar _EnhancedButton = require('../internal/EnhancedButton');
nvar
_EnhancedButton2 = _interopRequireDefault(_EnhancedButton);
nvar _cancel = require('../svg-
icons/navigation/cancel');
nvar _cancel2 = _interopRequireDefault(_cancel);
nfunction
_interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}
nfunction
getStyles(props, context, state) {
  var chip = context.muiTheme.chip;
  var backgroundColor =
props.backgroundColor || chip.backgroundColor;
  var focusColor = (0,
_colorManipulator.emphasize)(backgroundColor, 0.08);
  var pressedColor = (0,
_colorManipulator.emphasize)(backgroundColor, 0.12);
  return {
    avatar: {
      marginRight: -4
    },
    deleteIcon: {
      color: state.deleteHovered ? (0, _colorManipulator.fade)(chip.deleteIconColor, 0.4) :
chip.deleteIconColor,
      cursor: 'pointer',
      margin: '4px 4px 0px -8px'
    },
    label: {
      color:
props.labelColor || chip.textColor,
      fontSize: chip.fontSize,
      fontWeight:
chip.fontWeight,
      lineHeight: '32px',
      paddingLeft: 12,
      paddingRight: 12,
      userSelect: 'none',
      whiteSpace: 'nowrap'
    },
    root: {
      backgroundColor: state.clicked ? pressedColor : state.focused ||
state.hovered ? focusColor : backgroundColor,
      borderRadius: 16,
      boxShadow: state.clicked ? chip.shadow
: null,
      cursor: props.onClick ? 'pointer' : 'default',
      display: 'flex',
      whiteSpace: 'nowrap',
      width:
'fit-content'
    }
  };
}
nvar Chip = function (_Component) {
  (0, _inherits3.default)(Chip, _Component);
}

```



```

function Chip() {\n  var _ref;\n  var _temp, _this, _ret;\n  (0, _classCallCheck3.default)(this, Chip);\n  for\n  (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n    args[_key] =\n    arguments[_key];\n  }\n  return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =\n  Chip.__proto__ || (0, _getPrototypeOf2.default)(Chip)).call.apply(_ref,\n  [this].concat(args))), _this), _this.state = {\n    clicked: false,\n    deleteHovered: false,\n    focused: false,\n    hovered: false\n  }, _this.handleBlur = function (event) {\n    _this.setState({\n      clicked: false,\n      focused:\n      false\n    });\n  }, _this.props.onBlur(event);\n  }, _this.handleFocus = function (event) {\n    if\n    (_this.props.onClick || _this.props.onRequestDelete) {\n      _this.setState({\n        focused: true\n      });\n    }\n    _this.props.onFocus(event);\n  }, _this.handleKeyboardFocus = function (event, keyboardFocused) {\n    if\n    (keyboardFocused) {\n      _this.handleFocus();\n      _this.props.onFocus(event);\n    } else {\n      _this.handleBlur();\n    }\n    _this.props.onKeyboardFocus(event, keyboardFocused);\n  },\n  _this.handleKeyDown = function (event) {\n    if ((0, _keyCode2.default)(event) === 'backspace') {\n      event.preventDefault();\n      if\n      (_this.props.onRequestDelete) {\n        _this.props.onRequestDelete(event);\n      }\n    }\n    _this.props.onKeyDown(event);\n  }, _this.handleMouseDown = function (event) {\n    // Only listen to left\n    clicks\n    if (event.button === 0) {\n      event.stopPropagation();\n      if (_this.props.onClick) {\n        _this.setState({\n          clicked: true\n        });\n      }\n      _this.props.onMouseDown(event);\n    },\n    _this.handleMouseEnter = function (event) {\n      if (_this.props.onClick) {\n        _this.setState({\n          hovered:\n          true\n        });\n      }\n      _this.props.onMouseEnter(event);\n    }, _this.handleMouseEnterDeleteIcon = function\n    () {\n      _this.setState({\n        deleteHovered: true\n      });\n    }, _this.handleMouseLeave = function (event) {\n      _this.setState({\n        clicked: false,\n        hovered: false\n      });\n      _this.props.onMouseLeave(event);\n    },\n    _this.handleMouseLeaveDeleteIcon\n    = function () {\n      _this.setState({\n        deleteHovered: false\n      });\n    }, _this.handleMouseUp = function\n    (event) {\n      _this.setState({\n        clicked: false\n      });\n      _this.props.onMouseUp(event);\n    },\n    _this.handleClickDeleteIcon = function (event) {\n      // Stop the event from bubbling up to the `Chip`\n      event.stopPropagation();\n      _this.props.onRequestDelete(event);\n    }, _this.handleTouchEnd = function (event)\n    {\n      _this.setState({\n        clicked: false\n      });\n      _this.props.onTouchEnd(event);\n    },\n    _this.handleTouchStart = function (event) {\n      event.stopPropagation();\n      if (_this.props.onClick) {\n        _this.setState({\n          clicked: true\n        });\n      }\n      _this.props.onTouchStart(event);\n    }, _temp), (0,\n    _possibleConstructorReturn3.default)(_this, _ret);\n  }\n  (0, _createClass3.default)(Chip, [{\n    key: 'render',\n    value: function render() {\n      var buttonEventHandlers\n      = {\n        onBlur: this.handleBlur,\n        onFocus: this.handleFocus,\n        onKeyDown: this.handleKeyDown,\n        onMouseDown: this.handleMouseDown,\n        onMouseEnter: this.handleMouseEnter,\n        onMouseLeave:\n        this.handleMouseLeave,\n        onMouseUp: this.handleMouseUp,\n        onTouchEnd: this.handleTouchEnd,\n        onTouchStart: this.handleTouchStart,\n        onKeyboardFocus: this.handleKeyboardFocus\n      };\n      var\n      prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context,\n      this.state);\n      var _props = this.props,\n      childrenProp = _props.children,\n      containerElement =\n      _props.containerElement,\n      style = _props.style,\n      className = _props.className,\n      deleteIconStyle = _props.deleteIconStyle,\n      labelStyle = _props.labelStyle,\n      labelColor =\n      _props.labelColor,\n      backgroundColor = _props.backgroundColor,\n      onRequestDelete\n      = _props.onRequestDelete,\n      other = (0, _objectWithoutProperties3.default)(_props, ['children',\n      'containerElement', 'style', 'className', 'deleteIconStyle', 'labelStyle', 'labelColor', 'backgroundColor',\n      'onRequestDelete']);\n      var deletable = this.props.onRequestDelete;\n      var avatar = null;\n      var deleteIcon =\n      deletable ? _react2.default.createElement(_cancel2.default, {\n        color: styles.deleteIcon.color,\n        style: (0,\n        _simpleAssign2.default)(styles.deleteIcon, deleteIconStyle),\n        onClick: this.handleClickDeleteIcon,\n        onMouseEnter: this.handleMouseEnterDeleteIcon,\n        onMouseLeave: this.handleMouseLeaveDeleteIcon\n      })\n      : null;\n      var children = childrenProp;\n      var childCount = _react2.default.Children.count(children); // If the\n      first child is an avatar, extract it and style it\n      if (childCount > 1) {\n        children =

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_react2.default.Children.toArray(children);\n\n    if (_react2.default.isValidElement(children[0])
    && children[0].type.muiName === 'Avatar') {\n        avatar = children.shift();\n        avatar =
_react2.default.cloneElement(avatar, {\n            style: (0, _simpleAssign2.default)(styles.avatar,
avatar.props.style),\n            size: 32\n        });\n    }\n\n    return
_react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({, other, buttonEventHandlers,
{\n    className: className,\n    containerElement: containerElement,\n    disableTouchRipple: true,\n    disableFocusRipple: true,\n    style: (0, _simpleAssign2.default)(styles.root, style)\n    }, avatar,
_react2.default.createElement('span', {\n    style: prepareStyles((0, _simpleAssign2.default)(styles.label,
labelStyle))\n    }, children), deleteIcon);\n    });\n    return Chip;\n    }(_react.Component);\n\n    Chip.defaultProps
= {\n    containerElement: 'div',\n    // Firefox doesn't support nested buttons\n    onBlur: function onBlur() {},\n    onFocus: function onFocus() {},\n    onKeyDown: function onKeyDown() {},\n    onKeyboardFocus: function
onKeyboardFocus() {},\n    onMouseDown: function onMouseDown() {},\n    onMouseEnter: function
onMouseEnter() {},\n    onMouseLeave: function onMouseLeave() {},\n    onMouseUp: function onMouseUp() {},\n    onTouchEnd: function onTouchEnd() {},\n    onTouchStart: function onTouchStart() {};\n    };
\n    Chip.contextTypes =
{\n    muiTheme: _propTypes2.default.object.isRequired\n    };\n    Chip.propTypes = process.env.NODE_ENV !==
'production' ? {\n    /**\n     * Override the background color of the chip.\n     */\n    backgroundColor:
\n    _propTypes2.default.string,\n    /**\n     * Used to render elements inside the Chip.\n     */\n    children:
\n    _propTypes2.default.node,\n    /**\n     * CSS `className` of the root element.\n     */\n    className:
\n    _propTypes2.default.node,\n    /**\n     * The element to use as the container for the Chip. Either a string to\n     * use
a DOM element or a ReactElement.\n     */\n    containerElement:
\n    _propTypes2.default.oneOfType([\n    _propTypes2.default.string,\n    _propTypes2.default.element]),\n    /**\n     * Override the inline-styles of the delete icon.\n     */\n    deleteIconStyle:
\n    _propTypes2.default.object,\n    /**\n     * Override the label color.\n     */\n    labelColor:
\n    _propTypes2.default.string,\n    /**\n     * Override the inline-styles of the label.\n     */\n    labelStyle:
\n    _propTypes2.default.object,\n    /**\n     * @ignore\n     */\n    onBlur: _propTypes2.default.func,\n    /**\n     * Callback
function fired when the `Chip` element is clicked.\n     */\n    onClick: _propTypes2.default.func,\n    /**\n     * @ignore\n     */\n    onFocus: _propTypes2.default.func,\n    /**\n     * @ignore\n     */\n    onKeyDown: _propTypes2.default.func,\n    /**\n     * @ignore\n     */\n    onKeyboardFocus:
\n    _propTypes2.default.func,\n    /**\n     * @ignore\n     */\n    onMouseDown: _propTypes2.default.func,\n    /**\n     * @ignore\n     */\n    onMouseEnter: _propTypes2.default.func,\n    /**\n     * @ignore\n     */\n    onMouseLeave: _propTypes2.default.func,\n    /**\n     * @ignore\n     */\n    onMouseUp: _propTypes2.default.func,\n    /**\n     * Callback function fired when the delete
icon is clicked. If set, the delete icon will be shown.\n     */\n    onRequestDelete: _propTypes2.default.func,\n    /**\n     * @ignore\n     */\n    onTouchEnd:
\n    _propTypes2.default.func,\n    /**\n     * @ignore\n     */\n    onTouchStart: _propTypes2.default.func,\n    /**\n     * Override
the inline-styles of the root element.\n     */\n    style: _propTypes2.default.object\n    } : {};\n    exports.default =
Chip;\n    Object.defineProperty(exports, '__esModule', {\n    value: true\n    });\n\n    var _react =
require('react');\n    var _react2 = _interopRequireDefault(_react);\n    var _pure = require('recompose/pure');\n    var
\n    _pure2 = _interopRequireDefault(_pure);\n    var _SvgIcon = require('../SvgIcon');\n    var _SvgIcon2 =
\n    _interopRequireDefault(_SvgIcon);\n\n    function _interopRequireDefault(obj) {\n    return obj && obj.__esModule ?
obj
\n    : {\n    default: obj\n    };\n    }\n\n    var NavigationCancel = function NavigationCancel(props) {\n    return
_react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n    d: 'M12 2C6.47
2 2 6.47 2 12s4.47 10 10 10-4.47 10-10S17.53 2 12 2zm5 13.59L15.59 17 12 13.41 8.41 17 7 15.59 10.59 12 7
8.41 8.41 7 12 10.59 15.59 7 17 8.41 13.41 12 17 15.59z'\n    }));\n    }\n\n    NavigationCancel = (0,
\n    _pure2.default)(NavigationCancel);\n    NavigationCancel.displayName =
'NavigationCancel';\n    NavigationCancel.muiName = 'SvgIcon';\n    exports.default = NavigationCancel;\n\n    Object.defineProperty(exports, '__esModule', {\n    value: true\n    });\n\n    var _extends2 = require('babel-
runtime/helpers/extends');\n    var _extends3 = _interopRequireDefault(_extends2);\n\n    var

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_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar
_autoPrefix = require('./utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar
_transitions = require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getRelativeValue(value, min, max) {\n  var clampedValue = Math.min(Math.max(min, value), max);\n  return
clampedValue / (max - min);\n}\n\nfunction getArcLength(fraction, props) {\n  return fraction * Math.PI *
(props.size - props.thickness);\n}\n\nfunction getStyles(props, context) {\n  var max = props.max,\n    min =
props.min,\n    size = props.size,\n    value = props.value;\n  var palette = context.muiTheme.baseTheme.palette;\n\n  var styles = {\n    root: {\n      position: 'relative',\n      display: 'inline-block',\n      width: size,\n      height: size\n
    },\n    wrapper: {\n      width: size,\n      height: size,\n      display:
'inline-block',\n      transition: _transitions2.default.create('transform', '20s', null, 'linear'),\n
      transitionTimingFunction: 'linear'\n    },\n    svg: {\n      width: size,\n      height: size,\n      position: 'relative'\n
    },\n    path: {\n      stroke: props.color || palette.primary1Color,\n      strokeLinecap: 'round',\n      transition:
_transitions2.default.create('all', '1.5s', null, 'ease-in-out')\n    }\n  };\n\n  if (props.mode === 'determinate') {\n    var
relVal = getRelativeValue(value, min, max);\n    styles.path.transition = _transitions2.default.create('all', '0.3s', null,
'linear');\n    styles.path.strokeDasharray = getArcLength(relVal, props) + ', ' + getArcLength(1, props);\n  }\n\n  return styles;\n}\n\nvar CircularProgress = function (_Component) {\n  (0, _inherits3.default)(CircularProgress,
_React__default___react__Component);\n\n  function CircularProgress() {\n    (0, _classCallCheck3.default)(this, CircularProgress);\n\n    return (0, _possibleConstructorReturn3.default)(this,
(CircularProgress.__proto__ || (0, _getPrototypeOf2.default)(CircularProgress)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(CircularProgress, [{\n    key: 'componentDidMount',\n    value: function
componentDidMount() {\n      this.scalePath(this.refs.path);\n      this.rotateWrapper(this.refs.wrapper);\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n
clearTimeout(this.scalePathTimer);\n      clearTimeout(this.rotateWrapperTimer);\n    }\n  }, {\n    key: 'scalePath',\n    value: function scalePath(path) {\n      var _this2 = this;\n      var step = arguments.length > 1 && arguments[1]
!== undefined ? arguments[1] : 0;\n      if (this.props.mode !== 'indeterminate') return;\n      step %= 3;\n\n      if
(step === 0) {\n        path.style.strokeDasharray = getArcLength(0, this.props) + ', ' + getArcLength(1, this.props);\n        path.style.strokeDashoffset = 0;\n        path.style.transitionDuration = '0ms';\n      }
else if (step === 1) {\n        path.style.strokeDasharray = getArcLength(0.7, this.props) + ', ' + getArcLength(1,
this.props);\n        path.style.strokeDashoffset = getArcLength(-0.3, this.props);\n        path.style.transitionDuration =
'750ms';\n      } else {\n        path.style.strokeDasharray = getArcLength(0.7, this.props) + ', ' + getArcLength(1,
this.props);\n        path.style.strokeDashoffset = getArcLength(-1, this.props);\n        path.style.transitionDuration =
'850ms';\n      }\n\n      this.scalePathTimer = setTimeout(function () {\n        return _this2.scalePath(path, step +
1);\n      }, step ? 750 : 250);\n    }\n  }, {\n    key: 'rotateWrapper',\n    value: function rotateWrapper(wrapper) {\n      var _this3 = this;\n      if (this.props.mode !== 'indeterminate') return;\n\n      _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(0deg)');\n      _autoPrefix2.default.set(wrapper.style,

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'transitionDuration', '0ms');\n\n  setTimeout(function
() {\n    _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(1800deg));\n\n
_autoPrefix2.default.set(wrapper.style, 'transitionDuration', '10s');\n\n    _autoPrefix2.default.set(wrapper.style,
'transitionTimingFunction', 'linear');\n    }, 50);\n    this.rotateWrapperTimer = setTimeout(function () {\n
return _this3.rotateWrapper(wrapper);\n    }, 10050);\n  } } }, {\n    key: 'render',\n    value: function render() {\n
var _props = this.props,\n    style = _props.style,\n    innerStyle = _props.innerStyle,\n    size =
_props.size,\n    thickness = _props.thickness,\n    other = (0, _objectWithoutProperties3.default)(_props,
['style', 'innerStyle', 'size', 'thickness']);\n    var prepareStyles = this.context.muiTheme.prepareStyles;\n    var
styles = getStyles(this.props, this.context);\n    return _react2.default.createElement('div', (0, _extends3.default)({},
other, {\n      style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n    })), _react2.default.createElement('div', {\n      ref: 'wrapper',\n
style: prepareStyles((0, _simpleAssign2.default)(styles.wrapper, innerStyle))\n    },
_react2.default.createElement('svg', {\n      viewBox: '0 0 ' + size + ' ' + size,\n      style:
prepareStyles(styles.svg)\n    }, _react2.default.createElement('circle', {\n      ref: 'path',\n      style:
prepareStyles(styles.path),\n      cx: size / 2,\n      cy: size / 2,\n      r: (size - thickness) / 2,\n      fill: 'none',\n
strokeWidth: thickness,\n      strokeMiterlimit: '20'\n    })))));\n  } }));\n  return
CircularProgress;\n})(_react.Component);\n\nCircularProgress.defaultProps = {\n  mode: 'indeterminate',\n  value:
0,\n  min: 0,\n  max: 100,\n  size: 40,\n  thickness: 3.5\n};\nCircularProgress.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nCircularProgress.propTypes = process.env.NODE_ENV !==
'production'
? {\n  /**\n   * Override the progress's color.\n   */\n  color: _propTypes2.default.string,\n\n  /**\n   * Style for inner
wrapper div.\n   */\n  innerStyle: _propTypes2.default.object,\n\n  /**\n   * The max value of progress, only works
in determinate mode.\n   */\n  max: _propTypes2.default.number,\n\n  /**\n   * The min value of progress, only
works in determinate mode.\n   */\n  min: _propTypes2.default.number,\n\n  /**\n   * The mode of show your
progress, indeterminate\n   * for when there is no value for progress.\n   */\n  mode:
_propTypes2.default.oneOf(['determinate', 'indeterminate']),\n\n  /**\n   * The diameter of the progress in pixels.\n
*/\n  size: _propTypes2.default.number,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:
_propTypes2.default.object,\n\n  /**\n   * Stroke width in pixels.\n   */\n  thickness:
_propTypes2.default.number,\n\n  /**\n   * The value of progress, only works in determinate mode.\n   */\n  value:
_propTypes2.default.number\n}
: {};\nexports.default = CircularProgress;"
"use strict";\n\nObject.defineProperty(exports, "__esModule", {\n
value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3
= _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _dateUtils = require('./dateUtils');\n\nvar
_DatePickerDialog = require('./DatePickerDialog');\n\nvar _DatePickerDialog2 =
_interopRequireDefault(_DatePickerDialog);\n\nvar _TextField = require('./TextField');\n\nvar _TextField2 =

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_interopRequireDefault(_TextField);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?\n  obj : {\n    default: obj\n  };}\n\nvar DatePicker = function (_Component) {\n  (0, _inherits3.default)(DatePicker, _Component);\n\n  function DatePicker() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, DatePicker);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DatePicker.__proto__ || (0, _getPrototypeOf2.default)(DatePicker)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      date: undefined\n    }, _this.handleAccept = function (date) {\n      if (!_this.isControlled()) {\n        _this.setState({\n          date: date\n        });\n      }\n      if (_this.props.onChange) {\n        _this.props.onChange(null, date);\n      }\n    }, _this.handleFocus = function (event) {\n      event.target.blur();\n      if (_this.props.onFocus) {\n        _this.props.onFocus(event);\n      }\n    }, _this.handleClick = function (event) {\n      if (_this.props.onClick) {\n        _this.props.onClick(event);\n      }\n\n      if (!_this.props.disabled) {\n        setTimeout(function () {\n          _this.openDialog();\n        }, 0);\n      }\n    }, _this.formatDate = function (date) {\n      if (_this.props.locale) {\n        var DateTimeFormat = _this.props.DateTimeFormat || _dateUtils.dateTimeFormat;\n        return new DateTimeFormat(_this.props.locale, {\n          day: 'numeric',\n          month: 'numeric',\n          year: 'numeric'\n        }).format(date);\n      } else {\n        return (0, _dateUtils.formatIso)(date);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(DatePicker, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        date: this.isControlled() ? this.getControlledDate() : this.props.defaultDate\n      });\n    }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if (this.isControlled()) {\n        var newDate = this.getControlledDate(nextProps);\n        if (!(0, _dateUtils.isEqualDate)(this.state.date, newDate)) {\n          this.setState({\n            date: newDate\n          });\n        }\n      }\n    }, {\n    key: 'getDate',\n    value: function getDate() {\n      return this.state.date;\n    } /**\n     * Open the date-picker dialog programmatically from a parent.\n     */\n    }, {\n    key: 'openDialog',\n    value: function openDialog() /**\n     * if the date is not selected then set it to new date\n     * (get the current system date while doing so)\n     * else set it to the currently selected date\n     */\n    if (this.state.date !== undefined) {\n      this.setState({\n        dialogDate: this.getDate()\n      }, this.refs.dialogWindow.show);\n    } else {\n      this.setState({\n        dialogDate: new Date()\n      }, this.refs.dialogWindow.show);\n    }\n    /**\n     * Alias for `openDialog()` for an api consistent with TextField.\n     */\n    }, {\n    key: 'focus',\n    value: function focus() {\n      this.openDialog();\n    } }\n    }, {\n    key: 'isControlled',\n    value: function isControlled() {\n      return this.props.hasOwnProperty('value');\n    } }\n    }, {\n    key: 'getControlledDate',\n    value: function getControlledDate() {\n      var props = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : this.props;\n      if (props.value instanceof Date) {\n        return props.value;\n      }\n    } }\n    }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          DateTimeFormat = _props.DateTimeFormat,\n          autoOk = _props.autoOk,\n          cancelLabel = _props.cancelLabel,\n          className = _props.className,\n          container = _props.container,\n          defaultDate = _props.defaultDate,\n          dialogContainerStyle = _props.dialogContainerStyle,\n          disableYearSelection = _props.disableYearSelection,\n          firstDayOfWeek = _props.firstDayOfWeek,\n          formatDateProp = _props.formatDate,\n          locale = _props.locale,\n          maxDate = _props.maxDate,\n          minDate = _props.minDate,\n          mode = _props.mode,\n          okLabel = _props.okLabel,\n          onDismiss = _props.onDismiss,\n          onFocus = _props.onFocus,\n          onShow = _props.onShow,\n          onClick = _props.onClick,\n          openToYearSelection = _props.openToYearSelection,\n          shouldDisableDate = _props.shouldDisableDate,\n          hideCalendarDate = _props.hideCalendarDate,\n          style = _props.style,\n          textFieldStyle = _props.textFieldStyle,\n          utils = _props.utils,\n          other = (0, _objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'autoOk', 'cancelLabel', 'className', 'container', 'defaultDate', 'dialogContainerStyle', 'disableYearSelection', 'firstDayOfWeek', 'formatDate', 'locale', 'maxDate', 'minDate', 'mode',

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'okLabel', 'onDismiss', 'onFocus', 'onShow', 'onClick', 'openToYearSelection', 'shouldDisableDate',
'hideCalendarDate', 'style', 'textFieldStyle', 'utils']);\n    var prepareStyles = this.context.muiTheme.prepareStyles;\n
    var formatDate = formatDateProp || this.formatDate;\n    return _react2.default.createElement('div', {\n
className: className,\n    style: prepareStyles((0, _simpleAssign2.default)({}, style))\n    },\n    _react2.default.createElement(_TextField2.default, (0, _extends3.default)({}, other, {\n    onFocus:
this.handleFocus,\n    onClick: this.handleClick,\n    ref: 'input',\n    style: textFieldStyle,\n    value:
this.state.date ? formatDate(this.state.date) : "\n    )), _react2.default.createElement(_DatePickerDialog2.default,
{\n    DateTimeFormat: DateTimeFormat,\n    autoOk: autoOk,\n    cancelLabel: cancelLabel,\n
container: container,\n    containerStyle: dialogContainerStyle,\n    disableYearSelection:
disableYearSelection,\n    firstDayOfWeek: firstDayOfWeek,\n    initialDate: this.state.dialogDate,\n
locale: locale,\n    maxDate: maxDate,\n    minDate: minDate,\n    mode: mode,\n    okLabel: okLabel,\n
onAccept: this.handleAccept,\n    onShow: onShow,\n    onDismiss: onDismiss,\n    ref: 'dialogWindow',\n
shouldDisableDate: shouldDisableDate,\n    hideCalendarDate: hideCalendarDate,\n    openToYearSelection:
openToYearSelection,\n    utils: utils\n    }));\n    }\n    });\n    return
DatePicker;}\n    (_react.Component);\n\n    DatePicker.defaultProps = {\n    autoOk: false,\n    container: 'dialog',\n
disabled: false,\n    disableYearSelection: false,\n    firstDayOfWeek: 1,\n    hideCalendarDate: false,\n    style: {},\n
openToYearSelection: false\n    };\n\n    DatePicker.contextTypes = {\n    muiTheme:\n    _propTypes2.default.object.isRequired\n    };\n\n    DatePicker.propTypes = process.env.NODE_ENV !== "production" ?
{\n    /**\n     * Constructor
for date formatting for the specified `locale`.\n     * The constructor must follow this specification: ECMA Script
Internationalization API 1.0 (ECMA-402).\n     * `Intl.DateTimeFormat` is supported by most modern browsers, see
http://caniuse.com/#search=intl,\n     * otherwise https://github.com/andyearnshaw/Intl.js is a good polyfill.\n     *\n     * By default, a built-in `DateTimeFormat` is used which supports the 'en-US' `locale`.\n     */\n     DateTimeFormat:
 PropTypes.func,\n     *\n     * If true, automatically accept and close the picker on select a date.\n     */\n     autoOk:
 PropTypes.bool,\n     *\n     * Override the default text of the 'Cancel' button.\n     */\n     cancelLabel:
 PropTypes.node,\n     *\n     * The css class name of the root element.\n     */\n     className:
 PropTypes.string,\n     *\n     * Used to control how the Date Picker will be displayed when the input field
is focused.\n     * `dialog` (default) displays the DatePicker as a dialog with
a modal.\n     * `inline` displays the DatePicker below the input field (similar to auto complete).\n     */\n     container:
 PropTypes.oneOf(['dialog', 'inline']),\n     *\n     * This is the initial date value of the component.\n     * If
either `value` or `valueLink` is provided they will override this\n     * prop with `value` taking precedence.\n     */\n     defaultDate:
 PropTypes.object,\n     *\n     * Override the inline-styles of DatePickerDialog's Container
element.\n     */\n     dialogContainerStyle:
 PropTypes.object,\n     *\n     * Disables the year selection in the
date picker.\n     */\n     disableYearSelection:
 PropTypes.bool,\n     *\n     * Disables the DatePicker.\n     */\n     disabled:
 PropTypes.bool,\n     *\n     * Used to change the first day of week. It varies from\n     * Saturday
to Monday between different locales.\n     * The allowed range is 0 (Sunday) to 6 (Saturday).\n     * The default is `1`,
Monday, as per ISO 8601.\n     */\n     firstDayOfWeek:
 PropTypes.number,\n     *\n     * This function is called to format the date displayed in the input field,
and should return a string.\n     * By default if no `locale` and `DateTimeFormat` is provided date objects are
formatted to ISO 8601 YYYY-MM-DD.\n     *\n     * @param {object} date Date object to be formatted.\n     *
@returns {any} The formatted date.\n     */\n     formatDate:
 PropTypes.func,\n     *\n     * Hide date
display\n     */\n     hideCalendarDate:
 PropTypes.bool,\n     *\n     * Locale used for formatting the
`DatePicker` date strings. Other than for 'en-US', you\n     * must provide a `DateTimeFormat` that supports the
chosen `locale`.\n     */\n     locale:
 PropTypes.string,\n     *\n     * The ending of a range of valid dates. The
range includes the endDate.\n     * The default value is current date + 100 years.\n     */\n     maxDate:
 PropTypes.object,\n     *\n     * The beginning of a range of valid dates. The range includes the
startDate.\n

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* The default value is current date - 100 years.\n */\n minDate: _propTypes2.default.object,\n\n /**\n * Tells the component to display the picker in portrait or landscape mode.\n */\n mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n\n /**\n * Override the default text of the 'OK' button.\n */\n okLabel: _propTypes2.default.node,\n\n /**\n * Callback function that is fired when the date value changes.\n */\n * @param {null} null Since there is no particular event associated with the change,\n * the first argument will always be null.\n * @param {object} date The new date.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when a click event occurs on the Date Picker's `TextField`.\n */\n * @param {object} event Click event targeting the `TextField`.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the Date Picker's dialog is dismissed.\n */\n onDismiss: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the Date Picker's `TextField` gains focus.\n */\n onFocus: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the Date Picker's dialog is shown.\n */\n onShow: _propTypes2.default.func,\n\n /**\n * If true sets the datepicker to open to year selection first.\n */\n openToYearSelection: _propTypes2.default.bool,\n\n /**\n * Callback function used to determine if a day's entry should be disabled on the calendar.\n */\n * @param {object} day Date object of a day.\n * @returns {boolean} Indicates whether the day should be disabled.\n */\n shouldDisableDate: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of DatePicker's TextField element.\n */\n textFieldStyle: _propTypes2.default.object,\n\n /**\n * This object should contain methods needed to build the calendar system.\n */\n * Useful for building a custom calendar system. Refer to the\n * [source code](https://github.com/mui-org/material-ui/blob/v0.x/src/DatePicker/dateUtils.js)\n * and an [example implementation](https://github.com/alitaheri/material-ui-persian-date-picker-utils)\n * for more information.\n */\n utils: _propTypes2.default.object,\n\n /**\n * Sets the date for the Date Picker programmatically.\n */\n value: _propTypes2.default.object\n} : {};\n\nexports.default = DatePicker;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _interopRequireDefault = _interopRequireDefaultDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _interopRequireDefaultDefault = _interopRequireDefaultDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keyCode = require('keycode');\n\nvar _keyCode2 = _interopRequireDefault(_keyCode);\n\nvar _Calendar = require('./Calendar');\n\nvar _Calendar2 = _interopRequireDefault(_Calendar);\n\nvar _Dialog = require('./Dialog');\n\nvar _Dialog2 = _interopRequireDefault(_Dialog);\n\nvar _Popover = require('./Popover/Popover');\n\nvar _Popover2 = _interopRequireDefault(_Popover);\n\nvar _PopoverAnimationVertical = require('./Popover/PopoverAnimationVertical');\n\nvar _PopoverAnimationVertical2 = _interopRequireDefault(_PopoverAnimationVertical);\n\nvar _dateUtils = require('./dateUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar DatePickerDialog = function (_Component) {\n (0, _inherits3.default)(DatePickerDialog, _Component);\n

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function DatePickerDialog() {\n  var _ref;\n\n  var _temp, _this, _ret;\n\n  (0, _classCallCheck3.default)(this, DatePickerDialog);\n\n  for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n    args[_key] = arguments[_key];\n  }\n\n  return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DatePickerDialog.__proto__ || (0, _getPrototypeOf2.default)(DatePickerDialog)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n    open: false\n  }, _this.show = function () {\n    if (_this.props.onShow && !_this.state.open) {\n      _this.props.onShow();\n    }\n\n    _this.setState({\n      open: true\n    });\n  }, _this.dismiss = function () {\n    if (_this.props.onDismiss && _this.state.open) {\n      _this.props.onDismiss();\n    }\n\n    _this.setState({\n      open: false\n    });\n  }, _this.handleClickDay = function () {\n    if (_this.props.autoOk) {\n      setTimeout(_this.handleClickOk, 300);\n    }\n  }, _this.handleClickCancel = function () {\n    _this.dismiss();\n  }, _this.handleRequestClose = function () {\n    _this.dismiss();\n  }, _this.handleClickOk = function () {\n    if (_this.props.onAccept && !_this.refs.calendar.isSelectedDateDisabled()) {\n      _this.props.onAccept(_this.refs.calendar.getSelectedDate());\n    }\n\n    _this.setState({\n      open: false\n    });\n  }, _this.handleWindowKeyUp = function (event) {\n    switch ((0, _keyCode2.default)(event)) {\n      case 'enter':\n        _this.handleClickOk();\n        break;\n    }\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n\n  (0, _createClass3.default)(DatePickerDialog, [{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          DateTimeFormat = _props.DateTimeFormat,\n          autoOk = _props.autoOk,\n          cancelLabel = _props.cancelLabel,\n          container = _props.container,\n          containerStyle = _props.containerStyle,\n          disableYearSelection = _props.disableYearSelection,\n          initialDate = _props.initialDate,\n          firstDayOfWeek = _props.firstDayOfWeek,\n          locale = _props.locale,\n          maxDate = _props.maxDate,\n          minDate = _props.minDate,\n          mode = _props.mode,\n          okLabel = _props.okLabel,\n          onAccept = _props.onAccept,\n          onDismiss = _props.onDismiss,\n          onShow = _props.onShow,\n          openToYearSelection = _props.openToYearSelection,\n          shouldDisableDate = _props.shouldDisableDate,\n          hideCalendarDate = _props.hideCalendarDate,\n          style = _props.style,\n          animation = _props.animation,\n          utils = _props.utils,\n          other = (0, _objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'autoOk', 'cancelLabel', 'container', 'containerStyle', 'disableYearSelection', 'initialDate', 'firstDayOfWeek', 'locale', 'maxDate', 'minDate', 'mode', 'okLabel', 'onAccept', 'onDismiss', 'onShow', 'openToYearSelection', 'shouldDisableDate', 'hideCalendarDate', 'style', 'animation', 'utils']);\n\n      var open = this.state.open;\n      var styles = {\n        dialogContent: {\n          width: !hideCalendarDate && mode === 'landscape' ? 479 : 310\n        },\n        dialogBodyContent: {\n          padding: 0,\n          minHeight: hideCalendarDate || mode === 'landscape' ? 330 : 434,\n          minWidth: hideCalendarDate || mode !== 'landscape' ? 310 : 479\n        }\n      };\n      var Container = container === 'inline' ? _Popover2.default : _Dialog2.default;\n      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        ref: 'root'\n      })), _react2.default.createElement(Container, {\n        anchorEl: this.refs.root // For Popover\n      },\n        animation: animation || _PopoverAnimationVertical2.default // For Popover\n      ),\n        bodyStyle: styles.dialogBodyContent,\n        contentStyle: styles.dialogContent,\n        ref: 'dialog',\n        repositionOnUpdate: true,\n        open: open,\n        onRequestClose: this.handleRequestClose,\n        style: (0, _simpleAssign2.default)(styles.dialogBodyContent, containerStyle)\n      ),\n      _react2.default.createElement(_reactEventListener2.default, {\n        target: 'window',\n        onKeyUp: this.handleWindowKeyUp\n      }),\n      _react2.default.createElement(_Calendar2.default, {\n        autoOk: autoOk,\n        DateTimeFormat: DateTimeFormat,\n        cancelLabel: cancelLabel,\n        disableYearSelection: disableYearSelection,\n        firstDayOfWeek: firstDayOfWeek,\n        initialDate: initialDate,\n        locale: locale,\n        onClickDay: this.handleClickDay,\n        maxDate: maxDate,\n        minDate: minDate,\n        mode: mode,\n        open: open,\n        ref: 'calendar',\n        onClickCancel: this.handleClickCancel,\n        onClickOk: this.handleClickOk,\n        okLabel: okLabel,\n        openToYearSelection: openToYearSelection,\n        shouldDisableDate:

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    shouldDisableDate,\n    hideCalendarDate: hideCalendarDate,\n    utils: utils\n  }));\n  }\n  });\n  return
DatePickerDialog;}\n)(_react.Component);\n\nDatePickerDialog.defaultProps = {\n  DateTimeFormat:
_dateUtils.dateTimeFormat,\n  cancelLabel: 'Cancel',\n  container: 'dialog',\n  locale: 'en-US',\n  okLabel: 'OK',\n
openToYearSelection: false\n};\n\nDatePickerDialog.contextTypes = {\n  muiTheme:
_propTypes2.default.isRequired\n};\n\nDatePickerDialog.propTypes = process.env.NODE_ENV !==
'production' ? {\n  DateTimeFormat: _propTypes2.default.func,\n  animation: _propTypes2.default.func,\n
autoOk: _propTypes2.default.bool,\n  cancelLabel: _propTypes2.default.node,\n  container:
_propTypes2.default.oneOf(['dialog', 'inline']),\n  containerStyle: _propTypes2.default.object,\n
disableYearSelection: _propTypes2.default.bool,\n  firstDayOfWeek: _propTypes2.default.number,\n
hideCalendarDate: _propTypes2.default.bool,\n  initialDate: _propTypes2.default.object,\n
  locale: _propTypes2.default.string,\n  maxDate: _propTypes2.default.object,\n  minDate:
_propTypes2.default.object,\n  mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n  okLabel:
_propTypes2.default.node,\n  onAccept: _propTypes2.default.func,\n  onDismiss: _propTypes2.default.func,\n
onShow: _propTypes2.default.func,\n  open: _propTypes2.default.bool,\n  openToYearSelection:
_propTypes2.default.bool,\n  shouldDisableDate: _propTypes2.default.func,\n  style: _propTypes2.default.object,\n
utils: _propTypes2.default.object\n} : {};\n\nexports.default = DatePickerDialog;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar
_createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _toConsumableArray2 =
require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 =
_interopRequireDefault(_toConsumableArray2);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar
_reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode = require('keycode');\n\nvar
_keycode2 = _interopRequireDefault(_keycode);\n\nvar _transitions =
require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar
_CalendarActionButtons = require('./CalendarActionButtons');\n\nvar _CalendarActionButtons2 =
_interopRequireDefault(_CalendarActionButtons);\n\nvar _CalendarMonth = require('./CalendarMonth');\n\nvar
_CalendarMonth2 = _interopRequireDefault(_CalendarMonth);\n\nvar _CalendarYear =
require('./CalendarYear');\n\nvar _CalendarYear2 = _interopRequireDefault(_CalendarYear);\n\nvar
_CalendarToolbar = require('./CalendarToolbar');\n\nvar _CalendarToolbar2 =
_interopRequireDefault(_CalendarToolbar);\n\nvar _DateDisplay = require('./DateDisplay');\n\nvar _DateDisplay2 =
_interopRequireDefault(_DateDisplay);\n\nvar _SlideIn = require('./internal/SlideIn');\n\nvar _SlideIn2 =
_interopRequireDefault(_SlideIn);\n\nvar _dateUtils = require('./dateUtils');\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar daysArray
= [].concat((0,
_toConsumableArray3.default)(Array(7)));\n\nvar Calendar = function (_Component) {\n  (0,
_inherits3.default)(Calendar, _Component);\n\n  function Calendar() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
_classCallCheck3.default)(this, Calendar);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0;
_key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = Calendar.__proto__ || (0,
_getPrototypeOf2.default)(Calendar)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      displayDate:

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undefined,\n  displayMonthDay: undefined,\n  selectedDate: undefined,\n  transitionDirection: 'left',\n  transitionEnter: true\n  }, _this.calendarRefs = {}, _this.handleClickDay = function (event, date) {\n
  _this.setSelectedDate(date);\n\n  if (_this.props.onClickDay) _this.props.onClickDay(event, date);\n  },
  _this.handleMonthChange
= function (months) {\n  var nextDirection = _this.context.muiTheme.isRtl ? 'right' : 'left';\n  var prevDirection
= _this.context.muiTheme.isRtl ? 'left' : 'right';\n  var direction = months >= 0 ? nextDirection : prevDirection;\n\n
  _this.setState({\n    transitionDirection: direction,\n    displayDate:
  _this.props.utils.addMonths(_this.state.displayDate, months)\n  });\n  }, _this.handleClickYear = function (event,
year) {\n  _this.setSelectedDate(_this.props.utils.setYear(_this.state.selectedDate, year), event);\n\n
  _this.handleClickDateDisplayMonthDay();\n  }, _this.handleClickDateDisplayMonthDay = function () {\n
  _this.setState({\n    displayMonthDay: true\n  });\n  }, _this.handleClickDateDisplayYear = function () {\n
  _this.setState({\n    displayMonthDay: false\n  });\n  }, _this.handleWindowKeyDown = function (event) {\n
  if (_this.props.open) {\n    var nextArrow = _this.context.muiTheme.isRtl
? 'left' : 'right';\n    var prevArrow = _this.context.muiTheme.isRtl ? 'right' : 'left';\n    switch ((0,
_keycode2.default)(event)) {\n      case 'up':\n        if (event.altKey && event.shiftKey) {\n
          _this.addSelectedYears(-1);\n        } else if (event.shiftKey) {\n          _this.addSelectedMonths(-1);\n        }
else {\n          _this.addSelectedDays(-7);\n        }\n        break;\n      case 'down':\n        if
(event.altKey && event.shiftKey) {\n          _this.addSelectedYears(1);\n        } else if (event.shiftKey) {\n
          _this.addSelectedMonths(1);\n        } else {\n          _this.addSelectedDays(7);\n        }\n        \n
        break;\n      case nextArrow:\n        if (event.altKey && event.shiftKey) {\n
          _this.addSelectedYears(1);\n        } else if (event.shiftKey) {\n          _this.addSelectedMonths(1);\n        }
else {\n          _this.addSelectedDays(1);\n        }\n        \n        break;\n      case prevArrow:\n        if (event.altKey && event.shiftKey) {\n
          _this.addSelectedYears(-1);\n        } else if (event.shiftKey) {\n          _this.addSelectedMonths(-1);\n        }
else {\n          _this.addSelectedDays(-1);\n        }\n        \n        break;\n    }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Calendar, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        displayDate:
this.props.utils.getFirstDayOfMonth(this.props.initialDate),\n        selectedDate: this.props.initialDate,\n
        displayMonthDay: !this.props.openToYearSelection\n      });\n    }, {\n    key: 'componentWillReceiveProps',\n
    value: function componentWillReceiveProps(nextProps) {\n      if (nextProps.initialDate !== this.props.initialDate)
{\n        var
        date = nextProps.initialDate || new Date();\n        this.setState({\n          displayDate:
this.props.utils.getFirstDayOfMonth(date),\n          selectedDate: date\n        });\n      }\n    }, {\n    key:
'getMinDate',\n    value: function getMinDate() {\n      return this.props.minDate || this.props.utils.addYears(new
Date(), -100);\n    }, {\n    key: 'getMaxDate',\n    value: function getMaxDate() {\n      return
this.props.maxDate || this.props.utils.addYears(new Date(), 100);\n    }, {\n    key: 'getSelectedDate',\n    value:
function getSelectedDate() {\n      return this.state.selectedDate;\n    }, {\n    key: 'isSelectedDateDisabled',\n
    value: function isSelectedDateDisabled() {\n      if (!this.state.displayMonthDay) {\n        return false;\n      }\n
      if (this.calendarRefs.calendar) {\n        return this.calendarRefs.calendar.isSelectedDateDisabled();\n      } else {\n
        return false;\n      }\n    }, {\n    key: 'addSelectedDays',\n
    value: function addSelectedDays(days) {\n
      this.setSelectedDate(this.props.utils.addDays(this.state.selectedDate, days));\n    }, {\n    key:
'addSelectedMonths',\n    value: function addSelectedMonths(months) {\n
      this.setSelectedDate(this.props.utils.addMonths(this.state.selectedDate, months));\n    }, {\n    key:
'addSelectedYears',\n    value: function addSelectedYears(years) {\n
      this.setSelectedDate(this.props.utils.addYears(this.state.selectedDate, years));\n    }, {\n    key:
'setDisplayDate',\n    value: function setDisplayDate(date, newSelectedDate) {\n      var newDisplayDate =
this.props.utils.getFirstDayOfMonth(date);\n      if (newDisplayDate !== this.state.displayDate) {\n        var

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nextDirection = this.context.muiTheme.isRtl ? 'right' : 'left';\n    var prevDirection = this.context.muiTheme.isRtl
? 'left' : 'right';\n    var direction = newDisplayDate > this.state.displayDate ? nextDirection : prevDirection;\n
this.setState({\n
    displayDate: newDisplayDate,\n    transitionDirection: direction,\n    selectedDate: newSelectedDate ||
this.state.selectedDate\n    });\n    }\n    }\n    }, {\n    key: 'setSelectedDate',\n    value: function
setSelectedDate(date) {\n    var adjustedDate = date;\n    var minDate = this.getMinDate();\n    var maxDate =
this.getMaxDate();\n    if ((0, _dateUtils.isBeforeDate)(date, minDate)) {\n    adjustedDate = minDate;\n    }
else if ((0, _dateUtils.isAfterDate)(date, maxDate)) {\n    adjustedDate = maxDate;\n    }\n    }\n    var
newDisplayDate = this.props.utils.getFirstDayOfMonth(adjustedDate);\n    if (newDisplayDate !==
this.state.displayDate) {\n    this.setDisplayDate(newDisplayDate, adjustedDate);\n    } else {\n
this.setState({\n    selectedDate: adjustedDate\n    });\n    }\n    }\n    }, {\n    key: 'getToolbarInteractions',\n
value: function getToolbarInteractions() {\n    return {\n
    prevMonth: this.props.utils.monthDiff(this.state.displayDate, this.getMinDate()) > 0,\n    nextMonth:
this.props.utils.monthDiff(this.state.displayDate, this.getMaxDate()) < 0\n    });\n    }\n    }, {\n    key:
'yearSelector',\n    value: function yearSelector() {\n    if (!this.props.disableYearSelection) {\n    return
_react2.default.createElement(_CalendarYear2.default, {\n    key: 'years',\n    DateTimeFormat:
this.props.DateTimeFormat,\n    locale: this.props.locale,\n    onClickYear: this.handleClickYear,\n
selectedDate: this.state.selectedDate,\n    minDate: this.getMinDate(),\n    maxDate: this.getMaxDate(),\n
utils: this.props.utils\n    });\n    }\n    }\n    }, {\n    key: 'render',\n    value: function render() {\n    var _this2 =
this;\n    var prepareStyles = this.context.muiTheme.prepareStyles;\n    var hideCalendarDate =
this.props.hideCalendarDate;\n    var toolbarInteractions = this.getToolbarInteractions();\n
    var isLandscape = this.props.mode === 'landscape';\n    var calendarTextColor =
this.context.muiTheme.datePicker.calendarTextColor;\n    var styles = {\n    root: {\n    color:
calendarTextColor,\n    userSelect: 'none',\n    width: !hideCalendarDate && isLandscape ? 479 : 310\n
},\n    calendar: {\n    display: 'flex',\n    flexDirection: 'column'\n    },\n    calendarContainer: {\n
display: 'flex',\n    alignContent: 'space-between',\n    justifyContent: 'space-between',\n    flexDirection:
'column',\n    fontSize: 12,\n    fontWeight: 400,\n    padding: '0px 8px',\n    transition:
_react2.default.easeOut()\n    },\n    yearContainer: {\n    display: 'flex',\n    justifyContent: 'space-
between',\n    flexDirection: 'column',\n    height: 272,\n    marginTop: 10,\n    overflow: 'hidden',\n
width:
310\n    },\n    weekTitle: {\n    display: 'flex',\n    flexDirection: 'row',\n    justifyContent: 'space-
between',\n    fontWeight: '500',\n    height: 20,\n    lineHeight: '15px',\n    opacity: '0.5',\n
textAlign: 'center'\n    },\n    weekTitleDay: {\n    width: 42\n    },\n    transitionSlide: {\n    height:
214\n    }\n    });\n    var weekTitleDayStyle = prepareStyles(styles.weekTitleDay);\n    var _props =
this.props,\n    cancelLabel = _props.cancelLabel,\n    DateTimeFormat = _props.DateTimeFormat,\n
firstDayOfWeek = _props.firstDayOfWeek,\n    locale = _props.locale,\n    okLabel = _props.okLabel,\n
onClickCancel = _props.onClickCancel,\n    onClickOk = _props.onClickOk,\n    utils = _props.utils;\n
return _react2.default.createElement('div', {\n    style: prepareStyles(styles.root)\n    },\n    _react2.default.createElement(_reactEventListener2.default,
{\n    target: 'window',\n    onKeyDown: this.handleWindowKeyDown\n    }), !hideCalendarDate &&
_react2.default.createElement(_DateDisplay2.default, {\n    DateTimeFormat: DateTimeFormat,\n
disableYearSelection: this.props.disableYearSelection,\n    onClickMonthDay:
this.handleClickDateDisplayMonthDay,\n    onClickYear: this.handleClickDateDisplayYear,\n    locale:
locale,\n    monthDaySelected: this.state.displayMonthDay,\n    mode: this.props.mode,\n    selectedDate:
this.state.selectedDate\n    }), _react2.default.createElement('div', {\n    style: prepareStyles(styles.calendar)\n
}), this.state.displayMonthDay && _react2.default.createElement('div', {\n    style:
prepareStyles(styles.calendarContainer)\n    }, _react2.default.createElement(_CalendarToolbar2.default, {\n
DateTimeFormat: DateTimeFormat,\n    locale: locale,\n    displayDate: this.state.displayDate,\n

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    onMonthChange: this.handleMonthChange,\n    prevMonth: toolbarInteractions.prevMonth,\n    nextMonth:
toolbarInteractions.nextMonth\n  )), _react2.default.createElement('div', {\n    style:
prepareStyles(styles.weekTitle)\n  }, daysArray.map(function (event, i) {\n    return
_react2.default.createElement('span', {\n    key: i,\n    style: weekTitleDayStyle\n  }, (0,
_dateUtils.localizedWeekday)(DateTimeFormat, locale, i, firstDayOfWeek));\n  })),
_react2.default.createElement(_SlideIn2.default, {\n    direction: this.state.transitionDirection,\n    style:
styles.transitionSlide\n  }, _react2.default.createElement(_CalendarMonth2.default, {\n    DateTimeFormat:
DateTimeFormat,\n    locale: locale,\n    displayDate: this.state.displayDate,\n    firstDayOfWeek:
this.props.firstDayOfWeek,\n    key: this.state.displayDate.toString(),\n    minDate: this.getMinDate(),\n    maxDate: this.getMaxDate(),\n    onClickDay: this.handleClickDay,\n    ref: function ref(_ref2) {\n    return _this2.calendarRefs.calendar =
_ref2;\n  },\n    selectedDate: this.state.selectedDate,\n    shouldDisableDate:
this.props.shouldDisableDate,\n    utils: utils\n  }))), !this.state.displayMonthDay &&
_react2.default.createElement('div', {\n    style: prepareStyles(styles.yearContainer)\n  }, this.yearSelector()),
okLabel && _react2.default.createElement(_CalendarActionButtons2.default, {\n    autoOk: this.props.autoOk,\n    cancelLabel: cancelLabel,\n    okLabel: okLabel,\n    onClickCancel: onClickCancel,\n    onClickOk:
onClickOk\n  }));\n  }\n  });\n  return Calendar;\n})(_react.Component);\n\nCalendar.defaultProps = {\n  DateTimeFormat: _dateUtils.dateTimeFormat,\n  disableYearSelection: false,\n  initialDate: new Date(),\n  locale:
'en-US',\n  utils: _dateUtils.defaultUtils\n};\n\nCalendar.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nCalendar.propTypes
= process.env.NODE_ENV !== "production" ? {\n  DateTimeFormat: _propTypes2.default.func.isRequired,\n  autoOk: _propTypes2.default.bool,\n  cancelLabel: _propTypes2.default.node,\n  disableYearSelection:
_propTypes2.default.bool,\n  firstDayOfWeek: _propTypes2.default.number,\n  hideCalendarDate:
_propTypes2.default.bool,\n  initialDate: _propTypes2.default.object,\n  locale:
_propTypes2.default.string.isRequired,\n  maxDate: _propTypes2.default.object,\n  minDate:
_propTypes2.default.object,\n  mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n  okLabel:
_propTypes2.default.node,\n  onClickCancel: _propTypes2.default.func,\n  onClickDay:
_propTypes2.default.func,\n  onClickOk: _propTypes2.default.func,\n  open: _propTypes2.default.bool,\n  openToYearSelection: _propTypes2.default.bool,\n  shouldDisableDate: _propTypes2.default.func,\n  utils:
_propTypes2.default.object\n} : {};\n\nexports.default = Calendar;","use strict";\n\nObject.defineProperty(exports,
"__esModule", {\n  value: true\n});\n\nvar _getPrototypeOf = require("babel-runtime/core-js/object/get-prototype-
of");\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 =
require("babel-runtime/helpers/classCallCheck");\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require("babel-
runtime/helpers/createClass");\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require("babel-runtime/helpers/possibleConstructorReturn");\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require("babel-runtime/helpers/inherits");\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _FlatButton
= require('./FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar
CalendarActionButton = function (_Component) {\n  (0, _inherits3.default)(CalendarActionButton,
_Component);\n\n  function CalendarActionButton() {\n    (0, _classCallCheck3.default)(this,
CalendarActionButton);\n    return (0, _possibleConstructorReturn3.default)(this, (CalendarActionButton.__proto__
|| (0, _getPrototypeOf2.default)(CalendarActionButton)).apply(this, arguments));\n  }\n\n  (0,
_createClass3.default)(CalendarActionButton, [{\n    key: 'render',\n    value: function render() {\n    var _props =
this.props,\n    cancelLabel = _props.cancelLabel,\n    okLabel = _props.okLabel;\n    var styles = {\n

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root: {\n      display: 'flex',\n      flexDirection: 'row',\n      justifyContent: 'flex-end',\n      margin: 0,\n      maxHeight:
48,\n      padding: 0\n    },\n    flatButtons: {\n      fontSize: 14,\n      margin: '4px 8px 8px 0px',\n      maxHeight: 36,\n      minWidth: 64,\n      padding: 0\n    }\n  });\n  return
_react2.default.createElement('div', {\n    style: styles.root\n  },
_react2.default.createElement(_FlatButton2.default, {\n    label: cancelLabel,\n    onClick:
this.props.onClickCancel,\n    primary: true,\n    style: styles.flatButtons\n  }), !this.props.autoOk &&
_react2.default.createElement(_FlatButton2.default, {\n    disabled: this.refs.calendar !== undefined &&
this.refs.calendar.isSelectedDateDisabled(),\n    label: okLabel,\n    onClick: this.props.onClickOk,\n    primary: true,\n    style: styles.flatButtons\n  }));\n  }\n  });\n  return
CalendarActionButton;\n})(_react.Component);\n\nCalendarActionButton.propTypes = process.env.NODE_ENV
!== \"production\" ? {\n  autoOk: _propTypes2.default.bool,\n  cancelLabel: _propTypes2.default.node,\n  okLabel: _propTypes2.default.node,\n  onClickCancel:
_propTypes2.default.func,\n  onClickOk: _propTypes2.default.func\n} : {};\n  exports.default =
CalendarActionButton;
\"use strict\";\n  Object.defineProperty(exports, \"__esModule\", {\n    value: true\n});\n  nvar
_extends2 = require('babel-runtime/helpers/extends');\n  nvar _extends3 =
_interopRequireDefault(_extends2);\n  nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n  nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n  nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n  nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n  nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n  nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n  nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n  nvar _createClass3 = _interopRequireDefault(_createClass2);\n  nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n  nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n  nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n  nvar _inherits3 = _interopRequireDefault(_inherits2);\n  nvar
_simpleAssign = require('simple-assign');\n  nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n  nvar
_react = require('react');\n  nvar _react2 = _interopRequireDefault(_react);\n  nvar _propTypes = require('prop-
types');\n  nvar _propTypes2 = _interopRequireDefault(_propTypes);\n  nvar _transitions =
require('./styles/transitions');\n  nvar _transitions2 = _interopRequireDefault(_transitions);\n  nvar _colorManipulator
= require('./utils/colorManipulator');\n  nvar _EnhancedButton = require('./internal/EnhancedButton');\n  nvar
_EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n  nvar _FlatButtonLabel =
require('./FlatButtonLabel');\n  nvar
_FlatButtonLabel2 = _interopRequireDefault(_FlatButtonLabel);\n  nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n};\n  }\n  nfunction validateLabel(props, propName,
componentName) {\n    if (process.env.NODE_ENV !== 'production') {\n      if (!props.children && props.label !== 0
&& !props.label && !props.icon) {\n        return new Error('Required prop label or children or icon was not specified
in ' + componentName + '.');\n      }\n    }\n  }\n  nvar FlatButton = function (_Component) {\n    (0,
_inherits3.default)(FlatButton, _Component);\n    nfunction FlatButton() {\n      var _ref;\n      var _temp, _this,
_ret;\n      (0, _classCallCheck3.default)(this, FlatButton);\n      for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n        args[_key] = arguments[_key];\n      }\n      return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FlatButton.__proto__ || (0,
_getPrototypeOf2.default)(FlatButton))).call.apply(_ref,
[this].concat(args))), _this), _this.state = {\n        hovered: false,\n        isKeyboardFocused: false,\n        touch: false\n
}, _this.handleKeyboardFocus = function (event, isKeyboardFocused) {\n      _this.setState({\n        isKeyboardFocused: isKeyboardFocused\n      });\n      _this.props.onKeyboardFocus(event,
isKeyboardFocused);\n    }, _this.handleMouseEnter = function (event) {\n      // Cancel hover styles for touch
devices\n      if (!_this.state.touch) _this.setState({\n        hovered: true\n      });\n    }\n  }\n  }

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_this.props.onMouseEnter(event);\n  }, _this.handleMouseLeave = function (event) {\n  _this.setState({\n  hovered: false\n  });\n\n  _this.props.onMouseLeave(event);\n  }, _this.handleTouchStart = function (event)
{\n  _this.setState({\n  touch: true\n  });\n\n  _this.props.onTouchStart(event);\n  }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(FlatButton,
[{\n  key: 'componentWillReceiveProps',\n  value: function componentWillReceiveProps(nextProps) {\n  if
(nextProps.disabled) {\n  this.setState({\n  hovered: false\n  });\n  }\n  }, {\n  key: 'render',\n  value: function render() {\n  var _props = this.props,\n  backgroundColor = _props.backgroundColor,\n  children = _props.children,\n  disabled = _props.disabled,\n  fullWidth = _props.fullWidth,\n  hoverColor = _props.hoverColor,\n  icon = _props.icon,\n  label = _props.label,\n  labelStyle =
_props.labelStyle,\n  labelPosition = _props.labelPosition,\n  primary = _props.primary,\n  rippleColor = _props.rippleColor,\n  secondary = _props.secondary,\n  style = _props.style,\n  other =
(0, _objectWithoutProperties3.default)(_props, ['backgroundColor', 'children', 'disabled', 'fullWidth', 'hoverColor',
'icon',
'label', 'labelStyle', 'labelPosition', 'primary', 'rippleColor', 'secondary', 'style']);\n  var _context$muiTheme =
this.context.muiTheme,\n  borderRadius = _context$muiTheme.borderRadius,\n  _context$muiTheme$but
= _context$muiTheme.button,\n  buttonHeight = _context$muiTheme$but.height,\n  buttonMinWidth =
_context$muiTheme$but.minWidth,\n  buttonTextTransform = _context$muiTheme$but.textTransform,\n
_context$muiTheme$fla = _context$muiTheme.flatButton,\n  buttonFilterColor =
_context$muiTheme$fla.buttonFilterColor,\n  buttonColor = _context$muiTheme$fla.color,\n
disabledTextColor = _context$muiTheme$fla.disabledTextColor,\n  fontSize =
_context$muiTheme$fla.fontSize,\n  fontWeight = _context$muiTheme$fla.fontWeight,\n
primaryTextColor = _context$muiTheme$fla.primaryTextColor,\n  secondaryTextColor =
_context$muiTheme$fla.secondaryTextColor,\n  textColor = _context$muiTheme$fla.textColor,\n
_context$muiTheme$fla2 = _context$muiTheme$fla.textTransform,\n  textTransform =
_context$muiTheme$fla2 === undefined ? buttonTextTransform || 'uppercase' : _context$muiTheme$fla2;\n  var
defaultTextColor = disabled ? disabledTextColor : primary ? primaryTextColor : secondary ? secondaryTextColor :
textColor;\n  var defaultHoverColor = (0, _colorManipulator.fade)(buttonFilterColor, 0.2);\n  var
defaultRippleColor = buttonFilterColor;\n  var buttonHoverColor = hoverColor || defaultHoverColor;\n  var
buttonRippleColor = rippleColor || defaultRippleColor;\n  var buttonBackgroundColor = backgroundColor ||
buttonColor;\n  var hovered = (this.state.hovered || this.state.isKeyboardFocused) && !disabled;\n  var
mergedRootStyles = (0, _simpleAssign2.default)({}, {\n  height: buttonHeight,\n  lineHeight: buttonHeight
+ 'px',\n  minWidth: fullWidth ? '100%' : buttonMinWidth,\n  color: defaultTextColor,\n
transition: _transitions2.default.easeOut(),\n  borderRadius: borderRadius,\n  userSelect: 'none',\n
overflow: 'hidden',\n  backgroundColor: hovered ? buttonHoverColor : buttonBackgroundColor,\n  padding:
0,\n  margin: 0,\n  textAlign: 'center'\n  }, style);\n  var iconCloned = void 0;\n  var labelStyleIcon =
{};\n\n  if (icon) {\n  var iconStyles = (0, _simpleAssign2.default)({\n  verticalAlign: 'middle',\n
marginLeft: label && labelPosition !== 'before' ? 12 : 0,\n  marginRight: label && labelPosition === 'before' ?
12 : 0\n  }, icon.props.style);\n  iconCloned = _react2.default.cloneElement(icon, {\n  color:
icon.props.color || mergedRootStyles.color,\n  style: iconStyles,\n  key: 'iconCloned'\n  });\n\n  if
(labelPosition === 'before') {\n  labelStyleIcon.paddingRight = 8;\n  } else {\n
labelStyleIcon.paddingLeft
= 8;\n  }\n  }\n  }\n\n  var mergedLabelStyles = (0, _simpleAssign2.default)({\n  letterSpacing: 0,\n
textTransform: textTransform,\n  fontWeight: fontWeight,\n  fontSize: fontSize\n  }, labelStyleIcon,
labelStyle);\n  var labelElement = label ? _react2.default.createElement(_FlatButtonLabel2.default, {\n  key:
'labelElement',\n  label: label,\n  style: mergedLabelStyles\n  }): undefined; // Place label before or after
children.\n\n  var enhancedButtonChildren = labelPosition === 'before' ? [labelElement, iconCloned, children] :
[children, iconCloned, labelElement];\n  return _react2.default.createElement(_EnhancedButton2.default, (0,
_extends3.default)({}, other, {\n  disabled: disabled,\n  focusRippleColor: buttonRippleColor,\n

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focusRippleOpacity: 0.3,\n    onKeyboardFocus: this.handleKeyboardFocus,\n    onMouseLeave:
this.handleMouseLeave,\n    onMouseEnter: this.handleMouseEnter,\n
    onTouchStart: this.handleTouchStart,\n    style: mergedRootStyles,\n    touchRippleColor:
buttonRippleColor,\n    touchRippleOpacity: 0.3\n  })), enhancedButtonChildren);\n } \n }));\n return
FlatButton;\n }(_react.Component);\n\nFlatButton.muiName = 'FlatButton';\nFlatButton.defaultProps = {\n
disabled: false,\n fullWidth: false,\n labelStyle: {},\n labelPosition: 'after',\n onKeyboardFocus: function
onKeyboardFocus() {},\n onMouseEnter: function onMouseEnter() {},\n onMouseLeave: function
onMouseLeave() {},\n onTouchStart: function onTouchStart() {},\n primary: false,\n secondary:
false\n};\nFlatButton.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nFlatButton.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n  /**\n   * Color of button when mouse is not hovering over it.\n   */\n  backgroundColor:
_propTypes2.default.string,\n  /**\n   * This is what will be displayed inside the button.\n   * If a label is
specified, the text within the label prop will\n   * be displayed. Otherwise, the component will expect children\n   *
which will then be displayed. (In our example,\n   * we are nesting an `<input type=\"file\" />` and a `span`\n   * that
acts as our label to be displayed.) This only\n   * applies to flat and raised buttons.\n   */\n  children:
_propTypes2.default.node,\n  /**\n   * The CSS class name of the root element.\n   */\n  className:
_propTypes2.default.string,\n  /**\n   * The element to use as the container for the FlatButton. Either a string to\n
* use a DOM element or a ReactElement. This is useful for wrapping the\n   * FlatButton in a custom Link
component. If a ReactElement is given, ensure\n   * that it passes all of its given props through to the underlying
DOM\n   * element and renders its children prop for proper integration.\n   */\n  containerElement:
_propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n  /**\n   * If
true, the element's ripple effect will be disabled.\n   */\n  disableTouchRipple: _propTypes2.default.bool,\n  /**\n
* Disables the button if set to true.\n   */\n  disabled: _propTypes2.default.bool,\n  /**\n   * If true, the button will
take up the full width of its container.\n   */\n  fullWidth: _propTypes2.default.bool,\n  /**\n   * Color of button
when mouse hovers over.\n   */\n  hoverColor: _propTypes2.default.string,\n  /**\n   * The URL to link to when
the button is clicked.\n   */\n  href: _propTypes2.default.string,\n  /**\n   * Use this property to display an icon.\n
*/\n  icon: _propTypes2.default.node,\n  /**\n   * Label for the button.\n   */\n  label: validateLabel,\n  /**\n
* Place label before or after the passed children.\n   */\n  labelPosition: _propTypes2.default.oneOf(['before',
'after']),\n  /**\n   * Override the inline-styles of the button's label element.\n   */\n  labelStyle:
_propTypes2.default.object,\n  /**\n   * Callback function
fired when the button is clicked.\n   */\n  /**\n   * @param {object} event Click event targeting the button.\n   */\n
onClick: _propTypes2.default.func,\n  /**\n   * Callback function fired when the element is focused or blurred by
the keyboard.\n   */\n  /**\n   * @param {object} event `focus` or `blur` event targeting the element.\n   */\n
/**\n   * @param {boolean} isKeyboardFocused Indicates whether the element is focused.\n   */\n  onKeyboardFocus:
_propTypes2.default.func,\n  /**\n   * @ignore\n   */\n  onMouseEnter: _propTypes2.default.func,\n  /**\n   * @ignore\n
*/\n  onMouseLeave: _propTypes2.default.func,\n  /**\n   * @ignore\n   */\n  onTouchStart: _propTypes2.default.func,\n
  /**\n   * If true, colors button according to\n   */\n  primaryTextColor from the Theme.\n   */\n  primary:
_propTypes2.default.bool,\n  /**\n   * Color for the ripple after button is clicked.\n   */\n  rippleColor:
_propTypes2.default.string,\n  /**\n   * If true, colors button according to secondaryTextColor from the theme.\n
*/\n  /**\n   * The primary
prop has precedent if set to true.\n   */\n  secondary: _propTypes2.default.bool,\n  /**\n   * Override the inline-
styles of the root element.\n   */\n  style: _propTypes2.default.object\n } : {});\nexports.default = FlatButton;","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-

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runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar
_inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule
? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var baseTheme =
context.muiTheme.baseTheme;\n return {\n root: {\n position: 'relative',\n paddingLeft:
baseTheme.spacing.desktopGutterLess,\n paddingRight: baseTheme.spacing.desktopGutterLess,\n
verticalAlign: 'middle'\n };\n}\n\nvar FlatButtonLabel = function (_Component) {\n (0,
_inherits3.default)(FlatButtonLabel, _Component);\n\n function FlatButtonLabel() {\n (0,
_classCallCheck3.default)(this, FlatButtonLabel);\n return (0, _possibleConstructorReturn3.default)(this,
(FlatButtonLabel.__proto__ || (0, _getPrototypeOf2.default)(FlatButtonLabel)).apply(this, arguments));\n }
\n (0,
_createClass3.default)(FlatButtonLabel, [{\n key: 'render',\n value: function render() {\n var _props =
this.props,\n label = _props.label,\n style = _props.style;\n var prepareStyles =
this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return
_react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n
}), label);\n };\n }]);\n return FlatButtonLabel;\n}(_react.Component);\n\nFlatButtonLabel.contextTypes = {\n
muiTheme: _propTypes2.default.object.isRequired\n};\n\nFlatButtonLabel.propTypes = process.env.NODE_ENV
!=="production" ? {\n label: _propTypes2.default.node,\n style: _propTypes2.default.object\n } :
{};\n\nexports.default = FlatButtonLabel;","use strict";\n\nObject.defineProperty(exports, "__esModule",
{\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _dateUtils = require('./dateUtils');\n\nvar _DayButton
= require('./DayButton');\n\nvar _DayButton2 = _interopRequireDefault(_DayButton);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar styles = {\n
root: {\n display: 'flex',\n flexDirection: 'column',\n justifyContent: 'flex-start',\n fontWeight: 400,\n height:
228,\n lineHeight: 2,\n position: 'relative',\n textAlign: 'center',\n MozPaddingStart: 0\n },\n week: {\n
display: 'flex',\n flexDirection: 'row',\n justifyContent: 'space-around',\n height: 34,\n marginBottom: 2\n
}\n};\n\nvar CalendarMonth = function (_Component) {\n (0, _inherits3.default)(CalendarMonth,
_Component);\n\n function CalendarMonth() {\n var _ref;\n var _temp, _this, _ret;\n\n (0,
_classCallCheck3.default)(this, CalendarMonth);\n\n for (var _len = arguments.length, args = Array(_len), _key =
0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret
= (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarMonth.__proto__ || (0,
_getPrototypeOf2.default)(CalendarMonth)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickDay =
function (event, date) {\n if (_this.props.onClickDay) {\n _this.props.onClickDay(event, date);\n }
\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n };\n\n (0, _createClass3.default)(CalendarMonth,
[{\n key: 'isSelectedDateDisabled',\n value: function isSelectedDateDisabled() {\n return
this.selectedDateDisabled;\n };\n }, {\n key: 'shouldDisableDate',\n value: function shouldDisableDate(day)
{\n if (day === null) return false;\n var disabled = !(0, _dateUtils.isBetweenDates)(day, this.props.minDate,

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this.props.maxDate);\n    if (!disabled && this.props.shouldDisableDate) disabled =
this.props.shouldDisableDate(day);\n    return disabled;\n  }\n }, {\n key: 'getWeekElements',\n value:
function
  getWeekElements() {\n    var _this2 = this;\n    var weekArray =
this.props.utils.getWeekArray(this.props.displayDate, this.props.firstDayOfWeek);\n    return
weekArray.map(function (week, i) {\n      return _react2.default.createElement('div', {\n        key: i,\n        style:
styles.week\n      }, _this2.getDayElements(week, i));\n    }, this);\n  }\n }, {\n key: 'getDayElements',\n
value: function getDayElements(week, i) {\n    var _this3 = this;\n    var _props = this.props,\n    DateTimeFormat = _props.DateTimeFormat,\n    locale = _props.locale,\n    selectedDate =
_props.selectedDate;\n    return week.map(function (day, j) {\n      var isSameDate = (0,
_dateUtils.isEqualDate)(selectedDate, day);\n      var disabled = _this3.shouldDisableDate(day);\n      var
selected = !disabled && isSameDate;\n      if (isSameDate) {\n        _this3.selectedDateDisabled = disabled;\n
      }\n      return _react2.default.createElement(_DayButton2.default,
{\n        DateTimeFormat: DateTimeFormat,\n        locale: locale,\n        date: day,\n        disabled: disabled,\n
key: 'db' + (i + j),\n        onClick: _this3.handleClickDay,\n        selected: selected\n      });\n    }, this);\n
}\n }, {\n key: 'render',\n value: function render() {\n    return _react2.default.createElement('div', {\n
style: styles.root\n  }, this.getWeekElements());\n  }\n });\n return
CalendarMonth;\n }(_react.Component);\n\nCalendarMonth.propTypes = process.env.NODE_ENV !==
'production' ? {\n  DateTimeFormat: _propTypes2.default.func.isRequired,\n  autoOk:
_propTypes2.default.bool,\n  displayDate: _propTypes2.default.object.isRequired,\n  firstDayOfWeek:
_propTypes2.default.number,\n  locale: _propTypes2.default.string.isRequired,\n  maxDate:
_propTypes2.default.object,\n  minDate: _propTypes2.default.object,\n  onClickDay: _propTypes2.default.func,\n
selectedDate:
_propTypes2.default.object.isRequired,\n  shouldDisableDate: _propTypes2.default.func,\n  utils:
_propTypes2.default.object.isRequired\n } : {};\n exports.default = CalendarMonth;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2
= require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('./styles/transitions');\n\nvar
_transitions2 = _interopRequireDefault(_transitions);\n\nvar _dateUtils = require('./dateUtils');\n\nvar
_EnhancedButton = require('./internal/EnhancedButton');\n\nvar _EnhancedButton2 =
_interopRequireDefault(_EnhancedButton);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var date =
props.date,\n  disabled = props.disabled,\n  selected
= props.selected;\n  var hover = state.hover;\n  var _context$muiTheme = context.muiTheme,\n  baseTheme =
_context$muiTheme.baseTheme,\n  datePicker = _context$muiTheme.datePicker;\n  var labelColor =
baseTheme.palette.textColor;\n  var buttonStateOpacity = 0;\n  var buttonStateTransform = 'scale(0)';\n  if (hover ||
selected) {\n    labelColor = datePicker.selectTextColor;\n    buttonStateOpacity = selected ? 1 : 0.6;\n

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buttonStateTransform = 'scale(1)';\n } else if ((0, _dateUtils.isEqualDate)(date, new Date())) {\n  labelColor =
datePicker.color;\n }\n\n return {\n  root: {\n    boxSizing: 'border-box',\n    fontWeight: '400',\n    opacity:
disabled && '0.4',\n    padding: '4px 0px',\n    position: 'relative',\n    WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n
// Remove mobile color flashing (deprecated)\n    width: 42\n  },\n  label: {\n    color: labelColor,\n
fontWeight: '400',\n    position: 'relative'\n  },\n  buttonState:
{\n    backgroundColor: datePicker.selectColor,\n    borderRadius: '50%',\n    height: 34,\n    left: 4,\n
opacity: buttonStateOpacity,\n    position: 'absolute',\n    top: 0,\n    transform: buttonStateTransform,\n
transition: _transitions2.default.easeOut(),\n    width: 34\n  }\n};\n\n\nvar DayButton = function (_Component)
{\n  (0, _inherits3.default)(DayButton, _Component);\n\n  function DayButton() {\n    var _ref;\n    var _temp,
_this, _ret;\n    (0, _classCallCheck3.default)(this, DayButton);\n    for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n    return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DayButton.__proto__ || (0,
_getPrototypeOf2.default)(DayButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n  hover:
false\n  }, _this.handleMouseEnter = function () {\n    if (!_this.props.disabled)
{\n      _this.setState({\n        hover: true\n      });\n    }\n  }, _this.handleMouseLeave = function () {\n    if
(!_this.props.disabled) {\n      _this.setState({\n        hover: false\n      });\n    }\n  }, _this.handleClick =
function (event) {\n    if (!_this.props.disabled && _this.props.onClick) {\n      _this.props.onClick(event,
_this.props.date);\n    }\n  }, _this.handleKeyboardFocus = function (event, keyboardFocused) {\n    if
(!_this.props.disabled && _this.props.onKeyboardFocus) {\n      _this.props.onKeyboardFocus(event,
keyboardFocused, _this.props.date);\n    }\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n
}\n\n  (0, _createClass3.default)(DayButton, [{\n    key: 'render',\n    value: function render() {\n      var _props =
this.props,\n          DateTimeFormat = _props.DateTimeFormat,\n          date = _props.date,\n          disabled =
_props.disabled,\n          locale = _props.locale,\n          onClick = _props.onClick,\n          selected = _props.selected,\n          other = (0,
_objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'date', 'disabled', 'locale', 'onClick', 'selected']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context,
this.state);\n      return date ? _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({
other, {\n        disabled: disabled,\n        disableFocusRipple: true,\n        disableTouchRipple: true,\n
onKeyboardFocus: this.handleKeyboardFocus,\n        onMouseEnter: this.handleMouseEnter,\n        onMouseLeave:
this.handleMouseLeave,\n        onClick: this.handleClick,\n        style: styles.root\n      })),
_react2.default.createElement('div', {\n        style: prepareStyles(styles.buttonState)\n      })),
_react2.default.createElement('span', {\n        style: prepareStyles(styles.label)\n      }, new DateTimeFormat(locale,
{\n        day: 'numeric'\n      }).format(date))) : _react2.default.createElement('span', {\n        style:
prepareStyles(styles.root)\n      });\n    }\n  }]);\n  return
DayButton;\n}(_react.Component);\n\nDayButton.defaultProps = {\n  selected: false,\n  disabled:
false\n};\n\nDayButton.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nDayButton.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n  DateTimeFormat: _propTypes2.default.func.isRequired,\n  date: _propTypes2.default.object,\n  disabled:
_propTypes2.default.bool,\n  locale: _propTypes2.default.string.isRequired,\n  onClick: _propTypes2.default.func,\n
onKeyboardFocus: _propTypes2.default.func,\n  selected: _propTypes2.default.bool\n} : {};\n\nexports.default =
DayButton;\n\n\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\n\nvar _extends2 =
require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefaultDefault(_extends2);\n\nvar
_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefaultDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefaultDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-

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runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 =
_interopRequireDefault(_reactDom);\n\nvar _YearButton = require('./YearButton');\n\nvar
_YearButton2 = _interopRequireDefault(_YearButton);\n\nfunction _interopRequireDefault(obj) {\n return obj
&& obj.__esModule ? obj : {\n default: obj\n };}\n\nvar CalendarYear = function (_Component) {\n (0,
_inherits3.default)(CalendarYear, _Component);\n\n function CalendarYear() {\n var _ref;\n var _temp, _this,
_ret;\n\n (0, _classCallCheck3.default)(this, CalendarYear);\n\n for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp =
(_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarYear.__proto__ || (0,
_getPrototypeOf2.default)(CalendarYear)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickYear =
function (event, year) {\n if (_this.props.onClickYear) {\n _this.props.onClickYear(event, year);\n }\n
}, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(CalendarYear, [{\n key: 'componentDidMount',\n value: function
componentDidMount() {\n this.scrollToSelectedYear();\n }\n }, {\n key: 'componentDidUpdate',\n value:
function componentDidUpdate() {\n this.scrollToSelectedYear();\n }\n }, {\n key: 'getYears',\n value:
function getYears() {\n var _props = this.props,\n DateTimeFormat = _props.DateTimeFormat,\n locale =
_props.locale,\n minDate = _props.minDate,\n maxDate = _props.maxDate,\n selectedDate =
_props.selectedDate,\n utils = _props.utils;\n var minYear = utils.getYear(minDate);\n var maxYear =
utils.getYear(maxDate);\n var years = [];\n\n for (var year = minYear; year <= maxYear; year++) {\n var
selected = utils.getYear(selectedDate) === year;\n var selectedProps = {};\n\n if (selected) {\n
selectedProps.ref = 'selectedYearButton';\n }\n\n var
yearFormatted = new DateTimeFormat(locale, {\n year: 'numeric'\n }).format(utils.setYear(selectedDate,
year));\n\n var yearButton = _react2.default.createElement(_YearButton2.default, (0, _extends3.default)({\n
key: 'yb' + year,\n onClick: this.handleClickYear,\n selected: selected,\n year: year,\n utils:
utils\n }, selectedProps), yearFormatted);\n\n years.push(yearButton);\n }\n\n return years;\n }\n },
{\n key: 'scrollToSelectedYear',\n value: function scrollToSelectedYear() {\n if (this.refs.selectedYearButton
=== undefined) {\n return;\n }\n\n var container = _reactDom2.default.findDOMNode(this);\n\n var
yearButtonNode = _reactDom2.default.findDOMNode(this.refs.selectedYearButton);\n\n var containerHeight =
container.clientHeight;\n var yearButtonNodeHeight = yearButtonNode.clientHeight || 32;\n var scrollYOffset
= yearButtonNode.offsetTop
+ yearButtonNodeHeight / 2 - containerHeight / 2;\n container.scrollTop = scrollYOffset;\n }\n }, {\n key:
'render',\n value: function render() {\n var _context$muiTheme = this.context.muiTheme,\n prepareStyles
= _context$muiTheme.prepareStyles,\n calendarYearBackgroundColor =
_context$muiTheme.datePicker.calendarYearBackgroundColor;\n var styles = {\n root: {\n
backgroundColor: calendarYearBackgroundColor,\n height: 'inherit',\n lineHeight: '35px',\n
overflowX: 'hidden',\n overflowY: 'scroll',\n position: 'relative'\n },\n child: {\n display:
'flex',\n flexDirection: 'column',\n justifyContent: 'center',\n minHeight: '100%'\n }\n };
return _react2.default.createElement('div', {\n style: prepareStyles(styles.root)\n },
_react2.default.createElement('div', {\n style: prepareStyles(styles.child)\n
}, this.getYears()));\n }\n }]);\n return CalendarYear;}(_react.Component);\n\nCalendarYear.contextTypes
= {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nCalendarYear.propTypes = process.env.NODE_ENV
!=="production" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n locale:
_propTypes2.default.string.isRequired,\n maxDate: _propTypes2.default.object.isRequired,\n minDate:
_propTypes2.default.object.isRequired,\n onClickYear: _propTypes2.default.func,\n selectedDate:
_propTypes2.default.object.isRequired,\n utils: _propTypes2.default.object.isRequired,\n wordings:

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_propTypes2.default.object\n} : {};\nexports.default = CalendarYear;","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3
= _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _EnhancedButton
= require('./internal/EnhancedButton');\n\nvar _EnhancedButton2 =
_interopRequireDefault(_EnhancedButton);\n\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var selected =
props.selected,\n year = props.year,\n utils = props.utils;\n var _context$muiTheme = context.muiTheme,\n
baseTheme = _context$muiTheme.baseTheme,\n datePicker = _context$muiTheme.datePicker;\n var hover =
state.hover;\n return {\n root: {\n boxSizing: 'border-box',\n color: year === utils.getYear(new Date()) &&
datePicker.color,\n display: 'block',\n fontSize: 14,\n margin: '0 auto',\n position: 'relative',\n
textAlign: 'center',\n lineHeight: 'inherit',\n WebkitTapHighlightColor: 'rgba(0,0,0,0)' // Remove mobile color
flashing (deprecated)\n },\n label: {\n alignSelf: 'center',\n color: hover || selected ? datePicker.color
: baseTheme.palette.textColor,\n fontSize: selected ? 26 : 17,\n fontWeight: hover ? 450 : selected ? 500 :
400,\n position: 'relative',\n top: -1\n };\n }\n}\n\nvar YearButton = function (_Component) {\n (0,
_inherits3.default)(YearButton, _Component);\n\n function YearButton() {\n var _ref;\n\n var _temp, _this,
_ret;\n\n (0, _classCallCheck3.default)(this, YearButton);\n\n for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp =
(_this = (0, _possibleConstructorReturn3.default)(this, (_ref = YearButton.__proto__ || (0,
_getPrototypeOf2.default)(YearButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n hover:
false\n }, _this.handleClick = function () {\n _this.setState({\n hover: true\n });\n },\n
_this.handleClick = function () {\n _this.setState({\n hover: false\n
});\n }, _this.handleClick = function (event) {\n if (_this.props.onClick) {\n _this.props.onClick(event,
_this.props.year);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0,
_createClass3.default)(YearButton, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n
children = _props.children,\n className = _props.className,\n onClick = _props.onClick,\n
selected = _props.selected,\n year = _props.year,\n utils = _props.utils,\n other = (0,
_objectWithoutProperties3.default)(_props, ['children', 'className', 'onClick', 'selected', 'year', 'utils']);\n var
prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context,
this.state);\n return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other,
{\n disableFocusRipple: true,\n disableTouchRipple:
true,\n onMouseEnter: this.handleClick,\n onMouseLeave: this.handleClick,\n onClick:
this.handleClick,\n style: styles.root\n })), _react2.default.createElement('span', {\n style:
prepareStyles(styles.label)\n }, children));\n }\n }]);\n return
YearButton;\n }(_react.Component);\n\n YearButton.defaultProps = {\n selected:
false\n };\n\n YearButton.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n };\n\n YearButton.propTypes = process.env.NODE_ENV !== \"production\" ?

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{\n children: _propTypes2.default.node.isRequired,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n onClick: _propTypes2.default.func,\n selected:\n _propTypes2.default.bool,\n utils: _propTypes2.default.object.isRequired,\n year:\n _propTypes2.default.number.isRequired\n} : {};\nexports.default = YearButton;","use\nstrict";\n\nObject.defineProperty(exports, "__esModule", {\n value:\n true\n});\n\nvar _getPrototypeOf = require("babel-runtime/core-js/object/get-prototype-of");\n\nvar\n _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar\n _classCallCheck2 = require('babel-\nruntime/helpers/classCallCheck');\n\nvar\n _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar\n _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar\n _createClass3 =\n _interopRequireDefault(_createClass2);\n\nvar\n _possibleConstructorReturn2 = require('babel-\nruntime/helpers/possibleConstructorReturn');\n\nvar\n _possibleConstructorReturn3 =\n _interopRequireDefault(_possibleConstructorReturn2);\n\nvar\n _inherits2 = require('babel-\nruntime/helpers/inherits');\n\nvar\n _inherits3 = _interopRequireDefault(_inherits2);\n\nvar\n _react =\n require('react');\n\nvar\n _react2 = _interopRequireDefault(_react);\n\nvar\n _propTypes = require('prop-types');\n\nvar\n _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar\n _IconButton = require('../IconButton');\n\nvar\n _IconButton2 = _interopRequireDefault(_IconButton);\n\nvar\n _chevronLeft = require('../svg-icons/navigation/chevron-left');\n\nvar\n _chevronLeft2 =\n _interopRequireDefault(_chevronLeft);\n\nvar\n _chevronRight = require('../svg-icons/navigation/chevron-\nright');\n\nvar\n _chevronRight2 = _interopRequireDefault(_chevronRight);\n\nvar\n _SlideIn =\n require('../internal/SlideIn');\n\nvar\n _SlideIn2 = _interopRequireDefault(_SlideIn);\n\n\nfunction\n _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n};\n}\n\nvar\n styles = {\n root: {\n display: 'flex',\n justifyContent: 'space-between',\n backgroundColor: 'inherit',\n height: 48\n},\n titleDiv: {\n fontSize: 14,\n fontWeight: '500',\n textAlign: 'center',\n width: '100%\n'},\n titleText: {\n height: 'inherit',\n paddingTop: 12\n};\n}\n\nvar\n CalendarToolbar = function (_Component) {\n (0,\n _inherits3.default)(CalendarToolbar, _Component);\n\n function CalendarToolbar() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, CalendarToolbar);\n\n for (var _len =\n arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n}\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =\n CalendarToolbar.__proto__ || (0, _getPrototypeOf2.default)(CalendarToolbar)).call.apply(_ref, [this].concat(args))),\n _this), _this.state = {\n transitionDirection: 'up'\n }, _this.handleClickPrevMonth = function () {\n if\n (_this.props.onMonthChange) {\n _this.props.onMonthChange(-1);\n }\n }, _this.handleClickNextMonth =\n function () {\n if (_this.props.onMonthChange) {\n _this.props.onMonthChange(1);\n }\n }, _temp), (0,\n _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(CalendarToolbar, [{\n key:\n 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n\n if (nextProps.displayDate !== this.props.displayDate) {\n var nextDirection = this.context.muiTheme.isRtl ?\n 'right' : 'left';\n var prevDirection = this.context.muiTheme.isRtl ? 'left' : 'right';\n var direction =\n nextProps.displayDate > this.props.displayDate ? nextDirection : prevDirection;\n this.setState({\n transitionDirection: direction\n});\n }\n }\n}], {\n key: 'render',\n value: function render() {\n var\n _props = this.props,\n DateTimeFormat = _props.DateTimeFormat,\n locale = _props.locale,\n displayDate = _props.displayDate;\n var\n dateTimeFormatted = new DateTimeFormat(locale, {\n month:\n 'long',\n year: 'numeric'\n}).format(displayDate);\n var\n nextButtonIcon = this.context.muiTheme.isRtl ?\n _react2.default.createElement(_chevronLeft2.default, null) : _react2.default.createElement(_chevronRight2.default,\n null);\n var\n prevButtonIcon = this.context.muiTheme.isRtl\n ? _react2.default.createElement(_chevronRight2.default, null) :\n _react2.default.createElement(_chevronLeft2.default, null);\n return\n _react2.default.createElement('div', {\n style: styles.root\n }, _react2.default.createElement(_IconButton2.default, {\n disabled:\n !this.props.prevMonth,\n onClick: this.handleClickPrevMonth\n }, prevButtonIcon),\n _react2.default.createElement(_SlideIn2.default, {\n direction: this.state.transitionDirection,\n style:\n

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styles.titleDiv\n    }, _react2.default.createElement('div', {\n      key: dateTimeFormatted,\n      style:
styles.titleText\n    }, dateTimeFormatted)), _react2.default.createElement(_IconButton2.default, {\n      disabled:
!this.props.nextMonth,\n      onClick: this.handleClickNextMonth\n    }, nextButtonIcon));\n  }\n });\n\n return
CalendarToolbar;\n\n)(_react.Component);\n\nCalendarToolbar.defaultProps = {\n  nextMonth: true,\n  prevMonth:
true\n};\n\nCalendarToolbar.contextTypes
= {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nCalendarToolbar.propTypes =
process.env.NODE_ENV !== "production" ? {\n  DateTimeFormat: _propTypes2.default.func.isRequired,\n
displayDate: _propTypes2.default.object.isRequired,\n  locale: _propTypes2.default.string.isRequired,\n
nextMonth: _propTypes2.default.bool,\n  onMonthChange: _propTypes2.default.func,\n  prevMonth:
_propTypes2.default.bool\n} : {};\n\nexports.default = CalendarToolbar;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('react-pure');\n\nvar
_pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('./SvgIcon');\n\nvar _SvgIcon2 =
_interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nvar NavigationChevronLeft = function NavigationChevronLeft(props)
{\n  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n    d:
'M15.41 7.41L14 6 6 6 1.41 10.83 12z'\n  }));\n};\n\nNavigationChevronLeft = (0,
_pure2.default)(NavigationChevronLeft);\n\nNavigationChevronLeft.displayName =
'NavigationChevronLeft';\n\nNavigationChevronLeft.muiName = 'SvgIcon';\n\nexports.default =
NavigationChevronLeft;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value:
true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure =
require('react-pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon =
require('./SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar
NavigationChevronRight = function NavigationChevronRight(props) {\n  return
_react2.default.createElement(_SvgIcon2.default,
props, _react2.default.createElement('path', {\n    d: 'M10 6L8.59 7.41 13.17 12 4.58 4.59L10 18 6 6z'\n
}));\n};\n\nNavigationChevronRight = (0,
_pure2.default)(NavigationChevronRight);\n\nNavigationChevronRight.displayName =
'NavigationChevronRight';\n\nNavigationChevronRight.muiName = 'SvgIcon';\n\nexports.default =
NavigationChevronRight;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value:
true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 =
_interopRequireDefault(_reactDom);\n\nvar _autoPrefix = require('./utils/autoPrefix');\n\nvar _autoPrefix2 =
_interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('./styles/transitions');\n\nvar

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    _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&\n  obj.__esModule ? obj : {\n    default: obj\n  };}\n\nvar SlideInChild = function (_Component) {\n  (0,\n  _inherits3.default)(SlideInChild, _Component);\n\n  function SlideInChild() {\n    (0,\n    _classCallCheck3.default)(this, SlideInChild);\n    return (0, _possibleConstructorReturn3.default)(this,\n    (SlideInChild.__proto__ || (0, _getPrototypeOf2.default)(SlideInChild)).apply(this, arguments));\n  }\n\n  (0,\n  _createClass3.default)(SlideInChild, [{\n    key: 'componentWillUnmount',\n    value: function\n    componentWillUnmount() {\n      clearTimeout(this.enterTimer);\n      clearTimeout(this.leaveTimer);\n    }\n  }, {\n    key: 'componentWillEnter',\n    value: function componentWillEnter(callback) {\n      var style =\n      _reactDom2.default.findDOMNode(this).style;\n\n      var x = this.props.direction === 'left' ? '100%' :\n      this.props.direction === 'right'\n      ? '-100%' : '0';\n      var y = this.props.direction === 'up' ? '100%' : this.props.direction === 'down' ? '-100%' : '0';\n      style.opacity = '0';\n\n      _autoPrefix2.default.set(style, 'transform', 'translate(' + x + ', ' + y + ')');\n\n      this.enterTimer = setTimeout(callback, this.props.enterDelay);\n    }\n  }, {\n    key: 'componentDidEnter',\n    value:\n    function componentDidEnter() {\n      var style = _reactDom2.default.findDOMNode(this).style;\n      style.opacity = '1';\n      _autoPrefix2.default.set(style, 'transform', 'translate(0,0)');\n    }\n  }, {\n    key:\n    'componentWillLeave',\n    value: function componentWillLeave(callback) {\n      var style =\n      _reactDom2.default.findDOMNode(this).style;\n      var direction = this.props.getLeaveDirection();\n      var x =\n      direction === 'left' ? '-100%' : direction === 'right' ? '100%' : '0';\n      var y = direction === 'up' ? '-100%' : direction\n      === 'down' ? '100%' : '0';\n      style.opacity = '0';\n\n      _autoPrefix2.default.set(style,\n      'transform', 'translate(' + x + ', ' + y + ')');\n\n      this.leaveTimer = setTimeout(callback, 450);\n    }\n  }, {\n    key:\n    'render',\n    value: function render() {\n      var _props = this.props,\n          children = _props.children,\n          enterDelay = _props.enterDelay,\n          getLeaveDirection = _props.getLeaveDirection,\n          style =\n          _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'enterDelay',\n          'getLeaveDirection', 'style']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var\n      mergedRootStyles = (0, _simpleAssign2.default)({\n        position: 'absolute',\n        height: '100%',\n        width:\n        '100%',\n        top: 0,\n        left: 0,\n        transition: _transitions2.default.easeOut(null, ['transform', 'opacity'])\n      }, style);\n      return _react2.default.createElement('div', (0, _extends3.default)({\n        other, {\n          style:\n          prepareStyles(mergedRootStyles)\n        },\n        children\n      })), children);\n    }\n  }]);\n  return SlideInChild;\n}(_react.Component);\n\nSlideInChild.defaultProps = {\n  enterDelay: 0\n};\n\nSlideInChild.contextTypes = {\n  muiTheme:\n  _propTypes2.default.object.isRequired\n};\n\nSlideInChild.propTypes = process.env.NODE_ENV !== \"production\"\n? {\n  children: _propTypes2.default.node,\n  direction: _propTypes2.default.string,\n  enterDelay:\n  _propTypes2.default.number,\n  // This callback is needed because the direction could change when leaving the\n  DOM\n  getLeaveDirection: _propTypes2.default.func.isRequired,\n  style: _propTypes2.default.object\n} :\n{\n};\n\nexports.default = SlideInChild;\"\", \"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value:\n  true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\nvar _extends3 =\n  _interopRequireDefault(_extends2);\nvar _objectWithoutProperties2 = require('babel-\n  runtime/helpers/objectWithoutProperties');\nvar _objectWithoutProperties3 =\n  _interopRequireDefault(_objectWithoutProperties2);\nvar\n  _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\nvar _getPrototypeOf2 =\n  _interopRequireDefault(_getPrototypeOf);\nvar _classCallCheck2 = require('babel-\n  runtime/helpers/classCallCheck');\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\nvar\n  _createClass2 = require('babel-runtime/helpers/createClass');\nvar _createClass3 =\n  _interopRequireDefault(_createClass2);\nvar _possibleConstructorReturn2 = require('babel-\n  runtime/helpers/possibleConstructorReturn');\nvar _possibleConstructorReturn3 =\n  _interopRequireDefault(_possibleConstructorReturn2);\nvar _inherits2 = require('babel-\n  runtime/helpers/inherits');\nvar _inherits3 = _interopRequireDefault(_inherits2);\nvar _react =\n  require('react');\nvar _react2 = _interopRequireDefault(_react);\nvar _propTypes = require('prop-types');\nvar

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_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar
_transitions2 = _interopRequireDefault(_transitions);\n\nvar _SlideIn = require('../internal/SlideIn');\n\nvar
_SlideIn2 = _interopRequireDefault(_SlideIn);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var datePicker =
context.muiTheme.datePicker;\n  var selectedYear = state.selectedYear;\n  var isLandscape = props.mode ===
'landscape';\n  var styles = {\n    root: {\n      width: isLandscape ? 165 : '100%',\n      height: isLandscape ? 330 :
'auto',\n      float: isLandscape ? 'left' : 'none',\n      fontWeight: 700,\n      display: 'inline-block',\n      backgroundColor: datePicker.headerColor,\n      borderTopLeftRadius: 2,\n      borderTopRightRadius: isLandscape
? 0 : 2,\n      borderBottomLeftRadius: isLandscape ? 2 : 0,\n      color: datePicker.textColor,\n      padding: 20,\n      boxSizing: 'border-box'\n    },\n    monthDay: {\n      display: 'block',\n      fontSize: 36,\n      lineHeight: '36px',\n      height: props.mode === 'landscape' ? '100%' : 38,\n      opacity:
selectedYear ? 0.7 : 1,\n      transition: _transitions2.default.easeOut(),\n      width: '100%',\n      fontWeight: '500'\n    },\n    monthDayTitle: {\n      cursor: !selectedYear ? 'default' : 'pointer',\n      width: '100%',\n      display: 'block'\n    },\n    year: {\n      margin: 0,\n      fontSize: 16,\n      fontWeight: '500',\n      lineHeight: '16px',\n      height: 16,\n      opacity: selectedYear ? 1 : 0.7,\n      transition: _transitions2.default.easeOut(),\n      marginBottom: 10\n    },\n    yearTitle: {\n      cursor: props.disableYearSelection || selectedYear ? 'default' : 'pointer'\n    }\n  };\n  return
styles;\n}\n\nvar DateDisplay = function (_Component) {\n  (0, _inherits3.default)(DateDisplay, _Component);\n  function DateDisplay() {\n    var _ref;\n    var _temp, _this, _ret;\n    (0, _classCallCheck3.default)(this,
DateDisplay);\n    for
    (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] =
arguments[_key];\n    }\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
DateDisplay.__proto__ || (0, _getPrototypeOf2.default)(DateDisplay)).call.apply(_ref, [this].concat(args))), _this),
    _this.state = {\n      selectedYear: false,\n      transitionDirection: 'up'\n    }, _this.handleClickMonthDay = function
() {\n      if (_this.props.onClickMonthDay && _this.state.selectedYear) {\n        _this.props.onClickMonthDay();\n      }\n      _this.setState({\n        selectedYear: false\n      });\n    }, _this.handleClickYear = function () {\n      if
(_this.props.onClickYear && !_this.props.disableYearSelection && !_this.state.selectedYear) {\n        _this.props.onClickYear();\n      }\n      if (!_this.props.disableYearSelection) {\n        _this.setState({\n          selectedYear: true\n        });\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this,
    _ret);\n  }\n  (0, _createClass3.default)(DateDisplay, [{\n    key: 'componentWillMount',\n    value: function
componentWillMount() {\n      if (!this.props.monthDaySelected) {\n        this.setState({\n          selectedYear: true\n        });\n      }\n    }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      if (nextProps.selectedDate !== this.props.selectedDate) {\n        var
direction = nextProps.selectedDate > this.props.selectedDate ? 'up' : 'down';\n        this.setState({\n          transitionDirection: direction\n        });\n      }\n      if (nextProps.monthDaySelected !== undefined) {\n        this.setState({\n          selectedYear: !nextProps.monthDaySelected\n        });\n      }\n    }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          DateTimeFormat = _props.DateTimeFormat,\n          disableYearSelection = _props.disableYearSelection,\n          locale = _props.locale,\n          mode = _props.mode,\n          monthDaySelected =
_props.monthDaySelected,\n          onClickMonthDay = _props.onClickMonthDay,\n          onClickYear =
_props.onClickYear,\n          selectedDate = _props.selectedDate,\n          style = _props.style,\n          other = (0,
_objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'disableYearSelection', 'locale', 'mode',
'monthDaySelected', 'onClickMonthDay', 'onClickYear', 'selectedDate', 'style']);\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n      var year =
new DateTimeFormat(locale, {\n        year: 'numeric'\n      }).format(selectedDate);\n      var dateTime = new
DateTimeFormat(locale, {\n        month: 'short',\n        weekday: 'short',\n        day: '2-digit'\n      }).format(selectedDate);\n      return _react2.default.createElement('div', (0, _extends3.default)({\n        other, {\n          style: prepareStyles(styles.root, style)\n        }, _react2.default.createElement(_SlideIn2.default, {\n          style: styles.year,\n          direction: this.state.transitionDirection\n        }, _react2.default.createElement('div', {\n

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key: year,\n      style: styles.yearTitle,\n      onClick: this.handleClickYear\n    }, year)),
_react2.default.createElement(_SlideIn2.default, {\n      style: styles.monthDay,\n      direction:
this.state.transitionDirection\n    }, _react2.default.createElement('div', {\n      key: dateTime,\n      onClick:
this.handleClickMonthDay,\n      style: styles.monthDayTitle\n    }, dateTime));\n    });\n  return
DateDisplay;\n})(_react.Component);\n\nDateDisplay.defaultProps = {\n  disableYearSelection: false,\n  monthDaySelected: true\n};\n\nDateDisplay.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nDateDisplay.propTypes = process.env.NODE_ENV !== \"production\"
? {\n  DateTimeFormat:
_propTypes2.default.func.isRequired,\n  disableYearSelection: _propTypes2.default.bool,\n  locale:
_propTypes2.default.string.isRequired,\n  mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n  monthDaySelected: _propTypes2.default.bool,\n  onClickMonthDay: _propTypes2.default.func,\n  onClickYear:
_propTypes2.default.func,\n  selectedDate: _propTypes2.default.object.isRequired,\n  style:
_propTypes2.default.object\n} : {};\n\nexports.default = DateDisplay;","use strict";\n\nObject.defineProperty(exports,
\"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3
= _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-
dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _reactEventListener
= require('react-event-listener');\n\nvar _reactEventListener2 =
_interopRequireDefault(_reactEventListener);\n\nvar _keyCode = require('keycode');\n\nvar _keyCode2 =
_interopRequireDefault(_keyCode);\n\nvar _transitions = require('./styles/transitions');\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nvar _Overlay = require('./internal/Overlay');\n\nvar _Overlay2 =
_interopRequireDefault(_Overlay);\n\nvar _RenderToLayer = require('./internal/RenderToLayer');\n\nvar
_RenderToLayer2 = _interopRequireDefault(_RenderToLayer);\n\nvar _Paper = require('./Paper');\n\nvar _Paper2
= _interopRequireDefault(_Paper);\n\nvar _TransitionGroup = require('react-transition-
group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar
TransitionItem = function (_Component) {\n  (0, _inherits3.default)(TransitionItem, _Component);\n\n  function TransitionItem() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this,
TransitionItem);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n
args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = TransitionItem.__proto__ || (0,
_getPrototypeOf2.default)(TransitionItem)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
style:
{\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0,
_createClass3.default)(TransitionItem, [{\n    key: 'componentWillUnmount',\n    value: function
componentWillUnmount() {\n      clearTimeout(this.enterTimeout);\n      clearTimeout(this.leaveTimeout);\n    }
}], [{\n    key: 'componentWillEnter',\n    value: function componentWillEnter(callback) {\n
this.componentWillAppear(callback);\n    }
}], [{\n    key: 'componentWillAppear',\n

```

```

value: function componentWillAppear(callback) {\n  var spacing =
this.context.muiTheme.baseTheme.spacing;\n  this.setState({\n    style: {\n      opacity: 1,\n      transform:
'translate(0, ' + spacing.desktopKeylineIncrement + 'px)\n    }\n  });\n  this.enterTimeout =
setTimeout(callback, 450); // matches transition duration\n  }\n }, {\n key: 'componentWillLeave',\n value:
function componentWillLeave(callback) {\n  this.setState({\n    style: {\n      opacity: 0,\n      transform:
'translate(0, 0)\n    }\n  });\n  this.leaveTimeout = setTimeout(callback, 450); // matches transition duration\n
  }\n }, {\n key: 'render',\n value: function render() {\n  var _props = this.props,\n    style = _props.style,\n    children = _props.children,\n    other = (0, _objectWithoutProperties3.default)(_props, ['style', 'children']);\n  var prepareStyles = this.context.muiTheme.prepareStyles;\n  return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n    style: prepareStyles((0,
_simpleAssign2.default)({}, this.state.style, style))\n  })), children);\n  }\n });\n return
TransitionItem;\n})(_react.Component);\n\nTransitionItem.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nTransitionItem.propTypes = process.env.NODE_ENV !==
'production' ? {\n  children: _propTypes2.default.node,\n  style: _propTypes2.default.object\n} : {};\n\nfunction
getStyles(props, context) {\n  var autoScrollBodyContent = props.autoScrollBodyContent,\n    open =
props.open;\n  var _context$muiTheme = context.muiTheme,\n    _context$muiTheme$bas =
_context$muiTheme.baseTheme,\n    spacing = _context$muiTheme$bas.spacing,\n    palette =
_context$muiTheme$bas.palette,\n    dialog = _context$muiTheme.dialog,\n    zIndex =
_context$muiTheme.zIndex;\n  var gutter = spacing.desktopGutter;\n  var borderScroll = '1px solid ' +
palette.borderColor;\n  return {\n    root: {\n      position: 'fixed',\n      boxSizing: 'border-box',\n      WebkitTapHighlightColor:
'rgba(0,0,0,0)',\n      // Remove mobile color flashing (deprecated)\n      zIndex: zIndex.dialog,\n      top: 0,\n      left:
open ? 0 : -10000,\n      width: '100%',\n      height: '100%',\n      transition: open ?
_transitions2.default.easeOut('0ms', 'left', '0ms') : _transitions2.default.easeOut('0ms', 'left', '450ms')\n    },\n    content: {\n      boxSizing: 'border-box',\n      WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n      // Remove mobile
color flashing (deprecated)\n      transition: _transitions2.default.easeOut(),\n      position: 'relative',\n      width:
'75%',\n      maxWidth: spacing.desktopKeylineIncrement * 12,\n      margin: '0 auto',\n      zIndex: zIndex.dialog\n
    },\n    actionsContainer: {\n      boxSizing: 'border-box',\n      WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n      //
Remove mobile color flashing (deprecated)\n      padding: 8,\n      width: '100%',\n      textAlign: 'right',\n      marginTop: autoScrollBodyContent ? -1 : 0\n    },\n    overlay: {\n      zIndex: zIndex.dialogOverlay\n    },\n    title: {\n      margin: 0,\n      padding: gutter + 'px' + gutter +
'px 20px' + gutter + 'px',\n      color: palette.textColor,\n      fontSize: dialog.titleFontSize,\n      lineHeight: '32px',\n      font
Weight: 400,\n      marginBottom: autoScrollBodyContent ? -1 : 0\n    },\n    body: {\n      fontSize:
dialog.bodyFontSize,\n      color: dialog.bodyColor,\n      padding: (props.title ? 0 : gutter) + 'px' + gutter + 'px' +
gutter + 'px',\n      boxSizing: 'border-box',\n      overflowY: autoScrollBodyContent ? 'auto' : 'hidden',\n      border
Top: autoScrollBodyContent ? borderScroll : 'none',\n      borderBottom: autoScrollBodyContent ?
borderScroll : 'none'\n    }\n  };\n  }\n\nvar DialogInline = function (_Component2) {\n  (0,
_inherits3.default)(DialogInline, _Component2);\n  }\n\n  function DialogInline()\n  {\n    var _ref2;\n    var _temp2, _this2, _ret2;\n    (0, _classCallCheck3.default)(this, DialogInline);\n    for
(var _len2 = arguments.length, args = Array(_len2), _key2 = 0; _key2 < _len2; _key2++) {\n      args[_key2] =
arguments[_key2];\n    }\n    return _ret2 = (_temp2 = (_this2 = (0, _possibleConstructorReturn3.default)(this,
(_ref2 = DialogInline.__proto__ || (0, _getPrototypeOf2.default)(DialogInline)).call.apply(_ref2,
[this].concat(args))), _this2), _this2.handleClickOverlay = function () {\n      _this2.requestClose(false);\n    },
_this2.handleKeyUp = function (event) {\n      if ((0, _keyCode2.default)(event) === 'esc') {\n        _this2.requestClose(false);\n      }\n    }, _this2.handleResize = function () {\n      _this2.positionDialog();\n    },
_temp2), (0, _possibleConstructorReturn3.default)(_this2, _ret2);\n  }\n  (0, _createClass3.default)(DialogInline,
[{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      this.positionDialog();\n    }\n  }]);\n}

```

```

    }
  }, {
    key: 'componentDidUpdate',
    value: function componentDidUpdate() {
      this.positionDialog();
    }
  }, {
    key: 'positionDialog',
    value: function positionDialog() {
      var _props2 = this.props,
          actions = _props2.actions,
          autoDetectWindowHeight = _props2.autoDetectWindowHeight,
          autoScrollBodyContent = _props2.autoScrollBodyContent,
          bodyStyle = _props2.bodyStyle,
          open = _props2.open,
          repositionOnUpdate = _props2.repositionOnUpdate,
          title = _props2.title;
      if (!open) {
        return;
      }
      var clientHeight = window.innerHeight || document.documentElement.clientHeight || document.body.clientHeight;
      var container = _reactDom2.default.findDOMNode(this);
      var dialogWindow = _reactDom2.default.findDOMNode(this.refs.dialogWindow);
      var dialogContent = _reactDom2.default.findDOMNode(this.refs.dialogContent);
      var minPaddingTop = 16; // Reset the height in case the window was resized.
      dialogWindow.style.height = "";
      dialogContent.style.height = "";
      var dialogWindowHeight = dialogWindow.offsetHeight;
      var paddingTop = (clientHeight - dialogWindowHeight) / 2 - 64;
      if (paddingTop < minPaddingTop) {
        paddingTop = minPaddingTop;
      } // Vertically center the dialog window, but make sure it doesn't transition to that position.
      if (repositionOnUpdate || !container.style.paddingTop) {
        container.style.paddingTop = paddingTop + 'px';
      } // Force a height if the dialog is taller than clientHeight
      if (autoDetectWindowHeight || autoScrollBodyContent) {
        var styles = getStyles(this.props, this.context);
        styles.body = (0, _simpleAssign2.default)(styles.body, bodyStyle);
        var maxDialogContentHeight = clientHeight - 2 * 64;
        if (title) {
          maxDialogContentHeight -= dialogContent.previousSibling.offsetHeight;
        }
        if (_react2.default.Children.count(actions)) {
          maxDialogContentHeight -= dialogContent.nextSibling.offsetHeight;
        }
        dialogContent.style.maxHeight = maxDialogContentHeight + 'px';
        if (maxDialogContentHeight > dialogWindowHeight) {
          dialogContent.style.borderBottom = 'none';
          dialogContent.style.borderTop = 'none';
        }
      }
    }, {
      key: 'requestClose',
      value: function requestClose(buttonClicked) {
        if (!buttonClicked && this.props.modal) {
          return;
        }
        if (this.props.onRequestClose) {
          this.props.onRequestClose(!buttonClicked);
        }
      }, {
        key: 'render',
        value: function render() {
          var _props3 = this.props,
              actions = _props3.actions,
              actionsContainerClassName = _props3.actionsContainerClassName,
              actionsContainerStyle = _props3.actionsContainerStyle,
              bodyClassName = _props3.bodyClassName,
              bodyStyle = _props3.bodyStyle,
              children = _props3.children,
              className = _props3.className,
              contentClassName = _props3.contentClassName,
              contentStyle = _props3.contentStyle,
              overlayClassName = _props3.overlayClassName,
              overlayStyle = _props3.overlayStyle,
              open = _props3.open,
              paperClassName = _props3.paperClassName,
              paperProps = _props3.paperProps,
              style = _props3.style,
              titleClassName = _props3.titleClassName,
              titleStyle = _props3.titleStyle,
              title = _props3.title;
          var prepareStyles = this.context.muiTheme.prepareStyles;
          var styles = getStyles(this.props, this.context);
          styles.root = (0, _simpleAssign2.default)(styles.root, style);
          styles.content = (0, _simpleAssign2.default)(styles.content, contentStyle);
          styles.body = (0, _simpleAssign2.default)(styles.body, bodyStyle);
          styles.actionsContainer = (0, _simpleAssign2.default)(styles.actionsContainer, actionsContainerStyle);
          styles.overlay = (0, _simpleAssign2.default)(styles.overlay, overlayStyle);
          styles.title = (0, _simpleAssign2.default)(styles.title, titleStyle);
          var actionsContainer = _react2.default.Children.count(actions) > 0 && _react2.default.createElement('div', {
            className: actionsContainerClassName,
            style: prepareStyles(styles.actionsContainer)
          }, _react2.default.Children.toArray(actions));
          var titleElement = title;
          if (_react2.default.isValidElement(title)) {
            titleElement = _react2.default.cloneElement(title, {
              className: title.props.className || titleClassName,
              style: prepareStyles((0, _simpleAssign2.default)(styles.title, title.props.style))
            });
          } else if (typeof title === 'string') {
            titleElement = _react2.default.createElement('h3', {
              className: titleClassName,
              style: prepareStyles(styles.title)
            }, title);
          }
          return _react2.default.createElement('div', {
            className: className,
            style: prepareStyles(styles.root)
          }, open &&

```

```

_react2.default.createElement(_reactEventListener2.default, {\n    target: 'window',\n    onKeyUp:
this.handleKeyUp,\n    onResize: this.handleResize\n    })),
_react2.default.createElement(_TransitionGroup2.default, {\n    component: 'div',\n    ref: 'dialogWindow',\n    transitionAppear: true,\n    transitionAppearTimeout: 450,\n    transitionEnter: true,\n    transitionEnterTimeout: 450\n    }, open && _react2.default.createElement(TransitionItem, {\n    className:
contentClassName,\n    style: styles.content\n    }, _react2.default.createElement(_Paper2.default, (0,
_extends3.default)({\n    className: paperClassName,\n    zIndex: 4\n    }, paperProps), titleElement,
_react2.default.createElement('div', {\n    ref:
'dialogContent',\n    className: bodyClassName,\n    style: prepareStyles(styles.body)\n    }, children),
actionsContainer))), _react2.default.createElement(_Overlay2.default, {\n    show: open,\n    className:
overlayClassName,\n    style: styles.overlay,\n    onClick: this.handleClickOverlay\n    }));\n    }\n    }));\n    return DialogInline;\n    }(_react.Component);\n    \n    DialogInline.contextTypes = {\n    muiTheme:
_propTypes2.default.object.isRequired\n    };\n    DialogInline.propTypes = process.env.NODE_ENV !== \"production\"
? {\n    actions: _propTypes2.default.node,\n    actionsContainerClassName: _propTypes2.default.string,\n    actionsContainerStyle: _propTypes2.default.object,\n    autoDetectWindowHeight: _propTypes2.default.bool,\n    autoScrollBodyContent: _propTypes2.default.bool,\n    bodyClassName: _propTypes2.default.string,\n    bodyStyle:
_propTypes2.default.object,\n    children: _propTypes2.default.node,\n    className: _propTypes2.default.string,\n    contentClassName: _propTypes2.default.string,\n    contentStyle: _propTypes2.default.object,\n    modal: _propTypes2.default.bool,\n    onRequestClose:
_propTypes2.default.func,\n    open: _propTypes2.default.bool.isRequired,\n    overlayClassName:
_propTypes2.default.string,\n    overlayStyle: _propTypes2.default.object,\n    paperClassName:
_propTypes2.default.string,\n    paperProps: _propTypes2.default.object,\n    repositionOnUpdate:
_propTypes2.default.bool,\n    style: _propTypes2.default.object,\n    title: _propTypes2.default.node,\n    titleClassName: _propTypes2.default.string,\n    titleStyle: _propTypes2.default.object\n    } : {};\n    \n    var Dialog =
function (_Component3) {\n    (0, _inherits3.default)(Dialog, _Component3);\n    \n    function Dialog() {\n    var
_ref3;\n    \n    var _temp3, _this3, _ret3;\n    \n    (0, _classCallCheck3.default)(this, Dialog);\n    \n    for (var _len3 =
arguments.length, args = Array(_len3), _key3 = 0; _key3 < _len3; _key3++) {\n    args[_key3] =
arguments[_key3];\n    }\n    \n    return _ret3 = (_temp3 = (_this3
= (0, _possibleConstructorReturn3.default)(this, (_ref3 = Dialog.__proto__ || (0,
_getPrototypeOf2.default)(Dialog)).call.apply(_ref3, [this].concat(args))), _this3), _this3.renderLayer = function ()
{\n    return _react2.default.createElement(DialogInline, _this3.props);\n    }, _temp3), (0,
_possibleConstructorReturn3.default)(_this3, _ret3);\n    }\n    \n    (0, _createClass3.default)(Dialog, [{\n    key:
'render',\n    value: function render() {\n    return _react2.default.createElement(_RenderToLayer2.default, {\n    render:
this.renderLayer,\n    open: true,\n    useLayerForClickAway: false\n    });\n    }\n    }]);\n    \n    return
Dialog;\n    }(_react.Component);\n    \n    Dialog.contextTypes = {\n    muiTheme:
_propTypes2.default.object.isRequired\n    };\n    Dialog.defaultProps = {\n    autoDetectWindowHeight: true,\n    autoScrollBodyContent: false,\n    modal: false,\n    repositionOnUpdate: true\n    };\n    Dialog.propTypes =
process.env.NODE_ENV !== \"production\" ? {\n    /**\n    * Action buttons
to display below the Dialog content (`children`).\n    * This property accepts either a React element, or an array of
React elements.\n    */\n    actions: _propTypes2.default.node,\n    /**\n    * The `className` to add to the actions
container's root element.\n    */\n    actionsContainerClassName: _propTypes2.default.string,\n    /**\n    * Overrides
the inline-styles of the actions container's root element.\n    */\n    actionsContainerStyle:
_propTypes2.default.object,\n    /**\n    * If set to true, the height of the `Dialog` will be auto detected. A max
height\n    * will be enforced so that the content does not extend beyond the viewport.\n    */\n    autoDetectWindowHeight: _propTypes2.default.bool,\n    /**\n    * If set to true, the body content of the `Dialog`
will be scrollable.\n    */\n    autoScrollBodyContent: _propTypes2.default.bool,\n    /**\n    * The `className` to add
to the content's root element under the title.\n    */\n    bodyClassName: _propTypes2.default.string,\n    /**\n    *
Overrides

```

the inline-styles of the content's root element under the title.

- `bodyStyle`: `_propTypes2.default.object`
- `@ignore`
- `className`: `_propTypes2.default.string`
- `contentClassName`: `_propTypes2.default.string`
- `contentStyle`: `_propTypes2.default.object`
- `modal`: `_propTypes2.default.bool`
- `open`: `_propTypes2.default.bool.isRequired`
- `overlayClassName`: `_propTypes2.default.string`
- `overlayStyle`: `_propTypes2.default.object`
- `paperClassName`: `_propTypes2.default.string`
- `paperProps`: `_propTypes2.default.object`
- `repositionOnUpdate`: `_propTypes2.default.bool`
- `style`: `_propTypes2.default.object`
- `title`: `_propTypes2.default.node`
- `titleClassName`: `_propTypes2.default.string`
- `titleStyle`: `_propTypes2.default.object`

```

Dialog;","use strict";
Object.defineProperty(exports, "__esModule", {
  value: true
});
_nvar
_getPrototypeOf = require("babel-runtime/core-js/object/get-prototype-of");
_nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);
_nvar _classCallCheck2 = require("babel-
runtime/helpers/classCallCheck");
_nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);
_nvar
_createClass2 = require("babel-runtime/helpers/createClass");
_nvar _createClass3 =
_interopRequireDefault(_createClass2);
_nvar _possibleConstructorReturn2 = require("babel-
runtime/helpers/possibleConstructorReturn");
_nvar _possibleConstructorReturn3
= _interopRequireDefault(_possibleConstructorReturn2);
_nvar _inherits2 = require("babel-
runtime/helpers/inherits");
_nvar _inherits3 = _interopRequireDefault(_inherits2);
_nvar _react =
require("react");
_nvar _propTypes = require("prop-types");
_nvar _propTypes2 =
_interopRequireDefault(_propTypes);
_nfunction _interopRequireDefault(obj) {
  return obj && obj.__esModule
? obj : {
  default: obj
};
}
_nvar originalBodyOverflow = null;
_nvar lockingCounter = 0;
_nvar
AutoLockScrolling = function (_Component) {
  (0, _inherits3.default)(AutoLockScrolling, _Component);
  function AutoLockScrolling() {
    var _ref;
    var _temp, _this, _ret;
    (0, _classCallCheck3.default)(this,
AutoLockScrolling);
    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }
    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = AutoLockScrolling.__proto__
|| (0, _getPrototypeOf2.default)(AutoLockScrolling)).call.apply(_ref, [this].concat(args))), _this), _this.locked =
false, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }
  (0,
_createClass3.default)(AutoLockScrolling, [{
  key: 'componentDidMount',
  value: function
componentDidMount() {
    if (this.props.lock === true) {
      this.preventScrolling();
    }
  }, {
  key: 'componentWillReceiveProps',
  value: function componentWillReceiveProps(nextProps) {
    if
(this.props.lock !== nextProps.lock) {
      if (nextProps.lock) {
        this.preventScrolling();
      } else {
        this.allowScrolling();
      }
    }
  }, {
  key: 'componentWillUnmount',
  value: function
componentWillUnmount() {
    this.allowScrolling();
  } // force to only lock/unlock once
}], {
  key:
'preventScrolling',
  value: function preventScrolling() {
    if (this.locked === true) {
      return;
    }
  }
}

```

```

    }\n\n    lockingCounter = lockingCounter + 1;\n    this.locked = true; // only lock the first time the component
is mounted.\n\n    if (lockingCounter === 1) {\n        var body = document.getElementsByTagName('body')[0];\n        originalBodyOverflow = body.style.overflow;\n        body.style.overflow = 'hidden';\n        }\n    }, {\n    key:
'allowScrolling',\n    value: function allowScrolling() {\n        if (this.locked === true) {\n            lockingCounter =
lockingCounter - 1;\n            this.locked = false;\n        }\n\n        if (lockingCounter === 0 && originalBodyOverflow
!== null) {\n            var body = document.getElementsByTagName('body')[0];\n            body.style.overflow =
originalBodyOverflow || '';\n            originalBodyOverflow = null;\n        }\n    }, {\n    key: 'render',\n    value:
function render() {\n        return null;\n    }\n    });\n    return
AutoLockScrolling;\n})(_react.Component);\n\nAutoLockScrolling.propTypes = process.env.NODE_ENV !==
'production'
? {\n    lock: _propTypes2.default.bool.isRequired\n} : {};\n\nexports.default = AutoLockScrolling;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n    value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-
dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _reactEventListener = require('react-
event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode =
require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _autoPrefix =
require('./utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions =
require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _Overlay =
require('./internal/Overlay');\n\nvar _Overlay2 = _interopRequireDefault(_Overlay);\n\nvar _Paper =
require('./Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _propTypes3 =
require('./utils/propTypes');\n\nvar
_propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n    return obj &&
obj.__esModule ? obj : {\n        default: obj\n    };\n}\n\nvar openNavEventHandler = null;\n\nvar Drawer = function
(_Component) {\n    (0, _inherits3.default)(Drawer, _Component);\n\n    function Drawer() {\n        var _ref;\n\n        var
_temp, _this, _ret;\n\n        (0, _classCallCheck3.default)(this, Drawer);\n\n        for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n            args[_key] = arguments[_key];\n        }\n\n        return _ret = (_temp =
(_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Drawer.__proto__ || (0,
_getPrototypeOf2.default)(Drawer)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickOverlay =
function (event) {\n            event.preventDefault();\n\n            _this.close('clickaway');\n        }, _this.handleKeyUp = function
(event) {\n            if (_this.state.open && !_this.props.docked && (0, _keycode2.default)(event)
=== 'esc') {\n                _this.close('escape');\n            }\n        }, _this.onBodyTouchStart = function (event) {\n            var
swipeAreaWidth = _this.props.swipeAreaWidth;\n            var touchStartX = _this.context.muiTheme.isRtl ?
document.body.offsetWidth - event.touches[0].pageX : event.touches[0].pageX;\n            var touchStartY =
event.touches[0].pageY; // Open only if swiping from far left (or right) while closed\n\n            if (swipeAreaWidth !==
null && !_this.state.open) {\n                if (_this.props.openSecondary) {\n                    // If openSecondary is true calculate
from the far right\n                    if (touchStartX < document.body.offsetWidth - swipeAreaWidth) return;\n                } else {\n                    // If openSecondary is false calculate from the far left\n                    if (touchStartX > swipeAreaWidth) return;\n                }\n            }\n\n            if (!_this.state.open && (openNavEventHandler !== _this.onBodyTouchStart ||

```

```

_this.props.disableSwipeToOpen)) {\n    return;\n    }\n\n    _this.maybeSwiping
= true;\n    _this.touchStartX = touchStartX;\n    _this.touchStartY = touchStartY;\n
document.body.addEventListener('touchmove', _this.onBodyTouchMove);\n
document.body.addEventListener('touchend', _this.onBodyTouchEnd);\n
document.body.addEventListener('touchcancel', _this.onBodyTouchEnd);\n    }, _this.onBodyTouchMove =
function (event) {\n    var currentX = _this.context.muiTheme.isRtl ? document.body.offsetWidth -
event.touches[0].pageX : event.touches[0].pageX;\n    var currentY = event.touches[0].pageY;\n    if
(_this.state.swiping) {\n    event.preventDefault();\n\n    _this.setPosition(_this.getTranslateX(currentX));\n
} else if (_this.maybeSwiping) {\n    var dXAbs = Math.abs(currentX - _this.touchStartX);\n    var dYAbs =
Math.abs(currentY - _this.touchStartY); // If the user has moved his thumb ten pixels in either direction,\n    // we
can safely make an assumption about whether he was intending\n    // to swipe or
scroll.\n\n    var threshold = 10;\n\n    if (dXAbs > threshold && dYAbs <= threshold) {\n
_this.swipeStartX = currentX;\n    _this.setState({\n        swiping: _this.state.open ? 'closing' : 'opening'\n
});\n\n    _this.setPosition(_this.getTranslateX(currentX));\n    } else if (dXAbs <= threshold && dYAbs >
threshold) {\n    _this.onBodyTouchEnd();\n    }\n    }, _this.onBodyTouchEnd = function (event) {\n
if (_this.state.swiping) {\n    var currentX = _this.context.muiTheme.isRtl ? document.body.offsetWidth -
event.changedTouches[0].pageX : event.changedTouches[0].pageX;\n\n    var translateRatio =
_this.getTranslateX(currentX) / _this.getMaxTranslateX();\n\n    _this.maybeSwiping = false;\n    var swiping =
_this.state.swiping;\n\n    _this.setState({\n        swiping: null\n    }); // We have to open or close after setting
swiping to null,\n    // because only then CSS transition
is enabled.\n\n    if (translateRatio > 0.5) {\n    if (swiping === 'opening') {\n
_this.setPosition(_this.getMaxTranslateX());\n    } else {\n    _this.close('swipe');\n    }\n    } else {\n
if (swiping === 'opening') {\n    _this.open('swipe');\n    } else {\n    _this.setPosition(0);\n
}\n    }\n    } else {\n    _this.maybeSwiping = false;\n    }\n\n    _this.removeBodyTouchListeners();\n    },
_temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n    }\n\n    (0, _createClass3.default)(Drawer, [{\n
key: 'componentWillMount',\n    value: function componentWillMount() {\n    this.maybeSwiping = false;\n
this.touchStartX = null;\n    this.touchStartY = null;\n    this.swipeStartX = null;\n    this.setState({\n    open:
this.props.open !== null ? this.props.open : this.props.docked,\n    swiping: null\n    });\n    }\n    }, {\n    key:
'componentDidMount',\n    value: function componentDidMount() {\n    this.enableSwipeHandling();\n    }\n    }, {\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n    // If controlled
then the open prop takes precedence.\n    if (nextProps.open !== null) {\n    this.setState({\n    open:
nextProps.open\n    }); // Otherwise, if docked is changed, change the open state for when uncontrolled.\n    }
else if (this.props.docked !== nextProps.docked) {\n    this.setState({\n    open: nextProps.docked\n    });\n
}\n    }\n    }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n
this.enableSwipeHandling();\n    }\n    }, {\n    key: 'componentWillUnmount',\n    value: function
componentWillUnmount() {\n    this.disableSwipeHandling();\n    this.removeBodyTouchListeners();\n    }\n    },
{\n    key: 'getStyles',\n    value: function getStyles() {\n    var muiTheme = this.context.muiTheme;\n
var theme = muiTheme.drawer;\n    var x = this.getTranslateMultiplier() * (this.state.open ? 0 :
this.getMaxTranslateX());\n    var styles = {\n    root: {\n    height: '100%',\n    width:
this.getTranslatedWidth() || theme.width,\n    position: 'fixed',\n    zIndex: muiTheme.zIndex.drawer,\n
left: 0,\n    top: 0,\n    transform: 'translate(' + x + 'px, 0)',\n    transition: !this.state.swiping &&
_transitions2.default.easeOut(null, 'transform', null),\n    backgroundColor: theme.color,\n    overflow:
'auto',\n    WebkitOverflowScrolling: 'touch' // iOS momentum scrolling\n\n    },\n    overlay: {\n
zIndex: muiTheme.zIndex.drawerOverlay,\n    pointerEvents: this.state.open ? 'auto' : 'none' // Bypass mouse
events when left nav is closing.\n\n    },\n    rootWhenOpenRight: {\n    left: 'auto',\n    right: 0\n    }\n
};\n    return styles;\n    }\n    },

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    {\n key: 'shouldShow',\n value: function shouldShow() {\n return this.state.open || !!this.state.swiping; //
component is swiping\n }\n }, {\n key: 'close',\n value: function close(reason) {\n if (this.props.open ===
null) this.setState({\n open: false\n });\n if (this.props.onRequestChange)
this.props.onRequestChange(false, reason);\n return this;\n }\n }, {\n key: 'open',\n value: function
open(reason) {\n if (this.props.open === null) this.setState({\n open: true\n });\n if
(this.props.onRequestChange) this.props.onRequestChange(true, reason);\n return this;\n }\n }, {\n key:
'getTranslatedWidth',\n value: function getTranslatedWidth() {\n if (typeof this.props.width === 'string') {\n
if (!/^\d+(\.\d+)?%$/.test(this.props.width)) {\n throw new Error('Not a valid percentage format.);\n
}\n\n var width = parseFloat(this.props.width) / 100.0; // We are
doing our best on the Server to render a consistent UI, hence the\n // default value of 10000\n\n return
typeof window !== 'undefined' ? width * window.innerWidth : 10000;\n } else {\n return this.props.width;\n
}\n }\n }, {\n key: 'getMaxTranslateX',\n value: function getMaxTranslateX() {\n var width =
this.getTranslatedWidth() || this.context.muiTheme.drawer.width;\n return width + 10;\n }\n }, {\n key:
'getTranslateMultiplier',\n value: function getTranslateMultiplier() {\n return this.props.openSecondary ? 1 : -
1;\n }\n }, {\n key: 'enableSwipeHandling',\n value: function enableSwipeHandling() {\n if
(!this.props.docked) {\n document.body.addEventListener('touchstart', this.onBodyTouchStart);\n\n if
(!openNavEventHandler) {\n openNavEventHandler = this.onBodyTouchStart;\n }\n } else {\n
this.disableSwipeHandling();\n }\n }\n }, {\n key: 'disableSwipeHandling',\n
value: function disableSwipeHandling() {\n document.body.removeEventListener('touchstart',
this.onBodyTouchStart);\n\n if (openNavEventHandler === this.onBodyTouchStart) {\n
openNavEventHandler = null;\n }\n }\n }, {\n key: 'removeBodyTouchListeners',\n value: function
removeBodyTouchListeners() {\n document.body.removeEventListener('touchmove',
this.onBodyTouchMove);\n document.body.removeEventListener('touchend', this.onBodyTouchEnd);\n
document.body.removeEventListener('touchcancel', this.onBodyTouchEnd);\n }\n }, {\n key: 'setPosition',\n
value: function setPosition(translateX) {\n var rtlTranslateMultiplier = this.context.muiTheme.isRtl ? -1 : 1;\n
var drawer = _reactDom2.default.findDOMNode(this.refs.clickAwayableElement);\n\n var transformCSS =
'translate(' + this.getTranslateMultiplier() * rtlTranslateMultiplier * translateX + 'px, 0);\n
this.refs.overlay.setOpacity(1 - translateX /
this.getMaxTranslateX());\n\n _autoPrefix2.default.set(drawer.style, 'transform', transformCSS);\n }\n }, {\n
key: 'getTranslateX',\n value: function getTranslateX(currentX) {\n return
Math.min(Math.max(this.state.swiping === 'closing' ? this.getTranslateMultiplier() * (currentX - this.swipeStartX) :
this.getMaxTranslateX() - this.getTranslateMultiplier() * (this.swipeStartX - currentX), 0),
this.getMaxTranslateX());\n }\n }, {\n key: 'render',\n value: function render() {\n var _props =
this.props,\n children = _props.children,\n className = _props.className,\n containerClassName
= _props.containerClassName,\n containerStyle = _props.containerStyle,\n docked = _props.docked,\n
openSecondary = _props.openSecondary,\n overlayClassName = _props.overlayClassName,\n
overlayStyle = _props.overlayStyle,\n style = _props.style,\n zIndex = _props.zDepth;\n var styles
= this.getStyles();\n var overlay = void 0;\n if (!docked) {\n overlay =
_react2.default.createElement(_Overlay2.default, {\n ref: 'overlay',\n show: this.shouldShow(),\n
className: overlayClassName,\n style: (0, _simpleAssign2.default)(styles.overlay, overlayStyle),\n
transitionEnabled: !this.state.swiping,\n onClick: this.handleClickOverlay\n });\n }\n\n return
_react2.default.createElement('div', {\n className: className,\n style: style\n },
_react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onKeyUp:
this.handleKeyUp\n })), overlay, _react2.default.createElement(_Paper2.default, {\n ref:
'clickAwayableElement',\n zIndex: zIndex,\n rounded: false,\n transitionEnabled: !this.state.swiping,\n
className: containerClassName,\n style: (0, _simpleAssign2.default)(styles.root, openSecondary
&& styles.rootWhenOpenRight, containerStyle)\n }, children));\n }\n });\n return
Drawer;\n})(_react.Component);\n\nDrawer.defaultProps = {\n disableSwipeToOpen: false,\n docked: true,\n open:

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null,\n openSecondary: false,\n swipeAreaWidth: 30,\n width: null,\n zDepth: 2\n};\nDrawer.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nDrawer.propTypes = process.env.NODE_ENV !==\n  \"production\" ? {\n    /**\n     * The contents of the `Drawer`\n     */\n    children: _propTypes2.default.node,\n    /**\n     * The CSS class name of the root element.\n     */\n    className: _propTypes2.default.string,\n    /**\n     * The CSS class name of the container element.\n     */\n    containerClassName: _propTypes2.default.string,\n    /**\n     * Override the inline-styles of the container element.\n     */\n    containerStyle: _propTypes2.default.object,\n    /**\n     * If true, swiping sideways when the `Drawer` is closed will not open it.\n     */\n    disableSwipeToOpen: _propTypes2.default.bool,\n    /**\n     * If true, the `Drawer` will be docked. In this state, the overlay won't show and\n     * clicking on a menu item will not close the `Drawer`.\n     */\n    docked: _propTypes2.default.bool,\n    /**\n     * Callback function fired when the `open` state of the `Drawer` is requested to be changed.\n     */\n    @param {boolean} open If true, the `Drawer` was requested to be opened.\n     * @param {string} reason The reason for the open or close request. Possible values are\n     * 'swipe' for open requests; 'clickaway' (on overlay clicks),\n     * 'escape' (on escape key press), and 'swipe' for close requests.\n     */\n    onRequestChange: _propTypes2.default.func,\n    /**\n     * If true, the `Drawer` is opened. Providing a value will turn the `Drawer`\n     * into a controlled component.\n     */\n    open: _propTypes2.default.bool,\n    /**\n     * If true, the `Drawer` is positioned to open from the opposite side.\n     */\n    openSecondary: _propTypes2.default.bool,\n    /**\n     * The CSS class name to add to the `Overlay` component that is rendered behind the `Drawer`.\n     */\n    overlayClassName: _propTypes2.default.string,\n    /**\n     * Override the inline-styles of the `Overlay` component that is rendered behind the `Drawer`.\n     */\n    overlayStyle: _propTypes2.default.object,\n    /**\n     * Override the inline-styles of the root element.\n     */\n    style: _propTypes2.default.object,\n    /**\n     * The width of the left most (or right most) area in pixels where the `Drawer` can be\n     * swiped open from. Setting this to `null` spans that area to the entire page\n     * (**CAUTION!** Setting this property to `null` might cause issues with sliders and\n     * swipeable `Tabs`: use at your own risk).\n     */\n    swipeAreaWidth: _propTypes2.default.number,\n    /**\n     * The width of the `Drawer` in pixels or percentage in string format ex. `50%` to fill\n     * half of the window or `100%` and so on. Defaults to using the values from theme.\n     */\n    width: _propTypes2.default.oneOfType([\n      _propTypes2.default.string,\n      _propTypes2.default.number\n]),\n    /**\n     * The zDepth of the `Drawer`.\n     */\n    zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = Drawer;","use strict";\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\nvar _extends2 = require('babel-runtime/helpers/extends');\nvar _extends3 = _interopRequireDefault(_extends2);\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\nvar _interopRequireDefault = require('babel-runtime/core-js/object/get-prototype-of');\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\nvar _interopRequireDefault2 = require('babel-runtime/helpers/createClass');\nvar _createClass2 = _interopRequireDefault(_createClass3);\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\nvar _inherits2 = require('babel-runtime/helpers/inherits');\nvar _inherits3 = _interopRequireDefault(_inherits2);\nvar _simpleAssign = require('simple-assign');\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\nvar _react = require('react');\nvar _react2 = _interopRequireDefault(_react);\nvar _propTypes = require('prop-types');\nvar _propTypes2 = _interopRequireDefault(_propTypes);\nvar _reactDom = require('react-dom');\nvar _reactDom2 = _interopRequireDefault(_reactDom);\nvar _transitions = require('./styles/transitions');\nvar _transitions2 = _interopRequireDefault(_transitions);\nvar _arrowDropDown = require('./svg-icons/navigation/arrow-drop-down');\nvar _arrowDropDown2 = _interopRequireDefault(_arrowDropDown);\nvar _Menu = require('./Menu/Menu');\nvar _Menu2 = _interopRequireDefault(_Menu);

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_Menu2 = _interopRequireDefault(_Menu);\n\nvar _ClearFix = require('./internal/ClearFix');\n\nvar _ClearFix2 =
_interopRequireDefault(_ClearFix);\n\nvar _Popover = require('./Popover/Popover');\n\nvar _Popover2 =
_interopRequireDefault(_Popover);\n\nvar _PopoverAnimationVertical =
require('./Popover/PopoverAnimationVertical');\n\nvar _PopoverAnimationVertical2 =
_interopRequireDefault(_PopoverAnimationVertical);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 =
_interopRequireDefault(_keycode);\n\nvar _events = require('./utils/events');\n\nvar _events2 =
_interopRequireDefault(_events);\n\nvar _IconButton = require('./IconButton');\n\nvar _IconButton2 =
_interopRequireDefault(_IconButton);\n\nvar _propTypes3 = require('./utils/propTypes');\n\nvar _propTypes4 =
_interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule
? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var disabled = props.disabled;\n
var spacing = context.muiTheme.baseTheme.spacing;\n var palette = context.muiTheme.baseTheme.palette;\n
var accentColor = context.muiTheme.dropDownMenu.accentColor;\n return {\n control: {\n cursor: disabled ?
'not-allowed' : 'pointer',\n height: '100%',\n position: 'relative',\n width: '100%\n },\n icon: {\n fill:
accentColor,\n position: 'absolute',\n right: spacing.desktopGutterLess,\n top: (spacing.iconSize - 24) / 2 +
spacing.desktopGutterMini / 2\n },\n iconChildren: {\n fill: 'inherit'\n },\n label: {\n color: disabled ?
palette.disabledColor : palette.textColor,\n height: spacing.desktopToolbarHeight + 'px',\n lineHeight:
spacing.desktopToolbarHeight + 'px',\n overflow: 'hidden',\n opacity: 1,\n position: 'relative',\n
paddingLeft: spacing.desktopGutter,\n paddingRight: spacing.iconSize * 2 + spacing.desktopGutterMini,\n
textOverflow: 'ellipsis',\n
top: 0,\n whiteSpace: 'nowrap'\n },\n labelWhenOpen: {\n opacity: 0,\n top:
spacing.desktopToolbarHeight / 8\n },\n root: {\n display: 'inline-block',\n fontSize:
spacing.desktopDropDownMenuFontSize,\n height: spacing.desktopSubheaderHeight,\n fontFamily:
context.muiTheme.baseTheme.fontFamily,\n outline: 'none',\n position: 'relative',\n transition:
_transitions2.default.easeOut()\n },\n rootWhenOpen: {\n opacity: 1\n },\n underline: {\n borderTop:
'solid 1px ' + accentColor,\n bottom: 1,\n left: 0,\n margin: '-1px ' + spacing.desktopGutter + 'px',\n
right: 0,\n position: 'absolute'\n };\n}\n\nvar DropDownMenu = function (_Component) {\n (0,
_inherits3.default)(DropDownMenu, _Component);\n\n function DropDownMenu() {\n var _ref;\n\n var _temp;
\n\n _this, _ret;\n\n (0, _classCallCheck3.default)(this, DropDownMenu);\n\n for (var _len = arguments.length, args
= Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret =
(_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DropDownMenu.__proto__ || (0,
_getPrototypeOf2.default)(DropDownMenu)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n open:
false\n }, _this.rootNode = undefined, _this.arrowNode = undefined, _this.handleClickControl = function (event)
{\n event.preventDefault();\n\n if (!_this.props.disabled) {\n _this.setState({\n open:
!_this.state.open,\n anchorEl: _this.rootNode\n });\n }\n }, _this.handleRequestCloseMenu = function
() {\n _this.close(false);\n }, _this.handleEscKeyDownMenu = function () {\n _this.close(true);\n },
\n\n _this.handleKeyDown = function (event) {\n switch ((0, _keycode2.default)(event)) {\n case 'up':\n case
'down':\n case 'space':\n case 'enter':\n event.preventDefault();\n\n
\n\n _this.setState({\n open: true,\n anchorEl: _this.rootNode\n });\n\n break;\n }\n },
\n\n _this.handleClick = function (event, child, index) {\n if (_this.props.multiple) {\n if (!_this.state.open)
{\n _this.setState({\n open: true\n });\n }\n } else {\n event.persist();\n\n
\n\n _this.setState({\n open: false\n }, function () {\n if (_this.props.onChange) {\n
\n\n _this.props.onChange(event, index, child.props.value);\n }\n\n
\n\n _this.close(_events2.default.isKeyboard(event));\n });\n }\n }, _this.handleChange = function (event,
value) {\n if (_this.props.multiple && _this.props.onChange) {\n _this.props.onChange(event, undefined,
value);\n }\n }, _this.close = function (isKeyboard) {\n _this.setState({\n open: false\n }, function ()
{\n if (_this.props.onClose)
{\n _this.props.onClose();\n }\n\n if (isKeyboard) {\n var dropArrow = _this.arrowNode;\n\n
var dropNode = _reactDom2.default.findDOMNode(dropArrow);\n\n dropNode.focus();\n

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dropArrow.setKeyboardFocus(true);\n    }\n  });\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this,
_ret);\n } // The nested styles for drop-down-menu are modified by toolbar and possibly\n // other user
components, so it will give full access to its js styles rather\n // than just the parent.\n\n\n (0,
_createClass3.default)(DropDownMenu, [{\n  key: 'componentDidMount',\n  value: function
componentDidMount() {\n    var _this2 = this;\n\n    if (this.props.autoWidth) {\n      this.setWidth();\n    }\n\n    if (this.props.openImmediately) {\n      // TODO: Temporary fix to make openImmediately work with
popover.\n\n      /* eslint-disable react/no-did-mount-set-state */\n      setTimeout(function ()
{\n        return _this2.setState({\n          open: true,\n          anchorEl: _this2.rootNode\n        });\n      }, 0);\n\n      /* eslint-enable react/no-did-mount-set-state */\n    }\n  }, {\n  key: 'componentWillReceiveProps',\n  value: function componentWillReceiveProps() {\n    if (this.props.autoWidth) {\n      this.setWidth();\n    }\n  }\n }, {\n  key: 'getInputNode',\n  value: function getInputNode() {\n    var
_this3 = this;\n\n    var rootNode = this.rootNode;\n\n    rootNode.focus = function () {\n      if
(!_this3.props.disabled) {\n        _this3.setState({\n          open: !_this3.state.open,\n          anchorEl:
_this3.rootNode\n        });\n      }\n    }; \n\n    return rootNode;\n  }\n }, {\n  key: 'setWidth',\n  value:
function setWidth() {\n\n    var el = this.rootNode;\n\n    if (!this.props.style || !this.props.style.hasOwnProperty('width')) {\n
el.style.width = 'auto';\n    }\n  }, {\n  key: 'render',\n  value: function render() {\n    var _this4 = this;\n\n    var _props = this.props,\n        animated = _props.animated,\n        animation = _props.animation,\n
autoWidth = _props.autoWidth,\n        multiple = _props.multiple,\n        children = _props.children,\n
className = _props.className,\n        disabled = _props.disabled,\n        iconStyle = _props.iconStyle,\n
labelStyle = _props.labelStyle,\n        listStyle = _props.listStyle,\n        maxHeight = _props.maxHeight,\n
menuStyleProp = _props.menuStyle,\n        selectionRenderer = _props.selectionRenderer,\n        onClose =
_props.onClose,\n        openImmediately = _props.openImmediately,\n        menuItemStyle =
_props.menuItemStyle,\n        selectedMenuItemStyle
= _props.selectedMenuItemStyle,\n        style = _props.style,\n        underlineStyle = _props.underlineStyle,\n
value = _props.value,\n        iconButton = _props.iconButton,\n        anchorOrigin = _props.anchorOrigin,\n
targetOrigin = _props.targetOrigin,\n        other = (0, _objectWithoutProperties3.default)(_props, ['animated',
'animation', 'autoWidth', 'multiple', 'children', 'className', 'disabled', 'iconStyle', 'labelStyle', 'listStyle', 'maxHeight',
'menuStyle', 'selectionRenderer', 'onClose', 'openImmediately', 'menuItemStyle', 'selectedMenuItemStyle', 'style',
'underlineStyle', 'value', 'iconButton', 'anchorOrigin', 'targetOrigin']);\n\n    var _state = this.state,\n        anchorEl =
_state.anchorEl,\n        open = _state.open;\n\n    var prepareStyles = this.context.muiTheme.prepareStyles;\n\n    var
styles = getStyles(this.props, this.context);\n\n    var displayValue = ";\n\n    if (!multiple) {\n      _react2.default.Children.forEach(children,
function (child) {\n        if (child && value === child.props.value) {\n          if (selectionRenderer) {\n
displayValue = selectionRenderer(value, child);\n          } else {\n            // This will need to be improved (in case
primaryText is a node)\n            displayValue = child.props.label || child.props.primaryText;\n          }\n        }\n      });\n    } else {\n      var values = [];\n      var selectionRendererChildren = [];\n\n      _react2.default.Children.forEach(children, function (child) {\n        if (child && value &&
value.indexOf(child.props.value) > -1) {\n          if (selectionRenderer) {\n            values.push(child.props.value);\n            selectionRendererChildren.push(child);\n          } else {\n            values.push(child.props.label || child.props.primaryText);\n          }\n        }\n      });\n\n      displayValue =
[];\n\n      if (selectionRenderer) {\n        displayValue
= selectionRenderer(values, selectionRendererChildren);\n      } else {\n        displayValue = values.join(', ');\n      }\n    }\n\n    var menuStyle = void 0;\n\n    if (anchorEl && !autoWidth) {\n      menuStyle = (0,
_simpleAssign2.default)({\n        width: anchorEl.clientWidth\n      }, menuStyleProp);\n    } else {\n      menuStyle = menuStyleProp;\n    }\n\n    return _react2.default.createElement('div', (0, _extends3.default)({},
other, {\n      ref: function ref(node) {\n        _this4.rootNode = node;\n      },\n      className: className,\n

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style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, open && styles.rootWhenOpen, style))\n  }),
_react2.default.createElement(_ClearFix2.default, {\n    style: styles.control,\n    onClick:
this.handleClickControl\n  }, _react2.default.createElement('div', {\n    style: prepareStyles((0,
_simpleAssign2.default)({}, styles.label, open && styles.labelWhenOpen,
_labelStyle))\n  }, displayValue), _react2.default.createElement(_IconButton2.default, {\n    disabled:
disabled,\n    onKeyDown: this.handleKeyDown,\n    ref: function ref(node) {\n      _this4.arrowNode =
node;\n    },\n    style: (0, _simpleAssign2.default)({}, styles.icon, iconStyle),\n    iconStyle:
styles.iconChildren\n  }, iconButton), _react2.default.createElement('div', {\n    style: prepareStyles((0,
_simpleAssign2.default)({}, styles.underline, underlineStyle))\n  })),
_react2.default.createElement(_Popover2.default, {\n    anchorOrigin: anchorOrigin,\n    targetOrigin:
targetOrigin,\n    anchorEl: anchorEl,\n    animation: animation || _PopoverAnimationVertical2.default,\n    open: open,\n    animated: animated,\n    onRequestClose: this.handleRequestCloseMenu\n  },
_react2.default.createElement(_Menu2.default, {\n    multiple: multiple,\n    maxHeight: maxHeight,\n    desktop: true,\n    value: value,\n    onEscKeyDown: this.handleEscKeyDownMenu,\n    style: menuStyle,\n    listStyle:
listStyle,\n    onItemClick: this.handleClick,\n    onChange: this.handleChange,\n    menuItemStyle:
menuItemStyle,\n    selectedItemStyle: selectedItemStyle,\n    autoWidth: autoWidth,\n    width:
!autoWidth && menuStyle ? menuStyle.width : null\n  }, children));\n  }\n  });\n  return
DropDownMenu;\n}(_react.Component);\n\nDropDownMenu.muiName =
'DropDownMenu';\nDropDownMenu.defaultProps = {\n  animated: true,\n  autoWidth: true,\n  disabled: false,\n  iconButton: _react2.default.createElement(_arrowDropDown2.default, null),\n  openImmediately: false,\n  maxHeight: 500,\n  multiple: false,\n  anchorOrigin: {\n    vertical: 'top',\n    horizontal: 'left'\n  }\n};\nDropDownMenu.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nDropDownMenu.propTypes = process.env.NODE_ENV !==
'production' ? {\n  /**\n
* This is the point on the anchor that the popover's\n  * `targetOrigin` will attach to.\n  * Options:\n  * vertical:
[top, center, bottom]\n  * horizontal: [left, middle, right].\n  */\n  anchorOrigin: _propTypes4.default.origin,\n
/**\n  * If true, the popover will apply transitions when\n  * it gets added to the DOM.\n  */\n  animated:
_propTypes2.default.bool,\n  /**\n  * Override the default animation component used.\n  */\n  animation:
_propTypes2.default.func,\n  /**\n  * The width will automatically be set according to the items inside the
menu.\n  * To control this width in css instead, set this prop to `false`.\n  */\n  autoWidth:
_propTypes2.default.bool,\n  /**\n  * The `MenuItem`s to populate the `Menu` with. If the `MenuItems` have
the\n  * prop `label` that value will be used to render the representation of that\n  * item within the field.\n  */\n  children: _propTypes2.default.node,\n  /**\n  * The css class name of the root element.\n  */\n  className: _propTypes2.default.string,\n  /**\n  * Disables the menu.\n  */\n  disabled:
_propTypes2.default.bool,\n  /**\n  * Overrides default `SvgIcon` dropdown arrow component.\n  */\n  iconButton:
_propTypes2.default.node,\n  /**\n  * Overrides the styles of icon element.\n  */\n  iconStyle:
_propTypes2.default.object,\n  /**\n  * Overrides the styles of label when the `DropDownMenu` is inactive.\n  */\n  labelStyle:
_propTypes2.default.object,\n  /**\n  * The style object to use to override underlying list style.\n  */\n  listStyle:
_propTypes2.default.object,\n  /**\n  * The maximum height of the `Menu` when it is displayed.\n  */\n  maxHeight:
_propTypes2.default.number,\n  /**\n  * Override the inline-styles of menu items.\n  */\n  menuItemStyle:
_propTypes2.default.object,\n  /**\n  * Overrides the styles of `Menu` when the
`DropDownMenu` is displayed.\n  */\n  menuStyle: _propTypes2.default.object,\n  /**\n  * If true, `value` must
be
an array and the menu will support\n  * multiple selections.\n  */\n  multiple: _propTypes2.default.bool,\n  /**\n
* Callback function fired when a menu item is clicked, other than the one currently selected.\n  */\n  @param
{object} event Click event targeting the menu item that was clicked.\n  * @param {number} key The index of the
clicked menu item in the `children` collection.\n  * @param {any} value If `multiple` is true, the menu's `value`\n

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* array with either the menu item's `value` added (if it wasn't already selected) or omitted (if it was already selected).
 * Otherwise, the `value` of the menu item.
 * `onChange`: `_propTypes2.default.func`
 Callback function fired when the menu is closed.
 * `onClose`: `_propTypes2.default.func`
 Set to true to have the `DropDownMenu` automatically open on mount.
 * `openImmediately`: `_propTypes2.default.bool`
 Override the inline-styles of selected menu items.
 * `selectedMenuItemStyle`: `_propTypes2.default.object`
 Callback function fired when a menu item is clicked, other than the one currently selected.
 * `@param {any} value` If `multiple` is true, the menu's `value` array with either the menu item's `value` added (if it wasn't already selected) or omitted (if it was already selected).
 * Otherwise, the `value` of the menu item.
 * `@param {any} menuItem` The selected `MenuItem`.
 * If `multiple` is true, this will be an array with the `MenuItem`s matching the `value`s parameter.
 * `selectionRenderer`: `_propTypes2.default.func`
 Override the inline-styles of the root element.
 * `style`: `_propTypes2.default.object`
 This is the point on the popover which will attach to the anchor's origin.
 * Options:
 * `vertical`: [top, center, bottom]
 * `horizontal`: [left, middle, right]
 * `targetOrigin`: `_propTypes4.default.origin`
 Overrides the inline-styles of the underline.
 * `underlineStyle`: `_propTypes2.default.object`
 If `multiple` is true, an array of the `value`s of the selected menu items. Otherwise, the `value` of the selected menu item.
 If provided, the menu will be a controlled component.
 * `value`: `_propTypes2.default.any`

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};\nexports.default = DropDownMenu;"\n"use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _react = require('react');\nvar _react2 = _interopRequireDefault(_react);\nvar _pure = require('recompose/pure');\nvar _pure2 = _interopRequireDefault(_pure);\nvar _SvgIcon = require('../SvgIcon');\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar NavigationArrowDropDown = function NavigationArrowDropDown(props) {\n  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n    d: 'M7 10l5 5 5-5z'\n  }));\n};\n\nNavigationArrowDropDown = (0, _pure2.default)(NavigationArrowDropDown);\n\nNavigationArrowDropDown.displayName = 'NavigationArrowDropDown';\n\nNavigationArrowDropDown.muiName = 'SvgIcon';\n\nexports.default = NavigationArrowDropDown;"\n"use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\nvar _extends3 = _interopRequireDefault(_extends2);\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\nvar _react = require('react');\nvar _react2 = _interopRequireDefault(_react);\nvar _propTypes = require('prop-types');\nvar _propTypes2 = _interopRequireDefault(_propTypes);\nvar _BeforeAfterWrapper = require('./BeforeAfterWrapper');\nvar _BeforeAfterWrapper2 = _interopRequireDefault(_BeforeAfterWrapper);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar styles = {\n  before: {\n    content: '" "',\n    display: 'table'\n  },\n  after: {\n    content: '" "',\n    clear: 'both',\n    display: 'table'\n  };\n}\n\nvar ClearFix = function ClearFix(_ref) {\n  var style = _ref.style,\n      children = _ref.children,\n      other = (0, _objectWithoutProperties3.default)(_ref, ['style', 'children']);\n  return _react2.default.createElement(_BeforeAfterWrapper2.default, (0, _extends3.default)({}, other, {\n    beforeStyle: styles.before,\n    afterStyle: styles.after,\n    style: style\n  }), children);\n};\n\nClearFix.muiName = 'ClearFix';\n\nClearFix.propTypes = process.env.NODE_ENV !== "production" ? {\n  children: _propTypes2.default.node,\n  style: _propTypes2.default.object\n} : {};\n\nexports.default = ClearFix;"\n"use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\nvar

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_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar
_simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule
? obj : {\n default: obj\n };}\n\n/**\n * BeforeAfterWrapper\n * An alternative for the ::before and ::after css
pseudo-elements for\n * components whose styles are defined in javascript instead of css.\n *\n * Usage: For the
element that we want to apply before and after elements to,\n * wrap its children with BeforeAfterWrapper. For
example:\n *\n * <Paper>\n * <Paper> <div> // See notice\n *
<BeforeAfterWrapper> renders <div/> // before element\n * [children of paper] ----->
[children of paper]\n * </BeforeAfterWrapper>\n * <div/> // after element\n * </Paper> </div>\n *
</Paper>\n *\n * Notice: Notice that this div bundles together our elements. If the element\n * that we want to
apply before and after elements is a HTML tag (i.e. a\n * div, p, or button tag), we can avoid this extra nesting by
passing using\n * the BeforeAfterWrapper in place of said tag like so:\n *\n * <p>\n * <BeforeAfterWrapper>
do this instead <BeforeAfterWrapper elementType='p'>\n * [children of p] -----> [children of p]\n *
</BeforeAfterWrapper> </BeforeAfterWrapper>\n *\n * BeforeAfterWrapper features spread
functionality. This means that we can\n * pass HTML tag properties directly into the BeforeAfterWrapper tag.\n *\n *
When using BeforeAfterWrapper, ensure that the parent of the beforeElement\n * and afterElement have a
defined style position.\n *\n\nvar
styles = {\n box: {\n boxSizing: 'border-box'\n }};\n\nvar BeforeAfterWrapper = function (_Component) {\n
(0, _inherits3.default)(BeforeAfterWrapper, _Component);\n\n function BeforeAfterWrapper() {\n (0,
_classCallCheck3.default)(this, BeforeAfterWrapper);\n return (0, _possibleConstructorReturn3.default)(this,
(BeforeAfterWrapper.__proto__ || (0, _getPrototypeOf2.default)(BeforeAfterWrapper)).apply(this, arguments));\n
}\n\n (0, _createClass3.default)(BeforeAfterWrapper, [{\n key: 'render',\n value: function render() {\n var
_props = this.props,\n beforeStyle = _props.beforeStyle,\n afterStyle = _props.afterStyle,\n
beforeElementType = _props.beforeElementType,\n afterElementType = _props.afterElementType,\n
elementType = _props.elementType,\n other = (0, _objectWithoutProperties3.default)(_props, ['beforeStyle',
'afterStyle', 'beforeElementType', 'afterElementType', 'elementType']);\n var prepareStyles
= this.context.muiTheme.prepareStyles;\n var beforeElement = void 0;\n var afterElement = void 0;\n\n if
(beforeStyle) {\n beforeElement = _react2.default.createElement(this.props.beforeElementType, {\n style:
prepareStyles((0, _simpleAssign2.default)({}, styles.box, beforeStyle)),\n key: '::before'\n });\n }\n\n
if (afterStyle) {\n afterElement = _react2.default.createElement(this.props.afterElementType, {\n style:
prepareStyles((0, _simpleAssign2.default)({}, styles.box, afterStyle)),\n key: '::after'\n });\n }\n\n
var children = [beforeElement, this.props.children, afterElement];\n var props = other;\n props.style =
prepareStyles((0, _simpleAssign2.default)({}, this.props.style));\n return
_react2.default.createElement(this.props.elementType, props, children);\n }]\n });\n return
BeforeAfterWrapper;\n }(_react.Component);\n\nBeforeAfterWrapper.defaultProps
= {\n beforeElementType: 'div',\n afterElementType: 'div',\n elementType:
'div'\n};\n\nBeforeAfterWrapper.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nBeforeAfterWrapper.propTypes = process.env.NODE_ENV !==
'production' ? {\n afterElementType: _propTypes2.default.string,\n afterStyle: _propTypes2.default.object,\n
beforeElementType: _propTypes2.default.string,\n beforeStyle: _propTypes2.default.object,\n children:

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_propTypes2.default.node,\n elementType: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of
the root element.\n *\n style: _propTypes2.default.object\n} : {};\nexports.default = BeforeAfterWrapper;","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3
= _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes
= require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _colorManipulator
= require('../utils/colorManipulator');\n\nvar _EnhancedButton = require('./internal/EnhancedButton');\n\nvar
_EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _FontIcon = require('./FontIcon');\n\nvar
_FontIcon2 = _interopRequireDefault(_FontIcon);\n\nvar _Paper = require('./Paper');\n\nvar _Paper2 =
_interopRequireDefault(_Paper);\n\nvar _childUtils = require('../utils/childUtils');\n\nvar _warning =
require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nvar _propTypes3 =
require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction
getStyles(props, context) {\n var floatingActionButton
= context.muiTheme.floatingActionButton;\n var backgroundColor = props.backgroundColor ||
floatingActionButton.color;\n var iconColor = floatingActionButton.iconColor;\n\n if (props.disabled) {\n
backgroundColor = props.disabledColor || floatingActionButton.disabledColor;\n iconColor =
floatingActionButton.disabledTextColor;\n } else if (props.secondary) {\n backgroundColor =
floatingActionButton.secondaryColor;\n iconColor = floatingActionButton.secondaryIconColor;\n }\n\n return
{\n root: {\n transition: _transitions2.default.easeOut(),\n display: 'inline-block',\n backgroundColor:
'transparent'\n },\n container: {\n backgroundColor: backgroundColor,\n transition:
_transitions2.default.easeOut(),\n height: floatingActionButton.buttonSize,\n width:
floatingActionButton.buttonSize,\n padding: 0,\n overflow: 'hidden',\n borderRadius: '50%',\n
textAlign: 'center',\n verticalAlign: 'bottom'\n
},\n containerWhenMini: {\n height: floatingActionButton.miniSize,\n width:
floatingActionButton.miniSize\n },\n overlay: {\n transition: _transitions2.default.easeOut(),\n top: 0\n
},\n overlayWhenHovered: {\n backgroundColor: (0, _colorManipulator.fade)(iconColor, 0.4)\n },\n icon:
{\n height: floatingActionButton.buttonSize,\n lineHeight: floatingActionButton.buttonSize + 'px',\n fill:
iconColor,\n color: iconColor\n },\n iconWhenMini: {\n height: floatingActionButton.miniSize,\n
lineHeight: floatingActionButton.miniSize + 'px'\n }\n };\n}\n\nvar FloatingActionButton = function
(_Component) {\n (0, _inherits3.default)(FloatingActionButton, _Component);\n\n function
FloatingActionButton() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this,
FloatingActionButton);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++)
{\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = FloatingActionButton.__proto__ || (0,
_getPrototypeOf2.default)(FloatingActionButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n

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hovered: false,\n    touch: false,\n    zIndex: undefined\n  }, _this.handleClickDown = function (event) {\n    //
only listen to left clicks\n    if (event.button === 0) {\n      _this.setState({\n        zIndex: _this.props.zDepth +
1\n      });\n    }\n    if (_this.props.onMouseDown) _this.props.onMouseDown(event);\n  },
_this.handleClickUp = function (event) {\n    _this.setState({\n      zIndex: _this.props.zDepth\n    });\n    if
(_this.props.onMouseUp) {\n      _this.props.onMouseUp(event);\n    }\n  }, _this.handleClickLeave = function
(event) {\n    if (!_this.refs.container.isKeyboardFocused()) {\n      _this.setState({\n        zIndex:
_this.props.zDepth,\n        hovered: false\n      });\n    }\n    if (_this.props.onMouseLeave) {\n
_this.props.onMouseLeave(event);\n    }\n  }, _this.handleClickEnter = function (event) {\n    if
(!_this.refs.container.isKeyboardFocused() && !_this.state.touch) {\n      _this.setState({\n        hovered: true\n
      });\n    }\n    if (_this.props.onMouseEnter) {\n      _this.props.onMouseEnter(event);\n    }\n  },
_this.handleClickStart = function (event) {\n    _this.setState({\n      touch: true,\n      zIndex:
_this.props.zDepth + 1\n    });\n    if (_this.props.onTouchStart) {\n      _this.props.onTouchStart(event);\n
    }\n  }, _this.handleClickEnd = function (event) {\n    _this.setState({\n      touch: true,\n      zIndex:
_this.props.zDepth\n    });\n    if (_this.props.onTouchEnd) {\n      _this.props.onTouchEnd(event);\n    }\n
  }, _this.handleClickKeyboardFocus = function (event, keyboardFocused)
{\n    if (keyboardFocused && !_this.props.disabled) {\n      _this.setState({\n        zIndex: _this.props.zDepth +
1\n      });\n      _this.refs.overlay.style.backgroundColor = (0, _colorManipulator.fade)(getStyles(_this.props,
_this.context).icon.color, 0.4);\n    } else if (!_this.state.hovered) {\n      _this.setState({\n        zIndex:
_this.props.zDepth\n      });\n      _this.refs.overlay.style.backgroundColor = 'transparent';\n    }\n  }, _temp),
(0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n  (0, _createClass3.default)(FloatingActionButton, [{\n
key: 'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        zIndex:
this.props.disabled ? 0 : this.props.zDepth\n      });\n    }\n  }, {\n    key: 'componentDidMount',\n    value: function
componentDidMount() {\n      process.env.NODE_ENV !== \"production\" ? (0,
_warning2.default)(!this.props.iconClassName || !this.props.children, 'Material-UI:
You have set both an iconClassName and a child icon. ' + 'It is recommended you use only one method when
adding ' + 'icons to FloatingActionButton.'): void 0;\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value:
function componentWillReceiveProps(nextProps) {\n      var nextState = {};\n      if (nextProps.disabled !==
this.props.disabled) {\n        nextState.zDepth = nextProps.disabled ? 0 : this.props.zDepth;\n      }\n      if
(nextProps.disabled) {\n        nextState.hovered = false;\n      }\n      this.setState(nextState);\n    }\n  }, {\n
key: 'render',\n    value: function render() {\n      var _props = this.props,\n        backgroundColor =
_props.backgroundColor,\n        className = _props.className,\n        childrenProp = _props.children,\n
disabled = _props.disabled,\n        disabledColor = _props.disabledColor,\n        mini = _props.mini,\n
secondary = _props.secondary,\n        iconStyle = _props.iconStyle,\n
        iconClassName = _props.iconClassName,\n        zIndex = _props.zDepth,\n        other = (0,
_objectWithoutProperties3.default)(_props, ['backgroundColor', 'className', 'children', 'disabled', 'disabledColor',
'mini', 'secondary', 'iconStyle', 'iconClassName', 'zDepth']);\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      var iconElement =
void 0;\n      if (iconClassName) {\n        iconElement = _react2.default.createElement(_FontIcon2.default, {\n
className: iconClassName,\n        style: (0, _simpleAssign2.default)({}, styles.icon, mini &&
styles.iconWhenMini, iconStyle)\n      });\n      var children = void 0;\n      if (childrenProp) {\n
children = (0, _childUtils.extendChildren)(childrenProp, function (child) {\n        return {\n          style: (0,
_simpleAssign2.default)({}, styles.icon, mini && styles.iconWhenMini, iconStyle, child.props.style)\n        };\n      });\n      var buttonEventHandlers = disabled ? null : {\n        onMouseDown:
this.handleClickDown,\n        onMouseUp: this.handleClickUp,\n        onMouseLeave: this.handleClickLeave,\n
onMouseEnter: this.handleClickEnter,\n        onTouchStart: this.handleClickStart,\n        onTouchEnd:
this.handleClickEnd,\n        onKeyboardFocus: this.handleClickKeyboardFocus\n      }; return
_react2.default.createElement(_Paper2.default, {\n        className: className,\n        style: (0,
_simpleAssign2.default)(styles.root, this.props.style),\n        zIndex: this.state.zDepth,\n        circle: true\n      },

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_react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, buttonEventHandlers,
{\n  ref: 'container',\n  disabled: disabled,\n  style: (0, _simpleAssign2.default)(styles.container,
this.props.mini && styles.containerWhenMini, iconStyle),\n  focusRippleColor: styles.icon.color,\n
touchRippleColor:
styles.icon.color\n  }), _react2.default.createElement('div', {\n  ref: 'overlay',\n  style: prepareStyles((0,
_simpleAssign2.default)(styles.overlay, this.state.hovered && !this.props.disabled &&
styles.overlayWhenHovered))\n  }, iconElement, children));\n  }\n }));\n  return
FloatingActionButton;\n})(_react.Component);\n\nFloatingActionButton.defaultProps = {\n  disabled: false,\n  mini:
false,\n  secondary: false,\n  zIndex: 2\n};\nFloatingActionButton.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nFloatingActionButton.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  /**\n   * This value will override the default background color for the button.\n   * However it
will not override the default disabled background color.\n   * This has to be set separately using the disabledColor
attribute.\n   */\n  backgroundColor: _propTypes2.default.string,\n  /**\n   * This is what displayed inside the
floating action button;
for example, a SVG Icon.\n   */\n  children: _propTypes2.default.node,\n  /**\n   * The css class name of the root
element.\n   */\n  className: _propTypes2.default.string,\n  /**\n   * Disables the button if set to true.\n   */\n
disabled: _propTypes2.default.bool,\n  /**\n   * This value will override the default background color for the
button when it is disabled.\n   */\n  disabledColor: _propTypes2.default.string,\n  /**\n   * The URL to link to
when the button is clicked.\n   */\n  href: _propTypes2.default.string,\n  /**\n   * The icon within the
FloatingActionButton is a FontIcon component.\n   * This property is the classname of the icon to be displayed
inside the button.\n   * An alternative to adding an iconClassName would be to manually insert a\n   * FontIcon
component or custom SvgIcon component or as a child of FloatingActionButton.\n   */\n  iconClassName:
_propTypes2.default.string,\n  /**\n   * This is the equivalent to iconClassName except that it is used
for\n   * overriding the inline-styles of the FontIcon component.\n   */\n  iconStyle: _propTypes2.default.object,\n
/**\n   * If true, the button will be a small floating action button.\n   */\n  mini: _propTypes2.default.bool,\n
/**\n   * Callback function fired when the button is clicked.\n   */\n  onClick: _propTypes2.default.func,\n  /**
@param {object} event Click event targeting the
button.\n   */\n  onMouseDown:
_propTypes2.default.func,\n  /** @ignore */\n  onMouseEnter: _propTypes2.default.func,\n  /** @ignore */\n
onMouseLeave: _propTypes2.default.func,\n  /** @ignore */\n  onMouseUp: _propTypes2.default.func,\n  /**
@ignore */\n  onTouchEnd: _propTypes2.default.func,\n  /** @ignore */\n  onTouchStart:
_propTypes2.default.func,\n  /**\n   * If true, the button will use the secondary button colors.\n   */\n
secondary:
_propTypes2.default.bool,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style:
_propTypes2.default.object,\n  /**\n   * The zIndex of the underlying `Paper` component.\n   */\n  zIndex:
_propTypes4.default.zDepth\n} :
{};\nexports.default = FloatingActionButton;\",\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n
value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2
= require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =

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require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props) {\n  return {\n    root: {\n      display: 'flex',\n      flexWrap: 'wrap',\n      margin: -props.padding / 2\n    },\n    item: {\n      boxSizing: 'border-box',\n      padding: props.padding / 2\n    }\n  };\n}\n\nvar GridList = function (_Component) {\n  (0, _inherits3.default)(GridList, _Component);\n\n  function GridList() {\n    (0, _classCallCheck3.default)(this, GridList);\n    return (0, _possibleConstructorReturn3.default)(this, (GridList.__proto__ || (0, _getPrototypeOf2.default)(GridList)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(GridList, [{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          cols = _props.cols,\n          padding = _props.padding,\n          cellHeight = _props.cellHeight,\n          children = _props.children,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['cols', 'padding', 'cellHeight', 'children', 'style']);\n\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n\n      var wrappedChildren = _react2.default.Children.map(children, function (currentChild) {\n        if (_react2.default.isValidElement(currentChild) && currentChild.type.muiName === 'Subheader') {\n          return currentChild;\n        }\n\n        var childCols = currentChild.props.cols || 1;\n        var childRows = currentChild.props.rows || 1;\n        var itemStyle = (0, _simpleAssign2.default)({}, styles.item, {\n          width: 100 / cols * childCols + '%',\n          height: cellHeight === 'auto' ? 'auto' : cellHeight * childRows + padding\n        });\n\n        return _react2.default.createElement('div', {\n          style: prepareStyles(itemStyle)\n        }, currentChild);\n      });\n\n      return _react2.default.createElement('div', (0, _extends3.default)({\n        style: prepareStyles(mergedRootStyles)\n      }, other), wrappedChildren);\n    }\n  }]);\n  return GridList;\n})(_react.Component);\n\nGridList.defaultProps = {\n  cols: 2,\n  padding: 4,\n  cellHeight: 180\n};\n\nGridList.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nGridList.propTypes = process.env.NODE_ENV !== "production" ? {\n  /**\n   * Number of px for one cell height.\n   * You can set `auto` if you want to let the children determine the height.\n   */\n  cellHeight: _propTypes2.default.oneOfType([\n    _propTypes2.default.number,\n    _propTypes2.default.oneOf(['auto'])\n  ]),\n  /**\n   * Grid Tiles that will be in Grid List.\n   */\n  children: _propTypes2.default.node,\n  /**\n   * Number of columns.\n   */\n  cols: _propTypes2.default.number,\n  /**\n   * Number of px for the padding/spacing between items.\n   */\n  padding: _propTypes2.default.number,\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\n\nexports.default = GridList;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _events = require('../utils/events');\n\nvar _events2 =

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_interopRequireDefault(_events);\n\nvar _propTypes3 = require('./utils/propTypes');\n\nvar _propTypes4 =
_interopRequireDefault(_propTypes3);\n\nvar _Menu = require('./Menu/Menu');\n\nvar _Menu2 =
_interopRequireDefault(_Menu);\n\nvar _Popover = require('./Popover/Popover');\n\nvar _Popover2 =
_interopRequireDefault(_Popover);\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nvar IconMenu = function (_Component) {\n  (0, _inherits3.default)(IconMenu,
_Component);\n\n  function IconMenu() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, IconMenu);\n\n    for (var _len = arguments.length, args = Array(_len), _key =
0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = IconMenu.__proto__ || (0,
_getPrototypeOf2.default)(IconMenu)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
menuInitiallyKeyboardFocused: false,\n  open: false\n  }, _this.handleClick = function (event, child) {\n
if (_this.props.clickCloseDelay !== 0 && !child.props.hasOwnProperty('menuItems')) {\n    var isKeyboard =
_events2.default.isKeyboard(event);\n\n    _this.timerCloseId = setTimeout(function () {\n
_this.close(isKeyboard ? 'enter' : 'itemTap', isKeyboard);\n    }, _this.props.clickCloseDelay);\n  }\n\n
_this.props.onItemClick(event, child);\n  }, _this.handleRequestClose = function (reason) {\n
_this.close(reason);\n
  }, _this.handleEscKeyDownMenu = function (event) {\n    _this.close('escape', event);\n  }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(IconMenu, [{\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n    if
(nextProps.open !== null) {\n      this.setState({\n        open: nextProps.open,\n        anchorEl:
this.refs.iconMenuContainer\n      });\n    }\n  }], {\n    key: 'componentWillUnmount',\n    value: function
componentWillUnmount() {\n      clearTimeout(this.timerCloseId);\n    }, {\n    key: 'isOpen',\n    value:
function isOpen() {\n      return this.state.open;\n    }, {\n    key: 'close',\n    value: function close(reason,
isKeyboard) {\n      var _this2 = this;\n\n      if (!this.state.open) {\n        return;\n      }\n\n      if (this.props.open !==
null) {\n        this.props.onRequestChange(false, reason);\n      } else {\n        this.setState({\n
          open: false\n        }, function () {\n          // Set focus on the icon button when the menu close\n          if
(isKeyboard) {\n            var iconButton = _this2.refs.iconButton;\n\n            _reactDom2.default.findDOMNode(iconButton).focus();\n\n            iconButton.setKeyboardFocus();\n          }\n
        });\n      }\n    }, {\n    key: 'open',\n    value: function open(reason, event) {\n      if (this.props.open !==
null) {\n        this.props.onRequestChange(true, reason);\n        return this.setState({\n          menuInitiallyKeyboardFocused:
_events2.default.isKeyboard(event),\n          anchorEl: event.currentTarget\n        });\n      }\n\n      this.setState({\n
        open: true,\n        menuInitiallyKeyboardFocused: _events2.default.isKeyboard(event),\n        anchorEl:
event.currentTarget\n      });\n    }, {\n    key: 'render',\n    value: function render() {\n      var _this3 = this;\n\n      var _props = this.props,\n        anchorOrigin = _props.anchorOrigin,\n        className = _props.className,\n        animated =
_props.animated,\n        animation = _props.animation,\n        iconButtonElement = _props.iconButtonElement,\n        iconStyle = _props.iconStyle,\n        onItemClick = _props.onItemClick,\n        onKeyboardFocus =
_props.onKeyboardFocus,\n        onMouseDown = _props.onMouseDown,\n        onMouseLeave =
_props.onMouseLeave,\n        onMouseEnter = _props.onMouseEnter,\n        onMouseUp =
_props.onMouseUp,\n        onRequestChange = _props.onRequestChange,\n        onClick = _props.onClick,\n        listStyle = _props.listStyle,\n        menuStyle = _props.menuStyle,\n        style = _props.style,\n        targetOrigin =
_props.targetOrigin,\n        clickCloseDelay = _props.clickCloseDelay,\n        useLayerForClickAway =
_props.useLayerForClickAway,\n        other = (0, _objectWithoutProperties3.default)(_props, ['anchorOrigin',
'className', 'animated',
'animation', 'iconButtonElement', 'iconStyle', 'onItemClick', 'onKeyboardFocus', 'onMouseDown', 'onMouseLeave',
'onMouseEnter', 'onMouseUp', 'onRequestChange', 'onClick', 'listStyle', 'menuStyle', 'style', 'targetOrigin',
'clickCloseDelay', 'useLayerForClickAway']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n

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var _state = this.state,\n      open = _state.open,\n      anchorEl = _state.anchorEl;\n      var styles = {\n        root:\n        {\n          display: 'inline-block',\n          position: 'relative'\n        },\n        menu: {\n          position: 'relative'\n        }\n      };\n      var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n      var mergedMenuStyles = (0, _simpleAssign2.default)(styles.menu, menuStyle);\n      process.env.NODE_ENV !== "production" ? (0, _warning2.default)(iconButtonElement.type.muiName !== 'SvgIcon', 'Material-UI: You should not provide an <SvgIcon /> to the `iconButtonElement` property\n      of <IconMenu />. You should wrapped it with an <IconButton />.): void 0;\n      var iconButtonProps = {\n        onKeyboardFocus: onKeyboardFocus,\n        onClick: function onClick(event) {\n          _this3.open(_events2.default.isKeyboard(event) ? 'keyboard' : 'iconTap', event);\n          if (iconButtonElement.props.onClick) {\n            iconButtonElement.props.onClick(event);\n          }\n        },\n        ref: 'iconButton'\n      };\n      if (iconStyle || iconButtonElement.props.iconStyle) {\n        iconButtonProps.iconStyle = iconStyle ? (0, _simpleAssign2.default)({}, iconStyle, iconButtonElement.props.iconStyle) : iconButtonElement.props.iconStyle;\n      }\n      var iconButton = _react2.default.cloneElement(iconButtonElement, iconButtonProps);\n      var menu = _react2.default.createElement(_Menu2.default, (0, _extends3.default)({}, other, {\n        initiallyKeyboardFocused: this.state.menuInitiallyKeyboardFocused,\n        onEscKeyDown: this.handleEscKeyDownMenu,\n        onItemClick: this.handleItemClick,\n        style: mergedMenuStyles,\n        listStyle: listStyle\n      }), this.props.children);\n      return _react2.default.createElement('div', {\n        ref: 'iconMenuContainer',\n        className: className,\n        onMouseDown: onMouseDown,\n        onMouseLeave: onMouseLeave,\n        onMouseEnter: onMouseEnter,\n        onMouseUp: onMouseUp,\n        onClick: onClick,\n        style: prepareStyles(mergedRootStyles)\n      }, iconButton, _react2.default.createElement(_Popover2.default, {\n        anchorOrigin: anchorOrigin,\n        targetOrigin: targetOrigin,\n        open: open,\n        anchorEl: anchorEl,\n        childContextTypes: this.constructor.childContextTypes,\n        useLayerForClickAway: useLayerForClickAway,\n        onRequestClose: this.handleRequestClose,\n        animated: animated,\n        animation: animation,\n        context: this.context\n      }, menu));\n    }\n  }\n});\nreturn IconMenu;\n})(_react.Component);\n\nIconMenu.muiName = 'IconMenu';\nIconMenu.defaultProps = {\n  anchorOrigin: {\n    vertical: 'top',\n    horizontal: 'left'\n  },\n  animated: true,\n  multiple: false,\n  open: null,\n  onItemClick: function onItemClick() {},\n  onKeyboardFocus: function onKeyboardFocus() {},\n  onMouseDown: function onMouseDown() {},\n  onMouseLeave: function onMouseLeave() {},\n  onMouseEnter: function onMouseEnter() {},\n  onMouseUp: function onMouseUp() {},\n  onRequestChange: function onRequestChange() {},\n  onClick: function onClick() {},\n  targetOrigin: {\n    vertical: 'top',\n    horizontal: 'left'\n  },\n  clickCloseDelay: 200,\n  useLayerForClickAway: false\n};\nIconMenu.contextTypes = {\n  muiTheme:\n  _propTypes2.default.object.isRequired\n};\nIconMenu.propTypes = process.env.NODE_ENV !== "production" ? {\n  /**\n   * This is the point on the icon where the menu\n   * `targetOrigin` will attach.\n   * Options:\n   * vertical: [top, center, bottom]\n   * horizontal: [left, middle, right].\n   */\n  anchorOrigin: _propTypes4.default.origin,\n  /**\n   * If true, the popover will apply transitions when\n   * it gets added to the DOM.\n   */\n  animated: _propTypes2.default.bool,\n  /**\n   * Override the default animation component used.\n   */\n  animation: _propTypes2.default.func,\n  /**\n   * Should be used to pass `MenuItem` components.\n   */\n  children: _propTypes2.default.node,\n  /**\n   * The CSS class name of the root element.\n   */\n  className: _propTypes2.default.string,\n  /**\n   * Sets the delay in milliseconds before closing the\n   * menu when an item is clicked.\n   * If set to 0 then the auto close functionality\n   * will be disabled.\n   */\n  clickCloseDelay: _propTypes2.default.number,\n  /**\n   * This is the `IconButton` to render. This button will open the menu.\n   */\n  iconButtonElement: _propTypes2.default.element.isRequired,\n  /**\n   * Override the inline-styles of the underlying icon element.\n   */\n  iconStyle: _propTypes2.default.object,\n  /**\n   * Override the inline-styles of the underlying `List` element.\n   */\n  listStyle: _propTypes2.default.object,\n  /**\n   * Override the inline-styles of the menu element.\n   */\n  menuStyle: _propTypes2.default.object,\n  /**\n   * If true, the value can be an array and allow the menu to be a multi-select.\n   */\n  multiple: _propTypes2.default.bool,\n  /**\n   * Callback function fired when the

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`IconButton` element is clicked.\n * \n * @param {object} event Click event targeting the `IconButton` element.\n
*\n\n onClick: _propTypes2.default.func,\n\n /** \n * Callback function fired when a menu item is selected with a
click.\n * \n * @param {object} event Click event targeting the selected menu item element.\n * @param
{object} child The selected element.\n */\n\n onItemClick: _propTypes2.default.func,\n\n /** \n * Callback
function fired when the `IconButton` element is focused or blurred by the keyboard.\n
*\n * @param {object} event `focus` or `blur` event targeting the `IconButton` element.\n * @param {boolean}
keyboardFocused If true, the `IconButton` element is focused.\n */\n\n onKeyDownFocus:
_propTypes2.default.func,\n\n /** @ignore */\n\n onMouseDown: _propTypes2.default.func,\n\n /** @ignore */\n\n
onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n\n onMouseLeave: _propTypes2.default.func,\n\n
/** @ignore */\n\n onMouseUp: _propTypes2.default.func,\n\n /** \n * Callback function fired when the `open`
state of the menu is requested to be changed.\n * \n * @param {boolean} open If true, the menu was requested to
be opened.\n * @param {string} reason The reason for the open or close request. Possible values are\n *
'keyboard' and 'iconTap' for open requests; 'enter', 'escape', 'itemTap', and 'clickAway'\n * for close requests.\n
*/\n\n onRequestChange: _propTypes2.default.func,\n\n /** \n * If true, the `IconMenu` is opened.\n */\n\n open:
_propTypes2.default.bool,\n\n\n
/** \n * Override the inline-styles of the root element.\n */\n\n style: _propTypes2.default.object,\n\n /** \n *
This is the point on the menu which will stick to the menu\n * origin.\n * Options:\n * vertical: [top, center,
bottom]\n * horizontal: [left, middle, right].\n */\n\n targetOrigin: _propTypes4.default.origin,\n\n /** \n * If true,
the popover will render on top of an invisible\n * layer, which will prevent clicks to the underlying elements.\n
*/\n\n useLayerForClickAway: _propTypes2.default.bool\n\n };\n\n exports.default = IconMenu;
","use
strict";\n\n Object.defineProperty(exports, "__esModule", {\n value: true\n});\n\n nvar _extends2 = require('babel-
runtime/helpers/extends');\n\n nvar _extends3 = _interopRequireDefault(_extends2);\n\n nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\n nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\n nvar _getPrototypeOf
= require('babel-runtime/core-js/object/get-prototype-of');\n\n nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\n nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\n nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck);\n\n nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\n nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\n nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\n nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\n nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\n nvar _inherits3 = _interopRequireDefault(_inherits2);\n\n nvar _simpleAssign =
require('simple-assign');\n\n nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\n nvar _react =
require('react');\n\n nvar _react2 = _interopRequireDefault(_react);\n\n nvar _propTypes = require('prop-types');\n\n nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\n nvar
_transitions = require('./styles/transitions');\n\n nvar _transitions2 =
_interopRequireDefault(_transitions);\n\n\n function _interopRequireDefault(obj) {\n return obj && obj.__esModule
? obj : {\n default: obj\n };}\n\n\n function getRelativeValue(value, min, max) {\n var clampedValue =
Math.min(Math.max(min, value), max);\n var rangeValue = max - min;\n var relValue =
Math.round((clampedValue - min) / rangeValue * 10000) / 10000;\n return relValue * 100;}\n\n\n function
getStyles(props, context) {\n var max = props.max,\n min = props.min,\n value = props.value;\n var
_context$muiTheme = context.muiTheme,\n palette = _context$muiTheme.baseTheme.palette,\n
borderRadius = _context$muiTheme.borderRadius;\n var styles = {\n root: {\n position: 'relative',\n height:
4,\n display: 'block',\n width: '100%',\n backgroundColor: palette.primary3Color,\n borderRadius:
borderRadius,\n margin: 0,\n overflow: 'hidden'\n
},\n bar: {\n height: '100%',\n },\n barFragment1: {},\n barFragment2: {}\n };\n\n if (props.mode ===
'indeterminate') {\n styles.barFragment1 = {\n position: 'absolute',\n backgroundColor: props.color ||
palette.primary1Color,\n top: 0,\n left: 0,\n bottom: 0,\n transition: _transitions2.default.create('all',

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'840ms', null, 'cubic-bezier(0.650, 0.815, 0.735, 0.395)')\n  };\n  styles.barFragment2 = {\n    position:
'absolute',\n    backgroundColor: props.color || palette.primary1Color,\n    top: 0,\n    left: 0,\n    bottom: 0,\n    transition: _transitions2.default.create('all', '840ms', null, 'cubic-bezier(0.165, 0.840, 0.440, 1.000)')\n  }; \n } else
{\n  styles.bar.backgroundColor = props.color || palette.primary1Color;\n  styles.bar.transition =
_transitions2.default.create('width', '.3s', null, 'linear');\n  styles.bar.width = getRelativeValue(value, min, max) +
'%';\n } \n \n return styles;\n }\n\nvar
LinearProgress = function (_Component) {\n  (0, _inherits3.default)(LinearProgress, _Component);\n\n  function
LinearProgress() {\n    (0, _classCallCheck3.default)(this, LinearProgress);\n    return (0,
_possibleConstructorReturn3.default)(this, (LinearProgress.__proto__ || (0,
_getPrototypeOf2.default)(LinearProgress)).apply(this, arguments));\n  } \n\n  (0,
_createClass3.default)(LinearProgress, [{\n    key: 'componentDidMount',\n    value: function
componentDidMount() {\n      var _this2 = this;\n\n      this.timers = {};\n      this.timers.bar1 = this.barUpdate('bar1',
0, this.refs.bar1, [[-35, 100], [100, -90]], 0);\n      this.timers.bar2 = setTimeout(function () {\n
_this2.barUpdate('bar2', 0, _this2.refs.bar2, [[-200, 100], [107, -8]], 0);
      }, 850);\n    }, {\n    key:
'componentWillUnmount',\n    value: function componentWillUnmount() {\n      clearTimeout(this.timers.bar1);\n
clearTimeout(this.timers.bar2);\n    } \n }, {\n    key: 'barUpdate',\n    value:
function barUpdate(id, step, barElement, stepValues, timeToNextStep) {\n      var _this3 = this;\n\n      if
(this.props.mode !== 'indeterminate') return;\n      timeToNextStep = timeToNextStep || 420;\n      step = step || 0;\n
      step %= 4;\n      var right = this.context.muiTheme.isRtl ? 'left' : 'right';\n      var left = this.context.muiTheme.isRtl
? 'right' : 'left';\n\n      if (step === 0) {\n        barElement.style[left] = stepValues[0][0] + '%';\n
barElement.style[right] = stepValues[0][1] + '%';\n      } else if (step === 1) {\n
barElement.style.transitionDuration = '840ms';\n      } else if (step === 2) {\n        barElement.style[left] =
stepValues[1][0] + '%';\n        barElement.style[right] = stepValues[1][1] + '%';\n      } else if (step === 3) {\n
barElement.style.transitionDuration = '0ms';\n      } \n\n      this.timers[id] = setTimeout(function () {\n        return
_this3.barUpdate(id, step + 1, barElement, stepValues);
      }, timeToNextStep);\n    } \n }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n
      style =
_propProps.style,\n      other = (0, _objectWithoutProperties3.default)(_props, ['style']);\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      return
_react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        style: prepareStyles((0,
_simpleAssign2.default)(styles.root, style))\n      })), _react2.default.createElement('div', {\n        style:
prepareStyles(styles.bar)\n      }), _react2.default.createElement('div', {\n        ref: 'bar1',\n        style:
prepareStyles(styles.barFragment1)\n      }), _react2.default.createElement('div', {\n        ref: 'bar2',\n        style:
prepareStyles(styles.barFragment2)\n      }));\n    } \n }]);\n  return
LinearProgress;\n }(_react.Component);\n\nLinearProgress.defaultProps = {\n  mode: 'indeterminate',\n  value: 0,\n  min:
0,\n  max: 100\n};\n\nLinearProgress.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nLinearProgress.propTypes = process.env.NODE_ENV !==
'production' ? {\n  /**\n   * The color of the progress bar, defaults to\n   * primary color of theme.\n   */\n  color:
_propTypes2.default.string,\n  /**\n   * The max value of progress, only works in determinate mode.\n   */\n  max:
_propTypes2.default.number,\n  /**\n   * The min value of progress, only works in determinate mode.\n   */\n  min:
_propTypes2.default.number,\n  /**\n   * The mode of show your progress, indeterminate for when\n   * there is no value for progress.\n   */\n  mode: _propTypes2.default.oneOf(['determinate', 'indeterminate']),\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n  /**\n   * The value
of progress, only works in determinate mode.\n   */\n  value: _propTypes2.default.number\n} : {};\n\nexports.default
= LinearProgress;
","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar _toConsumableArray2 =
require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 =
_interopRequireDefault(_toConsumableArray2);\n\nexports.default = getMuiTheme;\n\nvar _lodash =

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require('lodash.merge');\n\nvar _lodash2 = _interopRequireDefault(_lodash);\n\nvar _colorManipulator =
require('./utils/colorManipulator');\n\nvar _lightBaseTheme = require('./baseThemes/lightBaseTheme');\n\nvar
_lightBaseTheme2 = _interopRequireDefault(_lightBaseTheme);\n\nvar _zIndex = require('./zIndex');\n\nvar
_zIndex2 = _interopRequireDefault(_zIndex);\n\nvar _autoprefixer = require('./utils/autoprefixer');\n\nvar
_autoprefixer2 = _interopRequireDefault(_autoprefixer);\n\nvar _callOnce = require('./utils/callOnce');\n\nvar
_callOnce2 = _interopRequireDefault(_callOnce);\n\nvar _rtl = require('./utils/rtl');\n\nvar _rtl2 =
_interopRequireDefault(_rtl);\n\nvar _compose = require('recompose/compose');\n\nvar
_compose2 = _interopRequireDefault(_compose);\n\nvar _typography = require('./typography');\n\nvar
_typography2 = _interopRequireDefault(_typography);\n\nvar _colors = require('./colors');\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\n* Get the
Mui theme corresponding to a base theme.\n\n* It's possible to override the computed theme values\n\n* by providing
a second argument. The calculated\n\n* theme will be deeply merged with the second argument.\n\n*/\n\nfunction
getMuiTheme(muiTheme) {\n  for (var _len = arguments.length, more = Array(_len > 1 ? _len - 1 : 0), _key = 1;
_key < _len; _key++) {\n    more[_key - 1] = arguments[_key];\n  }\n\n  muiTheme =
_lodash2.default.apply(undefined, [{\n    zIndex: _zIndex2.default,\n    isRtl: false,\n    userAgent: undefined\n  },
_lightBaseTheme2.default, muiTheme].concat(more));\n\n  var _muiTheme = muiTheme,\n    spacing =
_muiTheme.spacing,\n    fontFamily
= _muiTheme.fontFamily,\n    palette = _muiTheme.palette;\n\n  var baseTheme = {\n    spacing: spacing,\n
fontFamily: fontFamily,\n    palette: palette\n  }; \n\n  muiTheme = (0, _lodash2.default)({\n    appBar: {\n      color:
palette.primary1Color,\n      textColor: palette.alternateTextColor,\n      height: spacing.desktopKeylineIncrement,\n
      titleFontWeight: _typography2.default.fontWeightNormal,\n      padding: spacing.desktopGutter\n    },\n    avatar:
{\n      color: palette.canvasColor,\n      backgroundColor: (0, _colorManipulator.emphasize)(palette.canvasColor,
0.26)\n    },\n    badge: {\n      color: palette.alternateTextColor,\n      textColor: palette.textColor,\n
primaryColor: palette.primary1Color,\n      primaryTextColor: palette.alternateTextColor,\n      secondaryColor:
palette.accent1Color,\n      secondaryTextColor: palette.alternateTextColor,\n      fontWeight:
_typography2.default.fontWeightMedium\n    },\n    bottomNavigation: {\n      backgroundColor:
palette.canvasColor,\n      unselectedColor: (0, _colorManipulator.fade)(palette.textColor, 0.54),\n      selectedColor:
palette.primary1Color,\n      height: 56,\n      unselectedFontSize: 12,\n      selectedFontSize: 14\n    },\n    button: {\n
height: 36,\n      minWidth: 88,\n      iconButtonSize: spacing.iconSize * 2\n    },\n    card: {\n      titleColor: (0,
_colorManipulator.fade)(palette.textColor, 0.87),\n      subtitleColor: (0, _colorManipulator.fade)(palette.textColor,
0.54),\n      fontWeight: _typography2.default.fontWeightMedium\n    },\n    cardMedia: {\n      color:
_colors.darkWhite,\n      overlayContentBackground: _colors.lightBlack,\n      titleColor: _colors.darkWhite,\n
subtitleColor: _colors.lightWhite\n    },\n    cardText: {\n      textColor: palette.textColor\n    },\n    checkbox: {\n
boxColor: palette.textColor,\n      checkedColor: palette.primary1Color,\n      requiredColor:
palette.primary1Color,\n      disabledColor: palette.disabledColor,\n
      labelColor: palette.textColor,\n      labelDisabledColor: palette.disabledColor\n    },\n    chip: {\n
backgroundColor: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.12),\n      deleteIconColor: (0,
_colorManipulator.fade)(palette.textColor, 0.26),\n      textColor: (0, _colorManipulator.fade)(palette.textColor,
0.87),\n      fontSize: 14,\n      fontWeight: _typography2.default.fontWeightNormal,\n      shadow: '0 1px 6px ' + (0,
_colorManipulator.fade)(palette.shadowColor, 0.12) + ',\n      0 1px 4px ' + (0,
_colorManipulator.fade)(palette.shadowColor, 0.12)\n    },\n    datePicker: {\n      color: palette.primary1Color,\n
textColor: palette.alternateTextColor,\n      calendarTextColor: palette.textColor,\n      selectColor:
palette.primary2Color,\n      selectTextColor: palette.alternateTextColor,\n      calendarYearBackgroundColor:
palette.canvasColor,\n      headerColor: palette.pickerHeaderColor || palette.primary1Color\n    },\n    dialog: {\n
titleFontSize: 22,\n      bodyFontSize: 16,\n      bodyColor: (0, _colorManipulator.fade)(palette.textColor, 0.6)\n
    },\n    dropDownMenu: {\n      accentColor: palette.borderColor\n    },\n    enhancedButton: {\n
tapHighlightColor: _colors.transparent\n    },\n    flatButton: {\n      color: _colors.transparent,\n
buttonFilterColor: '#999999',\n      disabledTextColor: (0, _colorManipulator.fade)(palette.textColor, 0.3)\n    },\n

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textColor: palette.textColor,\n  primaryTextColor: palette.primary1Color,\n  secondaryTextColor:
palette.accent1Color,\n  fontSize: _typography2.default.fontStyleButtonFontSize,\n  fontWeight:
_typography2.default.fontWeightMedium\n },\n floatingActionButton: {\n  buttonSize: 56,\n  miniSize:
40,\n  color: palette.primary1Color,\n  iconColor: palette.alternateTextColor,\n  secondaryColor:
palette.accent1Color,\n  secondaryIconColor: palette.alternateTextColor,\n  disabledTextColor:
palette.disabledColor,\n
  disabledColor: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.12)\n },\n gridTile: {\n
textColor: _colors.white\n },\n icon: {\n  color: palette.canvasColor,\n  backgroundColor:
palette.primary1Color\n },\n inkBar: {\n  backgroundColor: palette.accent1Color\n },\n drawer: {\n
width: spacing.desktopKeylineIncrement * 4,\n  color: palette.canvasColor\n },\n listItem: {\n
nestedLevelDepth: 18,\n  secondaryTextColor: palette.secondaryTextColor,\n  leftIconColor:
_colors.grey600,\n  rightIconColor: _colors.grey600\n },\n menu: {\n  backgroundColor:
palette.canvasColor,\n  containerBackgroundColor: palette.canvasColor\n },\n menuItem: {\n  dataHeight:
32,\n  height: 48,\n  hoverColor: (0, _colorManipulator.fade)(palette.textColor, 0.1),\n  padding:
spacing.desktopGutter,\n  selectedTextColor: palette.accent1Color,\n  rightIconDesktopFill: _colors.grey600\n
},\n menuSubheader: {\n  padding: spacing.desktopGutter,\n  borderColor: palette.borderColor,\n
textColor: palette.primary1Color\n },\n overlay: {\n  backgroundColor: _colors.lightBlack\n },\n paper:
{\n  color: palette.textColor,\n  backgroundColor: palette.canvasColor,\n  zDepthShadows: [[1, 6, 0.12, 1, 4,
0.12], [3, 10, 0.16, 3, 10, 0.23], [10, 30, 0.19, 6, 10, 0.23], [14, 45, 0.25, 10, 18, 0.22], [19, 60, 0.30, 15, 20,
0.22]].map(function (d) {\n    return '0 ' + d[0] + 'px ' + d[1] + 'px ' + (0,
_colorManipulator.fade)(palette.shadowColor, d[2]) + ',\n    0 ' + d[3] + 'px ' + d[4] + 'px ' + (0,
_colorManipulator.fade)(palette.shadowColor, d[5]);\n  })\n },\n radioButton: {\n  borderColor:
palette.textColor,\n  backgroundColor: palette.alternateTextColor,\n  checkedColor: palette.primary1Color,\n
requiredColor: palette.primary1Color,\n  disabledColor: palette.disabledColor,\n  size: 24,\n
  labelColor: palette.textColor,\n  labelDisabledColor: palette.disabledColor\n },\n raisedButton: {\n
color: palette.alternateTextColor,\n  textColor: palette.textColor,\n  primaryColor: palette.primary1Color,\n
primaryTextColor: palette.alternateTextColor,\n  secondaryColor: palette.accent1Color,\n
secondaryTextColor: palette.alternateTextColor,\n  disabledColor: (0,
_colorManipulator.darken)(palette.alternateTextColor, 0.1),\n  disabledTextColor: (0,
_colorManipulator.fade)(palette.textColor, 0.3),\n  fontSize: _typography2.default.fontStyleButtonFontSize,\n
fontWeight: _typography2.default.fontWeightMedium\n },\n refreshIndicator: {\n  strokeColor:
palette.borderColor,\n  loadingStrokeColor: palette.primary1Color\n },\n ripple: {\n  color: (0,
_colorManipulator.fade)(palette.textColor, 0.87)\n },\n slider: {\n  trackSize: 2,\n  trackColor:
palette.primary3Color,\n  trackColorSelected:
palette.accent3Color,\n  handleSize: 12,\n  handleSizeDisabled: 8,\n  handleSizeActive: 18,\n
handleColorZero: palette.primary3Color,\n  handleFillColor: palette.alternateTextColor,\n  selectionColor:
palette.primary1Color,\n  rippleColor: palette.primary1Color\n },\n snackbar: {\n  textColor:
palette.alternateTextColor,\n  backgroundColor: palette.textColor,\n  actionColor: palette.accent1Color\n },\n
subheader: {\n  color: (0, _colorManipulator.fade)(palette.textColor, 0.54),\n  fontWeight:
_typography2.default.fontWeightMedium\n },\n stepper: {\n  backgroundColor: 'transparent',\n
hoverBackgroundColor: (0, _colorManipulator.fade)(_colors.black, 0.06),\n  iconColor: palette.primary1Color,\n
hoveredIconColor: _colors.grey700,\n  inactiveIconColor: _colors.grey500,\n  textColor: (0,
_colorManipulator.fade)(_colors.black, 0.87),\n  disabledTextColor: (0, _colorManipulator.fade)(_colors.black,
0.26),\n  connectorLineColor: _colors.grey400\n },\n svgIcon: {\n  color: palette.textColor\n },\n table:
{\n  backgroundColor: palette.canvasColor\n },\n tableFooter: {\n  borderColor: palette.borderColor,\n
textColor: palette.accent3Color\n },\n tableHeader: {\n  borderColor: palette.borderColor\n },\n
tableHeaderColumn: {\n  textColor: palette.accent3Color,\n  height: 56,\n  spacing: 24\n },\n tableRow:
{\n  hoverColor: palette.accent2Color,\n  stripeColor: (0, _colorManipulator.fade)((0,

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_colorManipulator.lighten)(palette.primary1Color, 0.5), 0.4),\n  selectedColor: palette.borderColor,\n
textColor: palette.textColor,\n  borderColor: palette.borderColor,\n  height: 48\n },\n tableRowColumn: {\n
  height: 48,\n  spacing: 24\n },\n tabs: {\n  backgroundColor: palette.primary1Color,\n  textColor: (0,
_colorManipulator.fade)(palette.alternateTextColor, 0.7),\n
  selectedTextColor: palette.alternateTextColor\n },\n textField: {\n  textColor: palette.textColor,\n
hintColor: palette.disabledColor,\n  floatingLabelColor: palette.disabledColor,\n  disabledTextColor:
palette.disabledColor,\n  errorColor: _colors.red500,\n  focusColor: palette.primary1Color,\n
backgroundColor: 'transparent',\n  borderColor: palette.borderColor\n },\n timePicker: {\n  color:
palette.alternateTextColor,\n  textColor: palette.alternateTextColor,\n  accentColor: palette.primary1Color,\n
clockColor: palette.textColor,\n  clockCircleColor: palette.clockCircleColor,\n  headerColor:
palette.pickerHeaderColor || palette.primary1Color,\n  selectColor: palette.primary2Color,\n  selectTextColor:
palette.alternateTextColor\n },\n toggle: {\n  thumbOnColor: palette.primary1Color,\n  thumbOffColor:
palette.accent2Color,\n  thumbDisabledColor: palette.borderColor,\n  thumbRequiredColor:
palette.primary1Color,\n  trackOnColor: (0, _colorManipulator.fade)(palette.primary1Color, 0.5),\n
trackOffColor: palette.primary3Color,\n  trackDisabledColor: palette.primary3Color,\n  labelColor:
palette.textColor,\n  labelDisabledColor: palette.disabledColor,\n  trackRequiredColor: (0,
_colorManipulator.fade)(palette.primary1Color, 0.5)\n },\n toolbar: {\n  color: (0,
_colorManipulator.fade)(palette.textColor, 0.54),\n  hoverColor: (0, _colorManipulator.fade)(palette.textColor,
0.87),\n  backgroundColor: (0, _colorManipulator.darken)(palette.accent2Color, 0.05),\n  height: 56,\n
titleFontSize: 20,\n  iconColor: (0, _colorManipulator.fade)(palette.textColor, 0.4),\n  separatorColor: (0,
_colorManipulator.fade)(palette.textColor, 0.175),\n  menuHoverColor: (0,
_colorManipulator.fade)(palette.textColor, 0.1)\n },\n tooltip: {\n  color: _colors.white,\n
rippleBackgroundColor: _colors.grey700,\n
  opacity: 0.9\n }
}, muiTheme, {\n  baseTheme: baseTheme,\n  // To provide backward compatibility.\n  rawTheme: baseTheme // To provide backward compatibility.\n\n });\n var transformers = [_autoprefixer2.default,
_rtl2.default, _callOnce2.default].map(function (t) {\n  return t(muiTheme);\n }).filter(function (t) {\n  return t;\n
});\n muiTheme.prepareStyles = _compose2.default.apply(undefined, (0,
_toConsumableArray3.default)(transformers));\n return muiTheme;\n }", "/*\n * Lodash (Custom Build)
<https://lodash.com/>\n * Build: `lodash modularize exports=\"npm\" -o .`\n * Copyright OpenJS Foundation and
other contributors <https://openjsf.org/>\n * Released under MIT license <https://lodash.com/license>\n * Based on
Underscore.js 1.8.3 <http://underscorejs.org/LICENSE>\n * Copyright Jeremy Ashkenas, DocumentCloud and
Investigative Reporters & Editors\n */\n\n/** Used as the size to enable large array optimizations. */\nvar
LARGE_ARRAY_SIZE = 200;\n\n/** Used to
stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/** Used to
detect hot functions by number of calls within a span of milliseconds. */\nvar HOT_COUNT = 800,\n HOT_SPAN = 16;\n\n/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER =
9007199254740991;\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]',\n arrayTag = '[object Array]',\n asyncTag = '[object AsyncFunction]',\n boolTag = '[object Boolean]',\n dateTag = '[object Date]',\n errorTag = '[object Error]',\n funcTag = '[object Function]',\n genTag = '[object
GeneratorFunction]',\n mapTag = '[object Map]',\n numberTag = '[object Number]',\n nullTag = '[object
Null]',\n objectTag = '[object Object]',\n proxyTag = '[object Proxy]',\n regexpTag = '[object RegExp]',\n
setTag = '[object Set]',\n stringTag = '[object String]',\n undefinedTag = '[object Undefined]',\n weakMapTag =
'[object WeakMap]';\nvar arrayBufferTag = '[object ArrayBuffer]',\n dataViewTag = '[object DataView]',\n
float32Tag = '[object Float32Array]',\n float64Tag = '[object Float64Array]',\n int8Tag = '[object Int8Array]',\n
int16Tag = '[object Int16Array]',\n int32Tag = '[object Int32Array]',\n uint8Tag = '[object Uint8Array]',\n
uint8ClampedTag = '[object Uint8ClampedArray]',\n uint16Tag = '[object Uint16Array]',\n uint32Tag = '[object
Uint32Array]';\n\n/**\n * Used to match `RegExp` \n * [syntax characters](http://ecma-international.org/ecma-
262/7.0/#sec-patterns).\n */\nvar reRegExpChar = /[\\|\\^$.+?()\\[\\]{}]/g;\n\n/** Used to detect host constructors

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(Safari). *^\\n\\nvar reIsHostCtor = /^\\[object .+?Constructor\\]$/;\\n/** Used to detect unsigned integer values.
*^\\n\\nvar reIsUint = /^(?:0|[1-9]\\d*)$/;\\n/** Used to identify `toStringTag` values of typed arrays. *^\\n\\nvar
typedArrayTags = {};\\ntypedArrayTags[float32Tag] = typedArrayTags[float64Tag] = typedArrayTags[int8Tag] =
typedArrayTags[int16Tag] = typedArrayTags[int32Tag] = typedArrayTags[uint8Tag] =
typedArrayTags[uint8ClampedTag] = typedArrayTags[uint16Tag] = typedArrayTags[uint32Tag] =
true;\\ntypedArrayTags[argsTag] = typedArrayTags[arrayTag] = typedArrayTags[arrayBufferTag] =
typedArrayTags[boolTag] = typedArrayTags[dataViewTag] = typedArrayTags[dateTag] =
typedArrayTags[errorTag] = typedArrayTags[funcTag] = typedArrayTags[mapTag] = typedArrayTags[numberTag]
typedArrayTags[objectTag] = typedArrayTags[regexpTag] = typedArrayTags[setTag] =
typedArrayTags[stringTag] = typedArrayTags[weakMapTag] = false;\\n/** Detect free variable `global` from
Node.js. *^\\n\\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\\n/**
Detect free variable `self`. *^\\n\\nvar freeSelf = typeof self == 'object' && self && self.Object === Object &&
self;\\n/** Used as a reference to the global object. *^\\n\\nvar root = freeGlobal || freeSelf || Function('return
this')();\\n/**
Detect free variable `exports`. *^\\n\\nvar freeExports = typeof exports == 'object' && exports &&
!exports.nodeType && exports;\\n/** Detect free variable `module`. *^\\n\\nvar freeModule = freeExports && typeof
module == 'object' && module && !module.nodeType && module;\\n/** Detect the popular CommonJS extension
`module.exports`. *^\\n\\nvar moduleExports = freeModule && freeModule.exports === freeExports;\\n/** Detect
free variable `process` from Node.js. *^\\n\\nvar freeProcess = moduleExports && freeGlobal.process;\\n/** Used to
access faster Node.js helpers. *^\\n\\nvar nodeUtil = function () {\\n try {\\n // Use `util.types` for Node.js 10+\\.\\n
var types = freeModule && freeModule.require && freeModule.require('util').types;\\n if (types) {\\n return
types;\\n } // Legacy `process.binding('util')` for Node.js < 10.\\n\\n return freeProcess && freeProcess.binding
&& freeProcess.binding('util');\\n } catch (e) {}\\n}();\\n/** Node.js helper references. *^\\n\\nvar nodeIsTypedArray
= nodeUtil && nodeUtil.isTypedArray;\\n/**\\n * A faster alternative to `Function#apply`, this function invokes
`func`\\n * with the `this` binding of `thisArg` and the arguments of `args`.\\n * @private\\n * @param {Function}
func The function to invoke.\\n * @param {*} thisArg The `this` binding of `func`.\\n * @param {Array} args The
arguments to invoke `func` with.\\n * @returns {*} Returns the result of `func`.\\n *^\\n\\nfunction apply(func, thisArg,
args) {\\n switch (args.length) {\\n case 0:\\n return func.call(thisArg);\\n case 1:\\n return
func.call(thisArg, args[0]);\\n case 2:\\n return func.call(thisArg, args[0], args[1]);\\n case 3:\\n return
func.call(thisArg, args[0], args[1], args[2]);\\n }\\n\\n return func.apply(thisArg, args);\\n}\\n/**\\n * The base
implementation of `_.times` without support for iteratee shorthands\\n * or max array length checks.\\n * @private\\n *
@param {number} n The number of times to invoke `iteratee`.\\n * @param
{Function} iteratee The function invoked per iteration.\\n * @returns {Array} Returns the array of results.\\n
*^\\n\\nfunction baseTimes(n, iteratee) {\\n var index = -1,\\n result = Array(n);\\n while (++index < n) {\\n
result[index] = iteratee(index);\\n }\\n\\n return result;\\n}\\n/**\\n * The base implementation of `_.unary` without
support for storing metadata.\\n * @private\\n * @param {Function} func The function to cap arguments for.\\n *
@returns {Function} Returns the new capped function.\\n *^\\n\\nfunction baseUnary(func) {\\n return function
(value) {\\n return func(value);\\n };\\n}\\n/**\\n * Gets the value at `key` of `object`.\\n * @private\\n * @param
{Object} object The object to query.\\n * @param {string} key The key of the property to get.\\n * @returns {*}
Returns the property value.\\n *^\\n\\nfunction getValue(object, key) {\\n return object == null ? undefined :
object[key];\\n}\\n/**\\n * Creates a unary function that invokes `func` with its argument transformed.\\n
* @private\\n * @param {Function} func The function to wrap.\\n * @param {Function} transform The
argument transform.\\n * @returns {Function} Returns the new function.\\n *^\\n\\nfunction overArg(func,
transform) {\\n return function (arg) {\\n return func(transform(arg));\\n };\\n}\\n/** Used for built-in method
references. *^\\n\\nvar arrayProto = Array.prototype,\\n funcProto = Function.prototype,\\n objectProto =
Object.prototype;\\n/** Used to detect overreaching core-js shims. *^\\n\\nvar coreJsData = root['__core-
js_shared__'];\\n/** Used to resolve the decompiled source of functions. *^\\n\\nvar funcToString =
funcProto.toString;\\n/** Used to check objects for own properties. *^\\n\\nvar hasOwnProperty =

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objectProto.hasOwnProperty;\n/** Used to detect methods masquerading as native. *\n\nvar maskSrcKey =
function () {\n  var uid = /^[^.]++$/exec(coreJsData && coreJsData.keys && coreJsData.keys.IE_PROTO || "");\n  return uid ? 'Symbol(src)_1.' + uid : '';\n};\n\n/** Used
to resolve the\n * [toStringTag](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.toString)\n * of
values.\n *\n\nvar nativeObjectToString = objectProto.toString;\n/** Used to infer the `Object` constructor.
*\n\nvar objectCtorString = funcToString.call(Object);\n/** Used to detect if a method is native. *\n\nvar
reIsNative = RegExp('^' + funcToString.call(hasOwnProperty).replace(reRegExpChar,
'\\\\$&').replace(/hasOwnProperty|(function).*?(?=\\\s|\\( for .+?(?=\\\\\\\\\)|g, '$1.*?') + '$');\n/** Built-in value
references. *\n\nvar Buffer = moduleExports ? root.Buffer : undefined,\n  Symbol = root.Symbol,\n  Uint8Array
= root.Uint8Array,\n  allocUnsafe = Buffer ? Buffer.allocUnsafe : undefined,\n  getPrototypeOf =
overArg(Object.getPrototypeOf, Object),\n  objectCreate = Object.create,\n  propertyIsEnumerable =
objectProto.propertyIsEnumerable,\n  splice = arrayProto.splice,\n  symToStringTag = Symbol ?
Symbol.toStringTag : undefined;\n\nvar defineProperty
= function () {\n  try {\n    var func = getNative(Object, 'defineProperty');\n    func({}, {}, {});\n    return func;\n  }
catch (e) {};\n};\n\n/** Built-in method references for those with the same name as other `lodash` methods.
*\n\nvar nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined,\n  nativeMax = Math.max,\n  nativeNow =
Date.now;\n\n/** Built-in method references that are verified to be native. *\n\nvar Map = getNative(root, 'Map'),\n
nativeCreate = getNative(Object, 'create');\n\n/**\n * The base implementation of `_.create` without support for
assigning\n * properties to the created object.\n *\n * @private\n * @param {Object} proto The object to inherit
from.\n * @returns {Object} Returns the new object.\n *\n\nvar baseCreate = function () {\n  function object()
{\n\n  }\n\n  return function (proto) {\n    if (!isObject(proto)) {\n      return {};\n    }\n\n    if (objectCreate) {\n      return
objectCreate(proto);\n    }\n\n    object.prototype = proto;\n\n    var result = new object();\n    object.prototype =
undefined;\n    return result;\n  };;\n};\n\n/**\n * Creates a hash
object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n
*\n\nfunction Hash(entries) {\n  var index = -1,\n      length = entries == null ? 0 : entries.length;\n\n  this.clear();\n\n  while (++index < length) {\n    var entry = entries[index];\n    this.set(entry[0], entry[1]);\n  }\n}\n\n/**\n * Removes all key-value entries from the hash.\n *\n * @private\n * @name clear\n * @memberOf
Hash\n\nfunction hashClear() {\n  this.__data__ = nativeCreate ? nativeCreate(null) : {};\n  this.size =
0;\n}\n\n/**\n * Removes `key` and its value from the hash.\n *\n * @private\n * @name delete\n * @memberOf
Hash\n * @param {Object} hash The hash to modify.\n * @param {string} key The key of the value to remove.\n *
@returns {boolean} Returns `true` if the entry was removed, else `false`.\n\nfunction hashDelete(key) {\n  var
result = this.has(key) && delete this.__data__[key];\n  this.size -= result ? 1 : 0;\n  return result;\n}\n\n/**\n * Gets
the hash value for `key`.\n *\n * @private\n * @name get\n * @memberOf Hash\n * @param {string} key The key
of the value to get.\n * @returns {*} Returns the entry value.\n\nfunction hashGet(key) {\n  var data =
this.__data__;\n\n  if (nativeCreate) {\n    var result = data[key];\n    return result === HASH_UNDEFINED ?
undefined : result;\n  }\n\n  return hasOwnProperty.call(data, key) ? data[key] : undefined;\n}\n\n/**\n * Checks if
a hash value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Hash\n * @param {string} key The
key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n
*\nfunction hashHas(key) {\n  var data = this.__data__;\n  return nativeCreate ? data[key] !== undefined :
hasOwnProperty.call(data, key);\n}\n\n/**\n * Sets the hash `key` to `value`.\n *\n * @private\n * @name set\n *
@memberOf Hash\n * @param {string} key The key of the value to set.\n * @param {*} value The value to
set.\n * @returns {Object} Returns the hash instance.\n\nfunction hashSet(key, value) {\n  var data =
this.__data__;\n  this.size += this.has(key) ? 0 : 1;\n  data[key] = nativeCreate && value === undefined ?
HASH_UNDEFINED : value;\n  return this;\n} // Add methods to `Hash`.\n\nHash.prototype.clear =
hashClear;\nHash.prototype['delete'] = hashDelete;\nHash.prototype.get = hashGet;\nHash.prototype.has =
hashHas;\nHash.prototype.set = hashSet;\n\n/**\n * Creates an list cache object.\n *\n * @private\n * @constructor\n
* @param {Array} [entries] The key-value pairs to cache.\n\nfunction ListCache(entries) {\n  var index = -1,\n
      length = entries == null ? 0 : entries.length;\n\n  this.clear();\n\n  while (++index < length) {\n    var entry =

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entries[index];\n  this.set(entry[0], entry[1]);\n } }\n\n/**\n * Removes all key-value entries from the list cache.\n *\n * @private\n * @name clear\n * @memberOf ListCache\n */\nfunction listCacheClear() {\n  this.__data__ = [];\n  this.size = 0;\n}\n\n/**\n * Removes `key` and its value from the list cache.\n *\n * @private\n * @name delete\n * @memberOf ListCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction listCacheDelete(key) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n\n  if (index < 0) {\n    return false;\n  }\n\n  var lastIndex = data.length - 1;\n  if (index == lastIndex) {\n    data.pop();\n  } else {\n    splice.call(data, index, 1);\n  }\n\n  --this.size;\n  return true;\n}\n\n/**\n * Gets the list cache value for `key`.\n *\n * @private\n * @name get\n * @memberOf ListCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction listCacheGet(key) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n\n  return index < 0 ? undefined : data[index][1];\n}\n\n/**\n * Checks if a list cache value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf ListCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction listCacheHas(key) {\n  return assocIndexOf(this.__data__, key) > -1;\n}\n\n/**\n * Sets the list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\nfunction listCacheSet(key, value) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n\n  if (index < 0) {\n    ++this.size;\n    data.push([key, value]);\n  } else {\n    data[index][1] = value;\n  }\n\n  return this;\n}\n\n// Add methods to `ListCache`.\nListCache.prototype.clear = listCacheClear;\nListCache.prototype['delete'] = listCacheDelete;\nListCache.prototype.get = listCacheGet;\nListCache.prototype.has = listCacheHas;\nListCache.prototype.set = listCacheSet;\n\n/**\n * Creates a map cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction MapCache(entries) {\n  var index = -1,\n      length = entries == null ? 0 : entries.length;\n\n  this.clear();\n\n  while (++index < length) {\n    var entry = entries[index];\n    this.set(entry[0], entry[1]);\n  }\n}\n\n/**\n * Removes all key-value entries from the map.\n *\n * @private\n * @name clear\n * @memberOf MapCache\n */\nfunction mapCacheClear() {\n  this.size = 0;\n  this.__data__ = {\n    'hash': new Hash(),\n    'map': new (Map || ListCache)(),\n    'string': new Hash()\n  };\n}\n\n/**\n * Removes `key` and its value from the map.\n *\n * @private\n * @name delete\n * @memberOf MapCache\n * @param {string} key The key of the value to remove.\n *\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction mapCacheDelete(key) {\n  var result = getMapData(this, key)['delete'](key);\n  this.size -= result ? 1 : 0;\n  return result;\n}\n\n/**\n * Gets the map value for `key`.\n *\n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction mapCacheGet(key) {\n  return getMapData(this, key).get(key);\n}\n\n/**\n * Checks if a map value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction mapCacheHas(key) {\n  return getMapData(this, key).has(key);\n}\n\n/**\n * Sets the map `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf MapCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the map cache instance.\n */\nfunction mapCacheSet(key, value) {\n  var data = getMapData(this, key),\n      size = data.size;\n  data.set(key, value);\n  this.size += data.size == size ? 0 : 1;\n  return this;\n}\n\n// Add methods to `MapCache`.\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] = mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has = mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\n\n/**\n * Creates a stack cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Stack(entries) {\n  var data = this.__data__ = new ListCache(entries);\n  this.size = data.size;\n}\n\n/**\n * Removes all key-value entries from the stack.\n *\n * @private\n */

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@private\n * @name clear\n * @memberOf Stack\n * /\n\nfunction stackClear() {\n  this.__data__ = new
ListCache();\n  this.size = 0;\n}\n/**\n * Removes `key` and its
value from the stack.\n * @private\n * @name delete\n * @memberOf Stack\n * @param {string} key The key
of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n
*/\n\nfunction stackDelete(key) {\n  var data = this.__data__,\n      result = data['delete'](key);\n  this.size =
data.size;\n  return result;\n}\n/**\n * Gets the stack value for `key`.\n * @private\n * @name get\n *
@memberOf Stack\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry
value.\n */\n\nfunction stackGet(key) {\n  return this.__data__.get(key);\n}\n/**\n * Checks if a stack value for
`key` exists.\n * @private\n * @name has\n * @memberOf Stack\n * @param {string} key The key of the entry
to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\nfunction
stackHas(key) {\n  return this.__data__.has(key);\n}\n/**\n * Sets the stack `key` to `value`.\n * @private\n *
@name
set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value The value
to set.\n * @returns {Object} Returns the stack cache instance.\n */\n\nfunction stackSet(key, value) {\n  var data
= this.__data__;\n\n  if (data instanceof ListCache) {\n    var pairs = data.__data__;\n\n    if (!Map || pairs.length <
LARGE_ARRAY_SIZE - 1) {\n      pairs.push([key, value]);\n      this.size = ++data.size;\n      return this;\n    }\n\n    data = this.__data__ = new MapCache(pairs);\n  }\n\n  data.set(key, value);\n  this.size = data.size;\n  return this;\n}
// Add methods to `Stack`.\n\nStack.prototype.clear = stackClear;\nStack.prototype['delete'] =
stackDelete;\nStack.prototype.get = stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set =
stackSet;\n/**\n * Creates an array of the enumerable property names of the array-like `value`.\n * @private\n *
@param {*} value The value to query.\n * @param {boolean} inherited Specify returning inherited
property names.\n * @returns {Array} Returns the array of property names.\n */\n\nfunction arrayLikeKeys(value,
inherited) {\n  var isArr = isArray(value),\n      isArg = !isArr && isArguments(value),\n      isBuff = !isArr &&
!isArg && isBuffer(value),\n      isType = !isArr && !isArg && !isBuff && isArrayLike(value),\n      skipIndexes
= isArr || isArg || isBuff || isType,\n      result = skipIndexes ? baseTimes(value.length, String) : [],\n      length =
result.length;\n\n  for (var key in value) {\n    if ((!(inherited || hasOwnProperty.call(value, key)) && !(skipIndexes
&& (/ Safari 9 has enumerable `arguments.length` in strict mode.\n    key == 'length' || // Node.js 0.10 has
enumerable non-index properties on buffers.\n    isBuff && (key == 'offset' || key == 'parent') || // PhantomJS 2 has
enumerable non-index properties on typed arrays.\n    isType && (key == 'buffer' || key == 'byteLength' || key ==
'byteOffset') || // Skip index properties.\n    isIndex(key, length))))\n      {\n        result.push(key);\n      }\n    }\n\n  return result;\n}\n/**\n * This function is like `assignValue` except that it
doesn't assign\n * `undefined` values.\n * @private\n * @param {Object} object The object to modify.\n *
@param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n
*/\n\nfunction assignMergeValue(object, key, value) {\n  if (value !== undefined && !eq(object[key], value) ||
value === undefined && !(key in object)) {\n    baseAssignValue(object, key, value);\n  }\n}\n/**\n * Assigns
`value` to `key` of `object` if the existing value is not equivalent\n * using [`SameValueZero`](http://ecma-
international.org/ecma-262/7.0/#sec-samevaluezero)\n * for equality comparisons.\n * @private\n * @param
{Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*}
value The value to assign.\n */\n\nfunction assignValue(object, key, value) {\n  var objValue = object[key];\n\n  if
(!(hasOwnProperty.call(object, key) && eq(objValue, value)) || value === undefined && !(key in object)) {\n
    baseAssignValue(object, key, value);\n  }\n}\n/**\n * Gets the index at which the `key` is found in `array` of key-
value pairs.\n * @private\n * @param {Array} array The array to inspect.\n * @param {*} key The key to
search for.\n * @returns {number} Returns the index of the matched value, else `-1`.\n */\n\nfunction
assocIndexOf(array, key) {\n  var length = array.length;\n\n  while (length--) {\n    if (eq(array[length][0], key)) {\n
      return length;\n    }\n  }\n\n  return -1;\n}\n/**\n * The base implementation of `assignValue` and
`assignMergeValue` without\n * value checks.\n * @private\n * @param {Object} object The object to
modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n
*/\n\nfunction baseAssignValue(object, key, value) {\n  if (key == '__proto__' && defineProperty) {\n

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!isArray && isBuffer(srcValue),\n      isTyped = !isArray && !isBuff && isArray(srcValue);\n      newValue =
srcValue;\n\n  if (isArray || isBuff || isTyped) {\n    if (isArray(objValue)) {\n      newValue = objValue;\n    } else
if (isArrayLikeObject(objValue)) {\n      newValue = copyArray(objValue);\n    } else if (isBuff) {\n
isCommon = false;\n      newValue = cloneBuffer(srcValue, true);\n    } else if (isTyped) {\n      isCommon =
false;\n      newValue = cloneTypedArray(srcValue, true);\n    } else {\n      newValue = [];\n    }\n  } else if
(isPlainObject(srcValue) || isArguments(srcValue)) {\n    newValue = objValue;\n\n    if (isArguments(objValue))
{\n      newValue = toPlainObject(objValue);\n    } else if (!isObject(objValue) || isFunction(objValue)) {\n
newValue = initCloneObject(srcValue);\n    }\n  } else {\n    isCommon = false;\n  }\n}\n\n  if (isCommon)
{\n    // Recursively merge objects and arrays (susceptible
to call stack limits).\n    stack.set(srcValue, newValue);\n    mergeFunc(newValue, srcValue, srcIndex, customizer,
stack);\n    stack['delete'](srcValue);\n  }\n\n  assignMergeValue(object, key, newValue);\n}\n\n/**\n * The base
implementation of `_.rest` which doesn't validate or coerce arguments.\n *\n * @private\n * @param {Function}
func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the
rest parameter.\n * @returns {Function} Returns the new function.\n */\nfunction baseRest(func, start) {\n
return setToString(overRest(func, start, identity), func + '');\n}\n\n/**\n * The base implementation of `setToString`
without support for hot loop shorting.\n *\n * @private\n * @param {Function} func The function to modify.\n *
@param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\nfunction
baseSetToString = !defineProperty ? identity : function (func, string) {\n  return defineProperty(func,
'toString', {\n    'configurable': true,\n    'enumerable': false,\n    'value': constant(string),\n    'writable': true\n
});\n};\n\n/**\n * Creates a clone of `buffer`.\n *\n * @private\n * @param {Buffer} buffer The buffer to clone.\n *
@param {boolean} [isDeep] Specify a deep clone.\n * @returns {Buffer} Returns the cloned buffer.\n */\nfunction
cloneBuffer(buffer, isDeep) {\n  if (isDeep) {\n    return buffer.slice();\n  }\n\n  var length =
buffer.length,\n      result = allocUnsafe ? allocUnsafe(length) : new buffer.constructor(length);\n\n  buffer.copy(result);\n  return result;\n}\n\n/**\n * Creates a clone of `arrayBuffer`.\n *\n * @private\n * @param
{ArrayBuffer} arrayBuffer The array buffer to clone.\n * @returns {ArrayBuffer} Returns the cloned array buffer.\n */\nfunction
cloneArrayBuffer(arrayBuffer) {\n  var result = new
arrayBuffer.constructor(arrayBuffer.byteLength);\n  new Uint8Array(result).set(new Uint8Array(arrayBuffer));\n  return result;\n}\n\n/**\n * Creates
a clone of `typedArray`.\n *\n * @private\n * @param {Object} typedArray The typed array to clone.\n * @param
{boolean} [isDeep] Specify a deep clone.\n * @returns {Object} Returns the cloned typed array.\n */\nfunction
cloneTypedArray(typedArray, isDeep) {\n  var buffer = isDeep ? cloneArrayBuffer(typedArray.buffer) :
typedArray.buffer;\n  return new typedArray.constructor(buffer, typedArray.byteOffset,
typedArray.length);\n}\n\n/**\n * Copies the values of `source` to `array`.\n *\n * @private\n * @param {Array}
source The array to copy values from.\n * @param {Array} [array=[]] The array to copy values to.\n * @returns
{Array} Returns `array`.\n */\nfunction copyArray(source, array) {\n  var index = -1,\n      length =
source.length;\n  array || (array = Array(length));\n\n  while (++index < length) {\n    array[index] = source[index];\n
}\n\n  return array;\n}\n\n/**\n * Copies properties of `source` to `object`.\n *\n * @private\n * @param {Object}
source The object to copy
properties from.\n * @param {Array} props The property identifiers to copy.\n * @param {Object} [object={}]
The object to copy properties to.\n * @param {Function} [customizer] The function to customize copied values.\n *
@returns {Object} Returns `object`.\n */\nfunction copyObject(source, props, object, customizer) {\n  var isNew
= !object;\n  object || (object = {});\n  var index = -1,\n      length = props.length;\n\n  while (++index < length) {\n
var key = props[index];\n    var newValue = customizer ? customizer(object[key], source[key], key, object, source) :
undefined;\n\n    if (newValue === undefined) {\n      newValue = source[key];\n    }\n\n    if (isNew) {\n
baseAssignValue(object, key, newValue);\n    } else {\n      assignValue(object, key, newValue);\n    }\n  }\n\n  return object;\n}\n\n/**\n * Creates a function like `_.assign`.\n *\n * @private\n * @param {Function} assigner The
function to assign values.\n * @returns {Function} Returns the new assigner

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function.\n */\n\nfunction createAssigner(assigner) {\n  return baseRest(function (object, sources) {\n    var index = -1,\n        length = sources.length,\n        customizer = length > 1 ? sources[length - 1] : undefined,\n        guard = length > 2 ? sources[2] : undefined;\n    customizer = assigner.length > 3 && typeof customizer == 'function' ? (length--, customizer) : undefined;\n    if (guard && isIterateeCall(sources[0], sources[1], guard)) {\n      customizer = length < 3 ? undefined : customizer;\n      length = 1;\n    }\n    object = Object(object);\n    while (++index < length) {\n      var source = sources[index];\n      if (source) {\n        assigner(object, source, index, customizer);\n      }\n    }\n    return object;\n  });\n}\n\n/**\n * Creates a base function for methods like `_.forIn` and `_.forOwn`.\n *\n * @private\n * @param {boolean} [fromRight] Specify iterating from right to left.\n *\n * @returns {Function} Returns the new base function.\n */\n\nfunction\ncreateBaseFor(fromRight) {\n  return function (object, iteratee, keysFunc) {\n    var index = -1,\n        iterable = Object(object),\n        props = keysFunc(object),\n        length = props.length;\n\n    while (length-- > 0) {\n      var key = props[fromRight ? length : ++index];\n      if (iteratee(iterable[key], key, iterable) === false) {\n        break;\n      }\n    }\n\n    return object;\n  };
}\n\n/**\n * Gets the data for `map`.\n *\n * @private\n * @param {Object} map The map to query.\n * @param {string} key The reference key.\n * @returns {*} Returns the map data.\n */\n\nfunction\ngetMapData(map, key) {\n  var data = map.__data__;\n  return isKeyable(key) ? data[typeof key == 'string' ? 'string' : 'hash'] : data.map;\n}\n\n/**\n * Gets the native function at `key` of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the method to get.\n * @returns {*} Returns the function if it's native, else `undefined`.\n */\n\nfunction\ngetNative(object, key) {\n  var value = getValue(object, key);\n  return baseIsNative(value) ? value : undefined;\n}\n\n/**\n * A specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the raw `toStringTag`.\n */\n\nfunction\ngetRawTag(value) {\n  var isOwn = hasOwnProperty.call(value, symToStringTag),\n      tag = value[symToStringTag];\n\n  try {\n    value[symToStringTag] = undefined;\n    var unmasked = true;\n  } catch (e) {}\n\n  var result = nativeObjectToString.call(value);\n  if (unmasked) {\n    if (isOwn) {\n      value[symToStringTag] = tag;\n    } else {\n      delete value[symToStringTag];\n    }\n  }\n\n  return result;\n}\n\n/**\n * Initializes an object clone.\n *\n * @private\n * @param {Object} object The object to clone.\n *\n * @returns {Object} Returns the initialized clone.\n */\n\nfunction\ninitCloneObject(object) {\n  return typeof\nobject.constructor\n== 'function' && !isPrototype(object) ? baseCreate(getPrototype(object)) : {};\n}\n\n/**\n * Checks if `value` is a valid array-like index.\n *\n * @private\n * @param {*} value The value to check.\n * @param {number} [length=MAX_SAFE_INTEGER] The upper bounds of a valid index.\n *\n * @returns {boolean} Returns `true` if `value` is a valid index, else `false`.\n */\n\nfunction\nisIndex(value, length) {\n  var type = typeof value;\n  length = length == null ? MAX_SAFE_INTEGER : length;\n  return !!length && (type == 'number' || type != 'symbol' && reIsUint.test(value)) && value > -1 && value % 1 == 0 && value < length;\n}\n\n/**\n * Checks if the given arguments are from an iteratee call.\n *\n * @private\n * @param {*} value The potential iteratee value argument.\n * @param {*} index The potential iteratee index or key argument.\n * @param {*} object The potential iteratee object argument.\n *\n * @returns {boolean} Returns `true` if the arguments are from an iteratee call,\n * else `false`.\n */\n\nfunction\nisIterateeCall(value, index, object) {\n  if (!isObject(object)) {\n    return false;\n  }\n\n  var type = typeof index;\n  if (type == 'number' ? isArrayLike(object) && isIndex(index, object.length) : type == 'string' && index in object) {\n    return eq(object[index], value);\n  }\n\n  return false;\n}\n\n/**\n * Checks if `value` is suitable for use as unique object key.\n *\n * @private\n * @param {*} value The value to check.\n *\n * @returns {boolean} Returns `true` if `value` is suitable, else `false`.\n */\n\nfunction\nisKeyable(value) {\n  var type = typeof value;\n  return type == 'string' || type == 'number' || type == 'symbol' || type == 'boolean' ? value !==\n'__proto__' : value === null;\n}\n\n/**\n * Checks if `func` has its source masked.\n *\n * @private\n * @param {Function} func The function to check.\n *\n * @returns {boolean} Returns `true` if `func` is masked, else `false`.\n */\n\nfunction\nisMasked(func) {\n  return !!maskSrcKey && maskSrcKey\nin func;\n}\n\n/**\n * Checks if `value` is likely a prototype object.\n *\n * @private\n * @param {*} value The value to check.\n *\n * @returns {boolean} Returns `true` if `value` is a prototype, else `false`.\n */\n\nfunction

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```

isPrototype(value) {\n  var Ctor = value && value.constructor;\n  proto = typeof Ctor === 'function' &&\n  Ctor.prototype || objectProto;\n  return value === proto;\n}\n\n * This function is like\n * [\n * Object.keys`](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * except that it includes inherited\n * enumerable properties.\n * @private\n * @param {Object} object The object to query.\n * @returns {Array}\n * Returns the array of property names.\n *\n\nfunction nativeKeysIn(object) {\n  var result = [];\n  if (object !=\n  null) {\n    for (var key in Object(object)) {\n      result.push(key);\n    }\n  }\n  return result;\n}\n\n * Converts\n * `value` to a string using `Object.prototype.toString`.\n * @private\n * @param {*} value The value\n * to convert.\n * @returns {string} Returns the converted string.\n *\n\nfunction objectToString(value) {\n  return\n  nativeObjectToString.call(value);\n}\n\n * A specialized version of `baseRest` which transforms the rest array.\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number}\n * [start=func.length-1] The start position of the rest parameter.\n * @param {Function} transform The rest array\n * transform.\n * @returns {Function} Returns the new function.\n *\n\nfunction overRest(func, start, transform)\n {\n  start = nativeMax(start === undefined ? func.length - 1 : start, 0);\n  return function () {\n    var args =\n    arguments,\n    index = -1,\n    length = nativeMax(args.length - start, 0),\n    array = Array(length);\n    while (++index < length) {\n      array[index] = args[start + index];\n    }\n    index = -1;\n    var otherArgs =\n    Array(start + 1);\n    while (++index < start) {\n      otherArgs[index] = args[index];\n    }\n    otherArgs[start] = transform(array);\n    return apply(func, this, otherArgs);\n  };\n}\n\n * Gets the\n * value at `key`, unless `key` is `\"__proto__\"` or `\"constructor\"`.\n * @private\n * @param {Object} object The\n * object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property\n * value.\n *\n\nfunction safeGet(object, key) {\n  if (key === 'constructor' && typeof object[key] === 'function')\n  {\n    return;\n  }\n  if (key === '__proto__') {\n    return;\n  }\n  return object[key];\n}\n\n * Sets the `toString`\n * method of `func` to return `string`.\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n *\n\nfunction nvar setToString\n = shortOut(baseSetToString);\n\n * Creates a function that'll short out and invoke `identity` instead\n * of `func`\n * when it's called `HOT_COUNT` or more times in `HOT_SPAN`\n * milliseconds.\n * @private\n * @param {Function} func The function to restrict.\n * @returns {Function}\n * Returns the new shortable function.\n *\n\nfunction shortOut(func) {\n  var count = 0,\n  lastCalled = 0;\n  return\n  function () {\n    var stamp = nativeNow(),\n    remaining = HOT_SPAN - (stamp - lastCalled);\n    lastCalled =\n    stamp;\n    if (remaining > 0) {\n      if (++count >= HOT_COUNT) {\n        return arguments[0];\n      }\n    } else {\n      count = 0;\n    }\n    return func.apply(undefined, arguments);\n  };\n}\n\n * Converts `func` to its source\n * code.\n * @private\n * @param {Function} func The function to convert.\n * @returns {string} Returns the\n * source code.\n *\n\nfunction toSource(func) {\n  if (func != null) {\n    try {\n      return funcToString.call(func);\n    }\n    catch (e) {} \n    try {\n      return func + \"\";\n    }\n    catch (e) {} \n  }\n  return \"\";\n}\n\n * Performs a\n * [\n * SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * comparison between two values to determine if they are equivalent.\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other\n * value to compare.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n * var object = { 'a': 1 };\n * var other = { 'a': 1 };\n * _eq(object, object); // => true\n * _eq(object,\n * other); // => false\n * _eq('a', 'a'); // => true\n * _eq('a', Object('a')); // => false\n * _eq(NaN,\n * NaN); // => true\n *\n\nfunction eq(value, other) {\n  return value === other || value !== value && other !==\n  other;\n}\n\n * Checks if `value` is likely an `arguments` object.\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if\n * `value` is an `arguments` object,\n * else `false`.\n *\n * @example\n * _isArguments(function() { return arguments; }()); // => true\n * _isArguments([1, 2,\n * 3]); // => false\n *\n\nfunction nvar isArguments = baseIsArguments(function () {\n  return arguments;\n})();\n\n * baseIsArguments : function (value) {\n  return isObjectLike(value) && hasOwnProperty.call(value, 'callee') &&\n  !propertyIsEnumerable.call(value, 'callee');\n};\n\n * Checks if `value` is classified as an `Array` object.\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n *

```

```

@returns {boolean} Returns `true` if `value` is an array, else `false`.
 * @example
 * _isArray([1, 2, 3]);
 * // => true
 * _isArray(document.body.children);
 * // => false
 * _isArray('abc');
 * // => false
 * _isArray(_.noop);
 * // => false
 * \n\nvar isArray = Array.isArray;
 * // Checks if `value` is array-like. A value is considered array-like if it's not a function and has a `value.length` that's
 * an integer greater than or equal to `0` and less than or equal to `Number.MAX_SAFE_INTEGER`.
 * @static
 * @memberOf _
 * @since 4.0.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is array-like, else `false`.
 * @example
 * _isArrayLike([1, 2, 3]);
 * // => true
 * _isArrayLike(document.body.children);
 * // => true
 * _isArrayLike('abc');
 * // => true
 * _isArrayLike(_.noop);
 * // => false
 * \n\nfunction isArrayLike(value) {
 *   return value != null
 *     && isLength(value.length)
 *     && !isFunction(value);
 * }
 * // This method is like `_isArrayLike` except that it also checks if `value` is an object.
 * @static
 * @memberOf _
 * @since 4.0.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is an array-like object, else `false`.
 * @example
 * _isArrayLikeObject([1, 2, 3]);
 * // => true
 * _isArrayLikeObject(document.body.children);
 * // => true
 * _isArrayLikeObject('abc');
 * // => false
 * _isArrayLikeObject(_.noop);
 * // => false
 * \n\nfunction isArrayLikeObject(value) {
 *   return isObjectLike(value) && isArrayLike(value);
 * }
 * // Checks if `value` is a buffer.
 * @static
 * @memberOf _
 * @since 4.3.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is a buffer, else `false`.
 * @example
 * _isBuffer(new Buffer(2));
 * // => true
 * _isBuffer(new Uint8Array(2));
 * // => false
 * \n\nvar isBuffer = nativeIsBuffer || stubFalse;
 * // Checks if `value` is classified as a `Function` object.
 * @static
 * @memberOf _
 * @since 0.1.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is a function, else `false`.
 * @example
 * _isFunction(/abc/);
 * // => true
 * _isFunction(abc);
 * // => false
 * \n\nfunction isFunction(value) {
 *   return (!isObject(value)) ?
 *     `Object#toString` avoids issues with the `typeof` operator
 *     // in Safari 9 which returns 'object' for typed arrays and other constructors.
 *     var tag = baseGetTag(value),
 *         funcTag = 'function' || tag == 'generator' || tag == 'asyncFunction' || tag == 'proxyFunction';
 *   // Checks if `value` is a valid array-like length.
 *   // **Note:** This method is loosely based on `ToLength` (http://ecma-international.org/ecma-262/7.0/#sec-tolength).
 * @static
 * @memberOf _
 * @since 4.0.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is a valid length, else `false`.
 * @example
 * _isLength(3);
 * // => true
 * _isLength(Number.MIN_VALUE);
 * // => false
 * _isLength(Infinity);
 * // => false
 * _isLength('3');
 * // => false
 * \n\nfunction isLength(value) {
 *   return typeof value == 'number' && value > -1 && value % 1 == 0 && value <= MAX_SAFE_INTEGER;
 * }
 * // Checks if `value` is the [language type] (http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types) of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String("")`)
 * @static
 * @memberOf _
 * @since 0.1.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is an object, else `false`.
 * @example
 * _isObject({});
 * // => true
 * _isObject([1, 2, 3]);
 * // => true
 * _isObject(_.noop);
 * // => true
 * _isObject(null);
 * // => false
 * \n\nfunction isObject(value) {
 *   var type = typeof value;
 *   return value != null && (type == 'object' || type == 'function');
 * }
 * // Checks if `value` is object-like. A value is object-like if it's not `null` and has a `typeof` result of `"object"`.
 * @static
 * @memberOf _
 * @since 4.0.0
 * @category
 * Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is object-like, else `false`.
 * @example
 * _isObjectLike({});
 * // => true
 * _isObjectLike([1, 2, 3]);
 * // => true
 * _isObjectLike(_.noop);
 * // => false
 * _isObjectLike(null);
 * // => false
 * \n\nfunction isObjectLike(value) {
 *   return value != null && typeof value == 'object';
 * }
 * // Checks if `value` is a plain object, that is, an object created by the `Object` constructor or one with a `[[Prototype]]` of `null`.
 * @static
 * @memberOf _
 * @since 0.8.0
 * @category Lang
 * @param {*} value The value to check.

```

```

@returns {boolean} Returns `true` if `value` is a plain object, else `false`.
@example
function Foo() {
  this.a = 1;
}
_isPlainObject(new Foo); // => false
_isPlainObject([1, 2, 3]); // => false
_isPlainObject({ 'x': 0, 'y': 0 }); // => true
_isPlainObject(Object.create(null)); // => true
function isPlainObject(value) {
  if (isObjectLike(value) || baseGetTag(value) != objectTag) {
    return false;
  }
  var proto = getPrototype(value);
  if (proto === null) {
    return true;
  }
  var Ctor = hasOwnProperty.call(proto, 'constructor') && proto.constructor;
  return typeof Ctor == 'function' && Ctor instanceof Ctor && funcToString.call(Ctor) == objectCtorString;
}
Checks if `value` is classified as a typed array.
@static
@memberOf _
@since 3.0.0
@category Lang
@param {*} value The value to check.
@returns {boolean} Returns `true` if `value` is a typed array, else `false`.
@example
_isTypedArray(new Uint8Array); // => true
_isTypedArray([]); // => false
isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;
Converts `value` to a plain object flattening inherited enumerable string
* keyed properties of `value` to own properties of the plain object.
@static
@memberOf _
@since 3.0.0
@category Lang
@param {*} value The value to convert.
@returns {Object} Returns the converted plain object.
@example
function Foo() {
  this.b = 2;
}
Foo.prototype.c = 3;
_assign({ 'a': 1 }, new Foo); // => { 'a': 1, 'b': 2 }
_assign({ 'a': 1 }, _toPlainObject(new Foo)); // => { 'a': 1, 'b': 2, 'c': 3 }
function toPlainObject(value) {
  return copyObject(value, keysIn(value));
}
Creates an array of the own and inherited enumerable property names of `object`.
**Note:** Non-object values are coerced to objects.
@static
@memberOf _
@since 3.0.0
@category Object
@param {Object} object The object to query.
@returns {Array} Returns the array of property names.
@example
function Foo() {
  this.a = 1;
  this.b = 2;
}
Foo.prototype.c = 3;
_keysIn(new Foo); // => ['a', 'b', 'c'] (iteration order is not guaranteed)
function keysIn(object) {
  return isArrayLike(object) ? arrayLikeKeys(object, true) : baseKeysIn(object);
}
This method is like `_.assign` except that it recursively merges own and
* inherited enumerable string keyed properties of source objects into the
* destination object. Source properties that resolve to `undefined` are
* skipped if a destination value exists. Array and plain object properties
* are merged recursively. Other objects and value types are overridden by
* assignment. Source objects are applied from left to right. Subsequent
* sources overwrite property assignments of previous sources.
**Note:** This method mutates `object`.
@static
@memberOf _
@since 0.5.0
@category Object
@param {Object} object The destination object.
@param {...Object} [sources] The source objects.
@returns {Object} Returns
`object`.
@example
var object = { 'a': [{ 'b': 2 }, { 'd': 4 }] };
var other = { 'a': [{ 'c': 3 }, { 'e': 5 }] };
_merge(object, other); // => { 'a': [{ 'b': 2, 'c': 3 }, { 'd': 4, 'e': 5 }] }
Create a function that returns `value`.
@static
@memberOf _
@since 2.4.0
@category Util
@param {*} value The value to return from the new function.
@returns {Function} Returns the new constant function.
@example
var objects = _times(2, _constant({ 'a': 1 }));
console.log(objects); // => [{ 'a': 1 }, { 'a': 1 }]
console.log(objects[0] === objects[1]); // => true
function constant(value) {
  return function () {
    return value;
  };
}
This method returns the first argument it receives.
@static
@since 0.1.0
@memberOf _
@category Util
@param {*} value Any value.
@returns {*} Returns `value`.
@example
var object = { 'a': 1 };
console.log(_identity(object) === object); // => true
function identity(value) {
  return value;
}
This method returns `false`.
@static
@memberOf _
@since 4.13.0
@category Util
@returns {boolean} Returns `false`.
@example
_times(2, _stubFalse); // => [false, false]
function stubFalse() {
  return false;
}
module.exports = merge;
module.exports = function (module) {
  if (!module.webpackPolyfill) {
    module.deprecate = function
() {
  };
  module.paths = [];
  // module.parent = undefined by default
  if (!module.children) module.children =

```



```

obj.__esModule ? obj : {\n  default: obj\n };}\n\nvar hasWarnedAboutUserAgent = false;","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\nexports.default
= createPrefixer;\n\nvar _prefixProperty = require(\"../utils/prefixProperty\");\n\nvar _prefixProperty2 =
_interopRequireDefault(_prefixProperty);\n\nvar _prefixValue = require(\"../utils/prefixValue\");\n\nvar _prefixValue2
= _interopRequireDefault(_prefixValue);\n\nvar _addNewValuesOnly =
require(\"../utils/addNewValuesOnly\");\n\nvar _addNewValuesOnly2 =
_interopRequireDefault(_addNewValuesOnly);\n\nvar _isObject = require(\"../utils/isObject\");\n\nvar _isObject2 =
_interopRequireDefault(_isObject);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n  default: obj\n };}\n\nfunction createPrefixer(_ref) {\n  var prefixMap = _ref.prefixMap,\n  plugins =
_ref.plugins;\n\n  function prefixAll(style) {\n    for (var property in style) {\n      var value = style[property]; //
handle nested objects\n      if ((0, _isObject2.default)(value)) {\n        style[property] = prefixAll(value); // handle
array values\n      } else if (Array.isArray(value))\n        {\n          var combinedValue = [];\n          for (var i = 0, len = value.length; i < len; ++i) {\n            var
processedValue = (0, _prefixValue2.default)(plugins, property, value[i], style, prefixMap);\n            (0,
_addNewValuesOnly2.default)(combinedValue, processedValue || value[i]);\n          } // only modify the value if it
was touched\n          // by any plugin to prevent unnecessary mutations\n          if (combinedValue.length > 0) {\n
            style[property] = combinedValue;\n          }\n        } else {\n          var _processedValue = (0,
_prefixValue2.default)(plugins, property, value, style, prefixMap); // only modify the value if it was touched\n          //
by any plugin to prevent unnecessary mutations\n          if (_processedValue) {\n            style[property] =
_processedValue;\n          }\n        }\n        (0, _prefixProperty2.default)(prefixMap, property, style);\n      }\n    }\n
return style;\n  }\n\n  return prefixAll;\n}\n\nmodule.exports = exports['default'];","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\nexports.default =
prefixProperty;\n\nvar _capitalizeString = require(\"./capitalizeString\");\n\nvar _capitalizeString2 =
_interopRequireDefault(_capitalizeString);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n  default: obj\n };}\n\nfunction prefixProperty(prefixProperties, property, style) {\n  if
(prefixProperties.hasOwnProperty(property)) {\n    var requiredPrefixes = prefixProperties[property];\n    for (var i
= 0, len = requiredPrefixes.length; i < len; ++i) {\n      style[requiredPrefixes[i] + (0,
_capitalizeString2.default)(property)] = style[property];\n    }\n  }\n}\n\nmodule.exports = exports['default'];","use
strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _createClass = function () {\n
function defineProperties(target, props) {\n  for (var i = 0; i < props.length; i++) {\n    var
descriptor = props[i];\n    descriptor.enumerable = descriptor.enumerable || false;\n    descriptor.configurable =
true;\n    if (!\"value\" in descriptor) descriptor.writable = true;\n    Object.defineProperty(target, descriptor.key,
descriptor);\n  }\n}\n\nreturn function (Constructor, protoProps, staticProps) {\n  if (protoProps)
defineProperties(Constructor.prototype, protoProps);\n  if (staticProps) defineProperties(Constructor,
staticProps);\n  return Constructor;\n};\n\n();\n\nexports.default = createPrefixer;\n\nvar _getBrowserInformation
= require(\"../utils/getBrowserInformation\");\n\nvar _getBrowserInformation2 =
_interopRequireDefault(_getBrowserInformation);\n\nvar _getPrefixedKeyframes =
require(\"../utils/getPrefixedKeyframes\");\n\nvar _getPrefixedKeyframes2 =
_interopRequireDefault(_getPrefixedKeyframes);\n\nvar _capitalizeString =
require(\"../utils/capitalizeString\");\n\nvar _capitalizeString2 = _interopRequireDefault(_capitalizeString);\n\nvar
_addNewValuesOnly
= require(\"../utils/addNewValuesOnly\");\n\nvar _addNewValuesOnly2 =
_interopRequireDefault(_addNewValuesOnly);\n\nvar _isObject = require(\"../utils/isObject\");\n\nvar _isObject2 =
_interopRequireDefault(_isObject);\n\nvar _prefixValue = require(\"../utils/prefixValue\");\n\nvar _prefixValue2 =
_interopRequireDefault(_prefixValue);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n  default: obj\n };}\n\nfunction _classCallCheck(instance, Constructor) {\n  if (!(instance instanceof
Constructor)) {\n    throw new TypeError(\"Cannot call a class as a function\");\n  }\n}\n\nfunction
createPrefixer(_ref) {\n  var prefixMap = _ref.prefixMap,\n  plugins = _ref.plugins;\n  var fallback =

```

```

arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : function (style) {\n  return style;\n };
return function () {\n  /**\n   * Instantiante a new prefixer\n   * @param {string} userAgent - userAgent to gather
prefix information
  according to caniuse.com\n   * @param {string} keepUnprefixed - keeps unprefixed properties and values\n   */
function Prefixer() {\n  var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] :
{};\n  _classCallCheck(this, Prefixer);\n  var defaultUserAgent = typeof navigator !== 'undefined' ?
navigator.userAgent : undefined;\n  this._userAgent = options.userAgent || defaultUserAgent;\n  this._keepUnprefixed = options.keepUnprefixed || false;\n  if (this._userAgent) {\n    this._browserInfo = (0,
_getBrowserInformation2.default)(this._userAgent);\n  } // Checks if the userAgent was resolved correctly\n  if (this._browserInfo && this._browserInfo.cssPrefix) {\n    this.prefixKeyframes = (0,
_getPrefixedKeyframes2.default)(this._browserInfo.browserName, this._browserInfo.browserVersion,
this._browserInfo.cssPrefix);\n  } else {\n    this._useFallback = true;\n    return false;\n  }\n  var prefixData = this._browserInfo.browserName && prefixMap[this._browserInfo.browserName];\n  if
(prefixData) {\n    this._requiresPrefix = {};\n    for (var property in prefixData) {\n      if
(prefixData[property] >= this._browserInfo.browserVersion) {\n        this._requiresPrefix[property] = true;\n
      }\n    }\n    this._hasPropsRequiringPrefix = Object.keys(this._requiresPrefix).length > 0;\n  } else {\n
this._useFallback = true;\n  }\n  this._metaData = {\n    browserVersion:
this._browserInfo.browserVersion,\n    browserName: this._browserInfo.browserName,\n    cssPrefix:
this._browserInfo.cssPrefix,\n    jsPrefix: this._browserInfo.jsPrefix,\n    keepUnprefixed:
this._keepUnprefixed,\n    requiresPrefix: this._requiresPrefix\n  };\n  _createClass(Prefixer, [{\n
key: 'prefix',\n    value: function prefix(style) {\n      // use static prefixer as fallback if userAgent can
not be resolved\n      if (this._useFallback) {\n        return fallback(style);\n      } // only add prefixes if
needed\n      if (!this._hasPropsRequiringPrefix) {\n        return style;\n      }\n      return
this._prefixStyle(style);\n    } }, {\n    key: '_prefixStyle',\n    value: function _prefixStyle(style) {\n      for
(var property in style) {\n        var value = style[property]; // handle nested objects\n      if ((0,
_isObject2.default)(value)) {\n        style[property] = this.prefix(value); // handle array values\n      } else if
(Array.isArray(value)) {\n        var combinedValue = [];\n        for (var i = 0, len = value.length; i < len; ++i)
{\n          var processedValue = (0, _prefixValue2.default)(plugins, property, value[i], style, this._metaData);\n
(0, _addNewValuesOnly2.default)(combinedValue, processedValue || value[i]);\n          } // only modify the
value if it was touched\n          // by any plugin to prevent unnecessary mutations\n          if (combinedValue.length > 0) {\n
style[property] = combinedValue;\n          }\n        } else {\n          var _processedValue = (0,
_prefixValue2.default)(plugins, property, value, style, this._metaData); // only modify the value if it was touched\n
          // by any plugin to prevent unnecessary mutations\n          if (_processedValue) {\n            style[property]
= _processedValue;\n          } // add prefixes to properties\n          if
(this._requiresPrefix.hasOwnProperty(property)) {\n            style[this._browserInfo.jsPrefix + (0,
_capitalizeString2.default)(property)] = value;\n          }\n          if (!this._keepUnprefixed) {\n            delete
style[property];\n          }\n        }\n      }\n      return style;\n    } }]);\n  /**\n   * Returns a
prefixed version of the style object using all vendor prefixes\n   * @param
{Object} styles - Style object that gets prefixed properties added\n   * @returns {Object} - Style object with
prefixed properties and values\n   */\n  }, [{\n    key: 'prefixAll',\n    value: function prefixAll(styles) {\n
return fallback(styles);\n  } }]);\n  return Prefixer;\n }());\n\nmodule.exports = exports['default'];\n\n'use
strict';\n\nObject.defineProperty(exports, '__esModule', {\n  value: true\n});\n\nexports.default =
getBrowserInformation;\n\nvar _browser = require('browser');\n\nvar _browser2 =
_interopRequireDefault(_browser);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nvar prefixByBrowser = {\n  chrome: 'Webkit',\n  safari: 'Webkit',\n  ios:
'Webkit',\n  android: 'Webkit',\n  phantom: 'Webkit',\n  opera: 'Webkit',\n  webos: 'Webkit',\n  blackberry: 'Webkit',\n
bada: 'Webkit',\n  tizen: 'Webkit',\n  chromium: 'Webkit',\n  vivaldi: 'Webkit',\n  firefox: 'Moz',\n  seamoney:

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&& !/tablet pc/i.test(ua),\n    mobile = !tablet && /^[^-]mobi/i.test(ua),\n    xbox = /xbox/i.test(ua),\n    result;\n\n    if (/opera/i.test(ua)) {\n        // an old Opera\n        result = {\n            name: 'Opera',\n            opera: t,\n            version: versionIdentifier || getFirstMatch(/(?:opera|opr|opios)[\s\|](\d+(\.\d+)?)i)\n        }; \n    } else if\n    (/opr\|opios/i.test(ua)) {\n        // a new Opera\n        result = {\n            name: 'Opera',\n            opera: t,\n            version:\n            getFirstMatch(/(?:opr|opios)[\s\|](\d+(\.\d+)?)i) || versionIdentifier\n        }; \n    } else if\n    (/SamsungBrowser/i.test(ua)) {\n        result = {\n            name: 'Samsung Internet for Android',\n            samsungBrowser:\n            t,\n            version: versionIdentifier || getFirstMatch(/(?:SamsungBrowser)[\s\|](\d+(\.\d+)?)i)\n        }; \n    } else if\n    (/Whale/i.test(ua)) {\n        result = {\n            name: 'NAVER Whale browser',\n            whale: t,\n            version:\n            getFirstMatch(/(?:whale)[\s\|](\d+(?:\.\d+)+)i)\n        }; \n    } else if (/MZBrowser/i.test(ua)) {\n        result = {\n            name: 'MZ Browser',\n            mzbrowser: t,\n            version: getFirstMatch(/(?:MZBrowser)[\s\|](\d+(?:\.\d+)+)i)\n        }; \n    } else if (/coast/i.test(ua)) {\n        result = {\n            name: 'Opera Coast',\n            coast: t,\n            version: versionIdentifier ||\n            getFirstMatch(/(?:coast)[\s\|](\d+(\.\d+)?)i)\n        }; \n    } else if (/focus/i.test(ua)) {\n        result = {\n            name:\n            'Focus',\n            focus: t,\n            version: getFirstMatch(/(?:focus)[\s\|](\d+(?:\.\d+)+)i)\n        }; \n    } else if\n    (/yabrowser/i.test(ua)) {\n        result = {\n            name: 'Yandex Browser',\n            yandexbrowser: t,\n            version:\n            versionIdentifier || getFirstMatch(/(?:yabrowser)[\s\|](\d+(\.\d+)?)i)\n        }; \n    } else if (/ucbrowser/i.test(ua))\n    {\n        result = {\n            name: 'UC Browser',\n            ucbrowser: t,\n            version:\n            getFirstMatch(/(?:ucbrowser)[\s\|](\d+(?:\.\d+)+)i)\n        }; \n    } else if (/mxios/i.test(ua)) {\n        result = {\n            name: 'Maxthon',\n            maxthon: t,\n            version:\n            getFirstMatch(/(?:mxios)[\s\|](\d+(?:\.\d+)+)i)\n        }; \n    } else if (/epiphany/i.test(ua)) {\n        result = {\n            name: 'Epiphany',\n            epiphany: t,\n            version: getFirstMatch(/(?:epiphany)[\s\|](\d+(?:\.\d+)+)i)\n        }; \n    }\n    } else if (/puffin/i.test(ua)) {\n        result = {\n            name: 'Puffin',\n            puffin: t,\n            version:\n            getFirstMatch(/(?:puffin)[\s\|](\d+(?:\.\d+)?i)\n        }; \n    } else if (/sleipnir/i.test(ua)) {\n        result = {\n            name: 'Sleipnir',\n            sleipnir: t,\n            version: getFirstMatch(/(?:sleipnir)[\s\|](\d+(?:\.\d+)+)i)\n        }; \n    }\n    } else if (/k-meleon/i.test(ua)) {\n        result = {\n            name: 'K-Meleon',\n            kMeleon: t,\n            version:\n            getFirstMatch(/(?:k-meleon)[\s\|](\d+(?:\.\d+)+)i)\n        }; \n    }\n    } else if (windowsphone) {\n        result = {\n            name: 'Windows Phone',\n            osname: 'Windows Phone',\n            windowsphone: t\n        }; \n    }\n    } else if (edgeVersion) {\n        result.msedge = t;\n        result.version = edgeVersion;\n    } else {\n        result.msie = t;\n        result.version = getFirstMatch(/iemobile\|(\d+(\.\d+)?)i);\n    } else if\n    (/msie|trident/i.test(ua)) {\n        result = {\n            name: 'Internet Explorer',\n            msie: t,\n            version:\n            getFirstMatch(/(?:msie |rv:)(\d+(\.\d+)?)i)\n        }; \n    } else if (chromeos) {\n        result = {\n            name:\n            'Chrome',\n            osname: 'Chrome OS',\n            chromeos: t,\n            chromeBook: t,\n            chrome: t,\n            version:\n            getFirstMatch(/(?:chrome|crios|crmo)\|(\d+(\.\d+)?)i)\n        }; \n    } else if (/edg([ea]ios)/i.test(ua)) {\n        result =\n        {\n            name: 'Microsoft Edge',\n            msedge: t,\n            version: edgeVersion\n        }; \n    } else if (/vivaldi/i.test(ua))\n    {\n        result = {\n            name: 'Vivaldi',\n            vivaldi: t,\n            version: getFirstMatch(/vivaldi\|(\d+(\.\d+)?)i) ||\n            versionIdentifier\n        }; \n    } else if (sailfish) {\n        result = {\n            name: 'Sailfish',\n            osname: 'Sailfish OS',\n            sailfish: t,\n            version: getFirstMatch(/sailfish\s?browser\|(\d+(\.\d+)?)i)\n        }; \n    } else if\n    (/seamonkey\|/i.test(ua)) {\n        result = {\n            name: 'SeaMonkey',\n            seamonkey: t,\n            version:\n            getFirstMatch(/seamonkey\|(\d+(\.\d+)?)i)\n        }; \n    } else if (/firefox|iceweasel|fxios/i.test(ua)) {\n        result =\n        {\n            name: 'Firefox',\n            firefox: t,\n            version: getFirstMatch(/(?:firefox|iceweasel|fxios)[\s\|](\d+(\.\d+)?)i)\n        }; \n    }\n    } else if (/^((mobile|tablet);[^\|]*)rv:[\d\|.]+/i.test(ua)) {\n        result.firefoxos = t;\n        result.osname = 'Firefox OS';\n    } else if (silk) {\n        result = {\n            name: 'Amazon Silk',\n            silk: t,\n            version: getFirstMatch(/silk\|(\d+(\.\d+)?)i)\n        }; \n    } else if (/phantom/i.test(ua)) {\n        result = {\n            name: 'PhantomJS',\n            phantom: t,\n            version: getFirstMatch(/phantomjs\|(\d+(\.\d+)?)i)\n        }; \n    } else if (/slimerjs/i.test(ua)) {\n        result = {\n            name: 'SlimerJS',\n            slimer: t,\n            version:\n            getFirstMatch(/slimerjs\|(\d+(\.\d+)?)i)\n        }; \n    } else if (/blackberry\|bbb\d+/i.test(ua) ||\n    /rim\|stabled/i.test(ua)) {\n        result = {\n            name: 'BlackBerry',\n            osname: 'BlackBerry OS',\n            blackberry: t,\n            version: versionIdentifier || getFirstMatch(/blackberry[\d+]\|(\d+(\.\d+)?)i)\n        }; \n    } else

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if (webos) {\n  result = {\n    name: 'WebOS',\n    osname: 'WebOS',\n    webos: t,\n    version:
versionIdentifier || getFirstMatch(/w(?:eb)?osbrowser\/(\d+(\.\d+)?)\/i)\n  }; \n  /touchpad\/i.test(ua) &&
(result.touchpad
= t);\n  } else if (/bada/i.test(ua)) {\n  result = {\n    name: 'Bada',\n    osname: 'Bada',\n    bada: t,\n
version: getFirstMatch(/dolfin\/(\d+(\.\d+)?)\/i)\n  }; \n  } else if (tizen) {\n  result = {\n    name: 'Tizen',\n
osname: 'Tizen',\n    tizen: t,\n    version: getFirstMatch(/(?:tizen\/s)?browser\/(\d+(\.\d+)?)\/i) ||
versionIdentifier\n  }; \n  } else if (/qupzilla/i.test(ua)) {\n  result = {\n    name: 'QupZilla',\n    qupzilla:
t,\n    version: getFirstMatch(/(?:qupzilla)[\s\/](\d+(?:\.\d+)+)\/i) || versionIdentifier\n  }; \n  } else if
(/chromium/i.test(ua)) {\n  result = {\n    name: 'Chromium',\n    chromium: t,\n    version:
getFirstMatch(/(?:chromium)[\s\/](\d+(?:\.\d+)?\/i) || versionIdentifier\n  }; \n  } else if
(/chrome|crios|crmo/i.test(ua)) {\n  result = {\n    name: 'Chrome',\n    chrome: t,\n    version:
getFirstMatch(/(?:chrome|crios|crmo)\/(\d+(\.\d+)?)\/i)\n
}; \n  } else if (android) {\n  result = {\n    name: 'Android',\n    version: versionIdentifier\n  }; \n  }
else if (/safari|applewebkit/i.test(ua)) {\n  result = {\n    name: 'Safari',\n    safari: t\n  }; \n  } \n  if
(versionIdentifier) {\n  result.version = versionIdentifier;\n  } \n  } else if (iosdevice) {\n  result = {\n
name: iosdevice == 'iphone' ? 'iPhone' : iosdevice == 'ipad' ? 'iPad' : 'iPod'\n  }; // WTF: version is not part of user
agent in web apps\n  if (versionIdentifier) {\n  result.version = versionIdentifier;\n  } \n  } else if
(/googlebot/i.test(ua)) {\n  result = {\n    name: 'Googlebot',\n    googlebot: t,\n    version:
getFirstMatch(/googlebot\/(\d+(\.\d+)?)\/i) || versionIdentifier\n  }; \n  } else {\n  result = {\n    name:
getFirstMatch(/^(.*)\/(.*)\/),\n    version: getSecondMatch(/^(.*)\/(.*)\/)\n
}; \n  } // set webkit or gecko flag for browsers based on these engines\n  if (!result.msedge &&
/apple)?webkit/i.test(ua)) {\n  if (/apple)?webkit\/537\.36/i.test(ua)) {\n  result.name = result.name ||
"Blink";\n  result.blink = t;\n  } else {\n  result.name = result.name || "Webkit";\n  result.webkit =
t;\n  } \n  } \n  if (!result.version && versionIdentifier) {\n  result.version = versionIdentifier;\n  } \n  } else
if (!result.opera && /gecko\/i.test(ua)) {\n  result.name = result.name || "Gecko";\n  result.gecko = t;\n
result.version = result.version || getFirstMatch(/gecko\/(\d+(\.\d+)?)\/i);\n  } // set OS flags for platforms that have
multiple browsers\n  if (!result.windowsphone && (android || result.silk)) {\n  result.android = t;\n
result.osname = 'Android';\n  } else if (!result.windowsphone && iosdevice) {\n  result[iosdevice] = t;\n
result.ios = t;\n  result.osname
= 'iOS';\n  } else if (mac) {\n  result.mac = t;\n  result.osname = 'macOS';\n  } else if (xbox) {\n
result.xbox = t;\n  result.osname = 'Xbox';\n  } else if (windows) {\n  result.windows = t;\n  result.osname =
'Windows';\n  } else if (linux) {\n  result.linux = t;\n  result.osname = 'Linux';\n  } \n  } \n  function
getWindowsVersion(s) {\n  switch (s) {\n    case 'NT':\n      return 'NT';\n    case 'XP':\n      return
'XP';\n    case 'NT 5.0':\n      return '2000';\n    case 'NT 5.1':\n      return 'XP';\n    case 'NT 5.2':\n
return '2003';\n    case 'NT 6.0':\n      return 'Vista';\n    case 'NT 6.1':\n      return '7';\n    case
'NT 6.2':\n      return '8';\n    case 'NT 6.3':\n      return '8.1';\n    case 'NT 10.0':\n      return '10';\n
default:\n      return undefined;\n    } \n  } // OS version extraction\n  \n  \n  var osVersion = ""; \n  if (result.windows) {\n  osVersion = getWindowsVersion(getFirstMatch(/Windows
((NT|XP)(\d+(\.\d+)?)\/i)); \n  } else if (result.windowsphone) {\n  osVersion = getFirstMatch(/windows phone
(?:os)?\/s?(\d+(\.\d+)*)\/i);\n  } else if (result.mac) {\n  osVersion = getFirstMatch(/Mac OS X
(\d+([\s\.\d+]*)\/i);\n  osVersion = osVersion.replace(/[\s]/g, '.'); \n  } else if (iosdevice) {\n  osVersion =
getFirstMatch(/os (\d+([\s\.\d+]*) like mac os x\/i);\n  osVersion = osVersion.replace(/[\s]/g, '.'); \n  } else if
(android) {\n  osVersion = getFirstMatch(/android[ -](\d+(\.\d+)*)\/i);\n  } else if (result.webos) {\n
osVersion = getFirstMatch(/(?:web|hpw)os\/(\d+(\.\d+)*)\/i);\n  } else if (result.blackberry) {\n  osVersion =
getFirstMatch(/rim|stabled|sos\/s(\d+(\.\d+)*)\/i);\n  } else if (result.bada) {\n  osVersion =
getFirstMatch(/bada\/(\d+(\.\d+)*)\/i);\n  } else if (result.tizen)
{\n  osVersion = getFirstMatch(/tizen[\/\s](\d+(\.\d+)*)\/i);\n  } \n  } \n  if (osVersion) {\n  result.osversion =
osVersion;\n  } // device type extraction\n  \n  \n  var osMajorVersion = !result.windows &&

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osVersion.split('.')[0];\n\n  if (tablet || nexusTablet || iosdevice === 'ipad' || android && (osMajorVersion === 3 ||
osMajorVersion >= 4 && !mobile) || result.silk) {\n    result.tablet = t;\n  } else if (mobile || iosdevice === 'iphone'
|| iosdevice === 'ipod' || android || nexusMobile || result.blackberry || result.webos || result.bada) {\n    result.mobile =
t;\n  } // Graded Browser Support\n  // http://developer.yahoo.com/yui/articles/gbs\n\n  if (result.msedge ||
result.msie && result.version >= 10 || result.yandexbrowser && result.version >= 15 || result.vivaldi &&
result.version >= 1.0 || result.chrome && result.version >= 20 || result.samsungBrowser && result.version >= 4 ||
result.whale && compareVersions([result.version, '1.0']) === 1
  || result.mzbrowser && compareVersions([result.version, '6.0']) === 1 || result.focus &&
compareVersions([result.version, '1.0']) === 1 || result.firefox && result.version >= 20.0 || result.safari &&
result.version >= 6 || result.opera && result.version >= 10.0 || result.ios && result.osversion &&
result.osversion.split('.')[0] >= 6 || result.blackberry && result.version >= 10.1 || result.chromium &&
result.version >= 20) {\n    result.a = t;\n  } else if (result.msie && result.version < 10 || result.chrome &&
result.version < 20 || result.firefox && result.version < 20.0 || result.safari && result.version < 6 || result.opera &&
result.version < 10.0 || result.ios && result.osversion && result.osversion.split('.')[0] < 6 || result.chromium &&
result.version < 20) {\n    result.c = t;\n  } else result.x = t;\n\n  return result;\n }\n\n var browser = detect(typeof
navigator !== 'undefined' ? navigator.userAgent || " ": "");\n\n browser.test = function (browserList) {\n
for (var i = 0; i < browserList.length; ++i) {\n    var browserItem = browserList[i];\n\n    if (typeof browserItem
=== 'string') {\n      if (browserItem in browser) {\n        return true;\n      }\n    }\n  }\n\n  return false;\n};\n
/**\n * Get version precisions count\n * @example\n * getVersionPrecision("1.10.3") // 3\n * @param {string} version\n * @return {number}\n */\n\n function getVersionPrecision(version) {\n  return
version.split('.').length;\n }\n /**\n * Array::map polyfill\n * @param {Array} arr\n * @param
{Function} iterator\n * @return {Array}\n */\n\n function map(arr, iterator) {\n  var result = [],\n      i;\n\n  if (Array.prototype.map) {\n    return Array.prototype.map.call(arr, iterator);\n  }\n\n  for (i = 0; i < arr.length;
i++) {\n    result.push(iterator(arr[i]));\n  }\n\n  return result;\n }\n /**\n * Calculate browser version weight\n
*\n * @example\n
* compareVersions(['1.10.2.1', '1.8.2.1.90']) // 1\n * compareVersions(['1.010.2.1', '1.09.2.1.90']); // 1\n *
compareVersions(['1.10.2.1', '1.10.2.1']); // 0\n * compareVersions(['1.10.2.1', '1.0800.2']); // -1\n * @param
{Array<String>} versions versions to compare\n * @return {Number} comparison result\n */\n\n function compareVersions(versions) {\n  // 1) get common precision for both versions, for example for "10.0" and
"9" it should be 2\n  var precision = Math.max(getVersionPrecision(versions[0]),
getVersionPrecision(versions[1]));\n  var chunks = map(versions, function (version) {\n    var delta = precision -
getVersionPrecision(version); // 2) "9" -> "9.0" (for precision = 2)\n    version = version + new Array(delta +
1).join(".0"); // 3) "9.0" -> ["000000000", "000000009"]\n\n    return map(version.split("."), function
(chunk) {\n      return new Array(20 - chunk.length).join("0") + chunk;\n
    }).reverse();\n  }); // iterate in reverse order by reversed chunks array\n\n  while (--precision >= 0) {\n    // 4)
compare: "000000009" > "000000010" = false (but "9" > "10" = true)\n    if (chunks[0][precision] >
chunks[1][precision]) {\n      return 1;\n    } else if (chunks[0][precision] === chunks[1][precision]) {\n      if
(precision === 0) {\n        // all version chunks are same\n        return 0;\n      }\n    } else {\n      return -1;\n
    }\n  }\n\n  }\n\n /**\n * Check if browser is unsupported\n * @example\n *
browser.isUnsupportedBrowser({\n *   msie: "10",\n *   firefox: "23",\n *   chrome: "29",\n *   safari:
"5.1",\n *   opera: "16",\n *   phantom: "534"\n * });\n * @param {Object} minVersions map of
minimal version to browser\n * @param {Boolean} [strictMode = false] flag to return false if browser wasn't
found in map\n * @param {String} [ua] user agent string\n
* @return {Boolean}\n */\n\n function isUnsupportedBrowser(minVersions, strictMode, ua) {\n  var _browser
= browser; // make strictMode param optional with ua param usage\n\n  if (typeof strictMode === 'string') {\n    ua
= strictMode;\n    strictMode = void 0;\n  }\n\n  if (strictMode === void 0) {\n    strictMode = false;\n  }\n\n  if (ua) {\n    _browser = detect(ua);\n  }\n\n  var version = "" + _browser.version;\n\n  for (var browser in
minVersions) {\n    if (minVersions.hasOwnProperty(browser)) {\n      if (_browser[browser]) {\n        if (typeof

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"columnCount": 49,\n "columnFill": 49,\n "columnGap": 49,\n "columnRule": 49,\n "columnRuleColor": 49,\n "columnRuleStyle": 49,\n "columnRuleWidth": 49,\n "columns": 49,\n "columnSpan": 49,\n "columnWidth": 49\n },\n "safari": {\n "flex": 8,\n "flexBasis": 8,\n "flexDirection": 8,\n "flexGrow": 8,\n "flexFlow": 8,\n "flexShrink": 8,\n "flexWrap": 8,\n "alignContent": 8,\n "alignItems": 8,\n "alignSelf": 8,\n "justifyContent": 8,\n "order": 8,\n "transition": 6,\n "transitionDelay": 6,\n "transitionDuration": 6,\n "transitionProperty": 6,\n "transitionTimingFunction": 6,\n "transform": 8,\n "transformOrigin": 8,\n "transformOriginX": 8,\n "transformOriginY": 8,\n "backfaceVisibility": 8,\n "perspective": 8,\n "perspectiveOrigin": 8,\n "transformStyle": 8,\n "transformOriginZ": 8,\n "animation": 8,\n "animationDelay": 8,\n "animationDirection": 8,\n "animationFillMode": 8,\n "animationDuration": 8,\n "animationIterationCount": 8,\n "animationName": 8,\n "animationPlayState": 8,\n "animationTimingFunction": 8,\n "appearance": 10.1,\n "userSelect": 10.1,\n "backdropFilter": 10.1,\n "fontKerning": 9,\n "scrollSnapType": 10,\n "scrollSnapPointsX": 10,\n "scrollSnapPointsY": 10,\n "scrollSnapDestination": 10,\n "scrollSnapCoordinate": 10,\n "textEmphasisPosition": 7,\n "textEmphasis": 7,\n "textEmphasisStyle": 7,\n "textEmphasisColor": 7,\n "boxDecorationBreak": 10.1,\n "clipPath": 10.1,\n "maskImage": 10.1,\n "maskMode": 10.1,\n "maskRepeat": 10.1,\n "maskPosition": 10.1,\n "maskClip": 10.1,\n "maskOrigin": 10.1,\n "maskSize": 10.1,\n "maskComposite": 10.1,\n "mask": 10.1,\n "maskBorderSource": 10.1,\n "maskBorderMode": 10.1,\n "maskBorderSlice": 10.1,\n "maskBorderWidth": 10.1,\n "maskBorderOutset": 10.1,\n "maskBorderRepeat": 10.1,\n "maskBorder": 10.1,\n "maskType": 10.1,\n "textDecorationStyle": 10.1,\n "textDecorationSkip": 10.1,\n "textDecorationLine": 10.1,\n "textDecorationColor": 10.1,\n "shapeImageThreshold": 10,\n "shapeImageMargin": 10,\n "shapeImageOutside": 10,\n "filter": 9,\n "hyphens": 10.1,\n "flowInto": 10.1,\n "flowFrom": 10.1,\n "breakBefore": 8,\n "breakAfter": 8,\n "breakInside": 8,\n "regionFragment": 10.1,\n "columnCount": 8,\n "columnFill": 8,\n "columnGap": 8,\n "columnRule": 8,\n "columnRuleColor": 8,\n "columnRuleStyle": 8,\n "columnRuleWidth": 8,\n "columns": 8,\n "columnSpan": 8,\n "columnWidth": 8\n },\n "firefox": {\n "appearance": 55,\n "userSelect": 55,\n "boxSizing": 28,\n "textAlignLast": 48,\n "textDecorationStyle": 35,\n "textDecorationSkip": 35,\n "textDecorationLine": 35,\n "textDecorationColor": 35,\n "tabSize": 55,\n "hyphens": 42,\n "fontFeatureSettings": 33,\n "breakAfter": 51,\n "breakBefore": 51,\n "breakInside": 51,\n "columnCount": 51,\n "columnFill": 51,\n "columnGap": 51,\n "columnRule": 51,\n "columnRuleColor": 51,\n "columnRuleStyle": 51,\n "columnRuleWidth": 51,\n "columns": 51,\n "columnSpan": 51,\n "columnWidth": 51\n },\n "opera": {\n "flex": 16,\n "flexBasis": 16,\n "flexDirection": 16,\n "flexGrow": 16,\n "flexFlow": 16,\n "flexShrink": 16,\n "flexWrap": 16,\n "alignContent": 16,\n "alignItems": 16,\n "alignSelf": 16,\n "justifyContent": 16,\n "order": 16,\n "transform": 22,\n "transformOrigin": 22,\n "transformOriginX": 22,\n "transformOriginY": 22,\n "backfaceVisibility": 22,\n "perspective": 22,\n "perspectiveOrigin": 22,\n "transformStyle": 22,\n "transformOriginZ": 22,\n "animation": 29,\n "animationDelay": 29,\n "animationDirection": 29,\n "animationFillMode": 29,\n "animationDuration": 29,\n "animationIterationCount": 29,\n "animationName": 29,\n "animationPlayState": 29,\n "animationTimingFunction": 29,\n "appearance": 45,\n "userSelect": 40,\n "fontKerning": 19,\n "textEmphasisPosition": 45,\n "textEmphasis": 45,\n "textEmphasisStyle": 45,\n "textEmphasisColor": 45,\n "boxDecorationBreak": 45,\n "clipPath": 41,\n "maskImage": 45,\n "maskMode": 45,\n "maskRepeat": 45,\n "maskPosition": 45,\n "maskClip": 45,\n "maskOrigin": 45,\n "maskSize": 45,\n "maskComposite": 45,\n "mask": 45,\n "maskBorderSource": 45,\n "maskBorderMode": 45,\n "maskBorderSlice": 45,\n "maskBorderWidth": 45,\n "maskBorderOutset": 45,\n

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strict";\n\nObject.defineProperty(exports, "__esModule", {n value: true\n});\nexports.default = calc;\n\nvar
_getPrefixedValue = require("../utils/getPrefixedValue");\n\nvar _getPrefixedValue2 =
_interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {n return obj &&
obj.__esModule ? obj : {n default: obj\n };}\n\nfunction calc(property, value, style, _ref) {n var browserName
= _ref.browserName,\n  browserVersion = _ref.browserVersion,\n  cssPrefix = _ref.cssPrefix,\n
  keepUnprefixed = _ref.keepUnprefixed;\n\n  if (typeof value === 'string' && value.indexOf('calc()') > -1 &&
(browserName === 'firefox' && browserVersion < 15 || browserName === 'chrome' && browserVersion < 25 ||
browserName === 'safari' && browserVersion < 6.1 || browserName === 'ios_saf' && browserVersion < 7)) {n
return (0, _getPrefixedValue2.default)(value.replace(/calc\\((/g, cssPrefix + 'calc()', value, keepUnprefixed);\n
})\n)\n\nmodule.exports = exports['default'];","use strict";\n\nObject.defineProperty(exports, "__esModule", {n
value: true\n});\nexports.default = flex;\n\nvar _getPrefixedValue = require("../utils/getPrefixedValue");\n\nvar
_getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {n
return obj && obj.__esModule ? obj : {n default: obj\n };}\n\nvar values = {n flex: true,\n 'inline-flex':
true\n};\n\nfunction flex(property, value, style, _ref) {n var browserName = _ref.browserName,\n
  browserVersion = _ref.browserVersion,\n  cssPrefix = _ref.cssPrefix,\n  keepUnprefixed =
_ref.keepUnprefixed;\n\n  if (property === 'display' && values[value] && (browserName === 'chrome' &&
browserVersion < 29 && browserVersion > 20 || (browserName === 'safari' || browserName === 'ios_saf') &&
browserVersion < 9 && browserVersion > 6 || browserName === 'opera' && (browserVersion === 15 ||
browserVersion === 16))) {n return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);\n
}\n)\n\nmodule.exports = exports['default'];","use strict";\n\nObject.defineProperty(exports, "__esModule", {n
value: true\n});\nexports.default = flexboxIE;\n\nvar _getPrefixedValue =
require("../utils/getPrefixedValue");\n\nvar _getPrefixedValue2 =
_interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {n return obj &&
obj.__esModule ? obj : {n default: obj\n };}\n\nvar alternativeValues = {n 'space-around': 'distribute',\n 'space-between': 'justify',\n 'flex-start': 'start',\n 'flex-end': 'end',\n flex: 'flexbox',\n 'inline-flex': 'inline-
flexbox'\n};\nvar alternativeProps = {n alignContent: 'msFlexLinePack',\n alignSelf: 'msFlexItemAlign',\n
alignItems: 'msFlexAlign',\n justifyContent: 'msFlexPack',\n order: 'msFlexOrder',\n flexGrow: 'msFlexPositive',\n
flexShrink: 'msFlexNegative',\n flexBasis: 'msFlexPreferredSize'\n};\n\nfunction flexboxIE(property, value, style,
_ref) {n var browserName = _ref.browserName,\n  browserVersion = _ref.browserVersion,\n  cssPrefix =
_ref.cssPrefix,\n  keepUnprefixed = _ref.keepUnprefixed,\n  requiresPrefix = _ref.requiresPrefix;\n\n  if
((alternativeProps.hasOwnProperty(property) || property === 'display' && typeof value === 'string' &&
value.indexOf('flex') > -1) && (browserName === 'ie_mob' || browserName === 'ie') && browserVersion === 10)
{n delete requiresPrefix[property];\n\n  if (!keepUnprefixed && !Array.isArray(style[property]))
{n delete style[property];\n  }\n\n  if (property === 'display' && alternativeValues.hasOwnProperty(value))
{n return (0, _getPrefixedValue2.default)(cssPrefix + alternativeValues[value], value, keepUnprefixed);\n
}\n\n  if (alternativeProps.hasOwnProperty(property)) {n style[alternativeProps[property]] =
alternativeValues[value] || value;\n  }\n}\n}\n\nmodule.exports = exports['default'];","use
strict";\n\nObject.defineProperty(exports, "__esModule", {n value: true\n});\nexports.default =
flexboxOld;\n\nvar _getPrefixedValue = require("../utils/getPrefixedValue");\n\nvar _getPrefixedValue2 =
_interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {n return obj &&

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obj.__esModule ? obj : {\n  default: obj\n };}\n\nvar alternativeValues = {\n 'space-around': 'justify',\n 'space-between': 'justify',\n 'flex-start': 'start',\n 'flex-end': 'end',\n 'wrap-reverse': 'multiple',\n wrap: 'multiple',\n flex: 'box',\n 'inline-flex': 'inline-box'\n};\nvar alternativeProps = {\n alignItems: 'WebkitBoxAlign',\n justifyContent: 'WebkitBoxPack',\n flexWrap: 'WebkitBoxLines'\n};\nvar otherProps = ['alignContent', 'alignSelf', 'order', 'flexGrow', 'flexShrink', 'flexBasis', 'flexDirection'];\nvar properties = Object.keys(alternativeProps).concat(otherProps);\n\nfunction flexboxOld(property, value, style, _ref) {\n  var browserName = _ref.browserName,\n      browserVersion = _ref.browserVersion,\n      cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed,\n      requiresPrefix = _ref.requiresPrefix;\n\n  if ((properties.indexOf(property) > -1 || property === 'display' && typeof value === 'string' && value.indexOf('flex') > -1) && (browserName === 'firefox' && browserVersion < 22 || browserName === 'chrome' && browserVersion < 21 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion <= 6.1 || browserName === 'android' && browserVersion < 4.4 || browserName === 'and_uc')) {\n    delete requiresPrefix[property];\n\n    if (!keepUnprefixed && !Array.isArray(style[property])) {\n      delete style[property];\n    }\n\n    if (property === 'flexDirection' && typeof value === 'string') {\n      if (value.indexOf('column') > -1) {\n        style.WebkitBoxOrient = 'vertical';\n      } else {\n        style.WebkitBoxOrient = 'horizontal';\n      }\n\n      if (value.indexOf('reverse') > -1) {\n        style.WebkitBoxDirection = 'reverse';\n      } else {\n        style.WebkitBoxDirection = 'normal';\n      }\n    }\n\n    if (property === 'display' && alternativeValues.hasOwnProperty(value)) {\n      return (0, _getPrefixedValue2.default)(cssPrefix + alternativeValues[value], value, keepUnprefixed);\n    }\n\n    if (alternativeProps.hasOwnProperty(property)) {\n      style[alternativeProps[property]] = alternativeValues[value] || value;\n    }\n  }\n\n  module.exports = exports['default'];\n  \"use strict\";\n  Object.defineProperty(exports, \"__esModule\", {\n    value: true\n});\n  exports.default = gradient;\n\n  var _getPrefixedValue = require(\"../../utils/getPrefixedValue\");\n  var _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\n  function _interopRequireDefault(obj) {\n    return obj && obj.__esModule ? obj : {\n      default: obj\n    };\n  }\n\n  var values = /linear-gradient|radial-gradient|repeating-linear-gradient|repeating-radial-gradient/;\n\n  function gradient(property, value, style, _ref) {\n    var browserName = _ref.browserName,\n        browserVersion = _ref.browserVersion,\n        cssPrefix = _ref.cssPrefix,\n        keepUnprefixed = _ref.keepUnprefixed;\n\n    if (typeof value === 'string' && values.test(value) && (browserName === 'firefox' && browserVersion < 16 || browserName === 'chrome' && browserVersion < 26 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion < 7 || (browserName === 'opera' || browserName === 'op_mini') && browserVersion < 12.1 || browserName === 'android' && browserVersion < 4.4 || browserName === 'and_uc')) {\n      return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);\n    }\n  }\n\n  module.exports = exports['default'];\n  \"use strict\";\n  Object.defineProperty(exports, \"__esModule\", {\n    value: true\n});\n  exports.default = sizing;\n\n  var _getPrefixedValue = require(\"../../utils/getPrefixedValue\");\n  var _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\n  function _interopRequireDefault(obj) {\n    return obj && obj.__esModule ? obj : {\n      default: obj\n    };\n  }\n\n  var properties = {\n    maxHeight: true,\n    maxWidth: true,\n    width: true,\n    height: true,\n    columnWidth: true,\n    minWidth: true,\n    minHeight: true\n  };\n  var values = {\n    'min-content': true,\n    'max-content': true,\n    'fill-available': true,\n    'fit-content': true,\n    'contain-floats': true // TODO: chrome & opera support it\n  };\n\n  function sizing(property, value, style, _ref) {\n    var cssPrefix = _ref.cssPrefix,\n        keepUnprefixed = _ref.keepUnprefixed;\n\n    // This might change in the future\n    // Keep an eye on it\n    if (properties.hasOwnProperty(property) && values.hasOwnProperty(value)) {\n      return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);\n    }\n  }\n\n  module.exports = exports['default'];\n  \"use strict\";\n  Object.defineProperty(exports, \"__esModule\", {\n    value: true\n});\n  exports.default = transition;\n\n  var _hyphenateProperty = require(\"css-in-js-utils/lib/hyphenateProperty\");\n  var _hyphenateProperty2 =

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_interopRequireDefault(_hyphenateProperty);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };}\n\nvar properties = {\n  transition: true,\n  transitionProperty:
true,\n  WebkitTransition: true,\n  WebkitTransitionProperty: true,\n  MozTransition: true,\n
MozTransitionProperty: true\n};\n\nvar requiresPrefixDashCased = void 0;\n\nfunction transition(property, value,
style, _ref) {\n  var cssPrefix = _ref.cssPrefix,\n    keepUnprefixed
= _ref.keepUnprefixed,\n    requiresPrefix = _ref.requiresPrefix;\n\n  if (typeof value === 'string' &&
properties.hasOwnProperty(property)) {\n    // memoize the prefix array for later use\n    if
(!requiresPrefixDashCased) {\n      requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {\n
        return (0, _hyphenateProperty2.default)(prop);\n      });\n    } // only split multi values, not cubic beziers\n\n\n
var multipleValues = value.split(/,(?![^()]*\?(?:\[[^()*\]\])?\))/g);\n    requiresPrefixDashCased.forEach(function
(prop) {\n      multipleValues.forEach(function (val, index) {\n        if (val.indexOf(prop) > -1 && prop !== 'order')
{\n          multipleValues[index] = val.replace(prop, cssPrefix + prop) + (keepUnprefixed ? ',' + val : '');\n        }\n
      });\n    }\n    return multipleValues.join(',');\n  }\n}\n\nmodule.exports = exports['default'];\n\n/* eslint-disable no-
var, prefer-template */\n\nvar uppercasePattern = /[A-Z]/g;\n\nvar msPattern = /^ms-/;\n\nvar cache = {};\n\nfunction toHyphenLower(match) {\n  return '-' +
match.toLowerCase();\n}\n\nfunction hyphenateStyleName(name) {\n  if (cache.hasOwnProperty(name)) {\n
return cache[name];\n  }\n\n  var hName = name.replace(uppercasePattern, toHyphenLower);\n  return cache[name]
= msPattern.test(hName) ? '-' + hName : hName;\n}\n\nexport default hyphenateStyleName;\n\n'use
strict';\n\nObject.defineProperty(exports, '__esModule', {\n  value: true\n});\n\nvar _calc = require('inline-style-
prefixer/static/plugins/calc');\n\nvar _calc2 = _interopRequireDefault(_calc);\n\nvar _flex = require('inline-style-
prefixer/static/plugins/flex');\n\nvar _flex2 = _interopRequireDefault(_flex);\n\nvar _flexboxIE = require('inline-
style-prefixer/static/plugins/flexboxIE');\n\nvar _flexboxIE2 = _interopRequireDefault(_flexboxIE);\n\nvar
_flexboxOld = require('inline-style-prefixer/static/plugins/flexboxOld');\n\nvar _flexboxOld2 =
_interopRequireDefault(_flexboxOld);\n\nvar _gradient
= require('inline-style-prefixer/static/plugins/gradient');\n\nvar _gradient2 =
_interopRequireDefault(_gradient);\n\nvar _sizing = require('inline-style-prefixer/static/plugins/sizing');\n\nvar
_sizing2 = _interopRequireDefault(_sizing);\n\nvar _transition = require('inline-style-
prefixer/static/plugins/transition');\n\nvar _transition2 = _interopRequireDefault(_transition);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };}\n\nexports.default
= {\n  plugins: [_calc2.default, _flex2.default, _flexboxIE2.default, _flexboxOld2.default, _gradient2.default,
_sizing2.default, _transition2.default],\n  prefixMap: {\n    \"transform\": [\"Webkit\", \"ms\"],\n
\"transformOrigin\": [\"Webkit\", \"ms\"],\n    \"transformOriginX\": [\"Webkit\", \"ms\"],\n    \"transformOriginY\":
[\"Webkit\", \"ms\"],\n    \"backfaceVisibility\": [\"Webkit\"],\n    \"perspective\": [\"Webkit\"],\n
\"perspectiveOrigin\": [\"Webkit\"],\n    \"transformStyle\":
[\"Webkit\"],\n    \"transformOriginZ\": [\"Webkit\"],\n    \"animation\": [\"Webkit\"],\n    \"animationDelay\":
[\"Webkit\"],\n    \"animationDirection\": [\"Webkit\"],\n    \"animationFillMode\": [\"Webkit\"],\n
\"animationDuration\": [\"Webkit\"],\n    \"animationIterationCount\": [\"Webkit\"],\n    \"animationName\":
[\"Webkit\"],\n    \"animationPlayState\": [\"Webkit\"],\n    \"animationTimingFunction\": [\"Webkit\"],\n
\"appearance\": [\"Webkit\", \"Moz\"],\n    \"userSelect\": [\"Webkit\", \"Moz\", \"ms\"],\n    \"fontKerning\":
[\"Webkit\"],\n    \"textEmphasisPosition\": [\"Webkit\"],\n    \"textEmphasis\": [\"Webkit\"],\n
\"textEmphasisStyle\": [\"Webkit\"],\n    \"textEmphasisColor\": [\"Webkit\"],\n    \"boxDecorationBreak\":
[\"Webkit\"],\n    \"clipPath\": [\"Webkit\"],\n    \"maskImage\": [\"Webkit\"],\n    \"maskMode\": [\"Webkit\"],\n
\"maskRepeat\": [\"Webkit\"],\n    \"maskPosition\": [\"Webkit\"],\n    \"maskClip\": [\"Webkit\"],\n
\"maskOrigin\": [\"Webkit\"],\n    \"maskSize\": [\"Webkit\"],\n    \"maskComposite\": [\"Webkit\"],\n    \"mask\":
[\"Webkit\"],\n    \"maskBorderSource\": [\"Webkit\"],\n    \"maskBorderMode\": [\"Webkit\"],\n
\"maskBorderSlice\": [\"Webkit\"],\n    \"maskBorderWidth\": [\"Webkit\"],\n    \"maskBorderOutset\":
[\"Webkit\"],\n    \"maskBorderRepeat\": [\"Webkit\"],\n    \"maskBorder\": [\"Webkit\"],\n    \"maskType\":
[\"Webkit\"],\n    \"textDecorationStyle\": [\"Webkit\", \"Moz\"],\n    \"textDecorationSkip\": [\"Webkit\",

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\Moz\},\n  \textDecorationLine\": [\\"Webkit\\", \\"Moz\\",\n  \textDecorationColor\": [\\"Webkit\\", \\"Moz\\",\n  \filter\": [\\"Webkit\\",\n  \fontFeatureSettings\": [\\"Webkit\\", \\"Moz\\",\n  \breakAfter\": [\\"Webkit\\", \\"Moz\\",\n  \ms\\",\n  \breakBefore\": [\\"Webkit\\", \\"Moz\\", \\"ms\\",\n  \breakInside\": [\\"Webkit\\", \\"Moz\\", \\"ms\\",\n  \columnCount\": [\\"Webkit\\", \\"Moz\\",\n  \columnFill\": [\\"Webkit\\", \\"Moz\\",\n  \columnGap\": [\\"Webkit\\", \\"Moz\\",\n  \columnRule\": [\\"Webkit\\", \\"Moz\\",\n  \columnRuleColor\": [\\"Webkit\\", \\"Moz\\",\n  \columnRuleStyle\": [\\"Webkit\\", \\"Moz\\",\n  \columnRuleWidth\": [\\"Webkit\\", \\"Moz\\",\n  \columns\": [\\"Webkit\\", \\"Moz\\",\n  \columnSpan\": [\\"Webkit\\", \\"Moz\\",\n  \columnWidth\": [\\"Webkit\\", \\"Moz\\",\n  \flex\": [\\"Webkit\\", \\"ms\\",\n  \flexBasis\": [\\"Webkit\\",\n  \flexDirection\": [\\"Webkit\\", \\"ms\\",\n  \flexGrow\": [\\"Webkit\\",\n  \flexFlow\": [\\"Webkit\\", \\"ms\\",\n  \flexShrink\": [\\"Webkit\\",\n  \flexWrap\": [\\"Webkit\\", \\"ms\\",\n  \alignContent\": [\\"Webkit\\",\n  \alignItems\": [\\"Webkit\\",\n  \alignSelf\": [\\"Webkit\\",\n  \justifyContent\": [\\"Webkit\\",\n  \order\": [\\"Webkit\\",\n  \transitionDelay\": [\\"Webkit\\",\n  \transitionDuration\": [\\"Webkit\\",\n  \transitionProperty\": [\\"Webkit\\",\n  \transitionTimingFunction\": [\\"Webkit\\",\n  \backdropFilter\": [\\"Webkit\\",\n  \scrollSnapType\": [\\"Webkit\\", \\"ms\\",\n  \scrollSnapPointsX\": [\\"Webkit\\", \\"ms\\",\n  \scrollSnapPointsY\": [\\"Webkit\\", \\"ms\\",\n  \scrollSnapDestination\": [\\"Webkit\\", \\"ms\\",\n  \scrollSnapCoordinate\": [\\"Webkit\\", \\"ms\\",\n  \shapeImageThreshold\": [\\"Webkit\\",\n  \shapeImageMargin\": [\\"Webkit\\",\n  \shapeImageOutside\": [\\"Webkit\\",\n  \hyphens\": [\\"Webkit\\", \\"Moz\\", \\"ms\\",\n  \flowInto\": [\\"Webkit\\", \\"ms\\",\n  \flowFrom\": [\\"Webkit\\", \\"ms\\",\n  \regionFragment\": [\\"Webkit\\", \\"ms\\",\n  \boxSizing\": [\\"Moz\\",\n  \textAlignLast\": [\\"Moz\\",\n  \tabSize\": [\\"Moz\\",\n  \wrapFlow\": [\\"ms\\",\n  \wrapThrough\": [\\"ms\\",\n  \wrapMargin\": [\\"ms\\",\n  \touchAction\": [\\"ms\\",\n  \gridTemplateColumns\": [\\"ms\\",\n  \gridTemplateRows\": [\\"ms\\",\n  \gridTemplateAreas\": [\\"ms\\",\n  \gridTemplate\": [\\"ms\\",\n  \gridAutoColumns\": [\\"ms\\",\n  \gridAutoRows\": [\\"ms\\",\n  \gridAutoFlow\": [\\"ms\\",\n  \grid\": [\\"ms\\",\n  \gridRowStart\": [\\"ms\\",\n  \gridColumnStart\": [\\"ms\\",\n  \gridRowEnd\": [\\"ms\\",\n  \gridRow\": [\\"ms\\",\n  \gridColumn\": [\\"ms\\",\n  \gridColumnEnd\": [\\"ms\\",\n  \gridColumnGap\": [\\"ms\\",\n  \gridRowGap\": [\\"ms\\",\n  \gridArea\": [\\"ms\\",\n  \gridGap\": [\\"ms\\",\n  \textSizeAdjust\": [\\"Webkit\\", \\"ms\\",\n  \borderImage\": [\\"Webkit\\",\n  \borderImageOutset\": [\\"Webkit\\",\n  \borderImageRepeat\": [\\"Webkit\\",\n  \borderImageSlice\": [\\"Webkit\\",\n  \borderImageSource\": [\\"Webkit\\",\n  \borderImageWidth\": [\\"Webkit\\",\n  \n};\n\n/* eslint-disable */,"use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nexports.default = calc;\n\nvar _isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');\n\nvar _isPrefixedValue2 = _interopRequireDefault(_isPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar prefixes = ['-webkit-', '-moz-', ''];\n\nfunction calc(property, value) {\n  if (typeof value === 'string' && !(0, _isPrefixedValue2.default)(value) && value.indexOf('calc(') > -1) {\n    return prefixes.map(function (prefix) {\n      return value.replace(/calc\\(\\(\\/g, prefix + 'calc();\n    });\n  }\n}\n\nmodule.exports = exports['default'];","use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nexports.default = flex;\n\nvar values = {\n  flex: ['-webkit-box', '-moz-box', '-ms-flexbox', '-webkit-flex', 'flex'],\n  'inline-flex': ['-webkit-inline-box', '-moz-inline-box', '-ms-inline-flexbox', '-webkit-inline-flex', 'inline-flex']\n};\n\nfunction flex(property, value) {\n  if (property === 'display' && values.hasOwnProperty(value)) {\n    return values[value];\n  }\n}\n\nmodule.exports = exports['default'];","use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nexports.default = flexboxIE;\n\nvar alternativeValues = {\n  'space-around': 'distribute',\n  'space-between': 'justify',\n  'flex-start': 'start',\n  'flex-end': 'end'\n};\n\nvar alternativeProps = {\n  alignContent: 'msFlexLinePack',\n  alignSelf: 'msFlexItemAlign',\n  alignItems: 'msFlexAlign',\n  justifyContent: 'msFlexPack',\n  order: 'msFlexOrder',\n  flexGrow: 'msFlexPositive',\n  flexShrink: 'msFlexNegative',\n  flexBasis: 'msFlexPreferredSize'\n};\n\nfunction flexboxIE(property, value, style) {\n  if (alternativeProps.hasOwnProperty(property)) {\n    style[alternativeProps[property]] = alternativeValues[value] || value;\n  }\n}\n\nmodule.exports = exports['default'];","use strict";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value:

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true\n});\nexports.default = flexboxOld;\nvar alternativeValues = {\n 'space-around': 'justify',\n 'space-between': 'justify',\n 'flex-start': 'start',\n 'flex-end': 'end',\n 'wrap-reverse': 'multiple',\n wrap: 'multiple'\n};\nvar alternativeProps = {\n alignItems: 'WebkitBoxAlign',\n justifyContent: 'WebkitBoxPack',\n flexWrap: 'WebkitBoxLines'\n};\n\nfunction flexboxOld(property, value, style) {\n if (property === 'flexDirection' && typeof value === 'string') {\n if (value.indexOf('column') > -1) {\n style.WebkitBoxOrient = 'vertical';\n } else {\n style.WebkitBoxOrient = 'horizontal';\n }\n\n if (value.indexOf('reverse') > -1) {\n style.WebkitBoxDirection = 'reverse';\n } else {\n style.WebkitBoxDirection = 'normal';\n }\n }\n\n if (alternativeProps.hasOwnProperty(property)) {\n style[alternativeProps[property]] = alternativeValues[value] || value;\n }\n}\n\nmodule.exports = exports['default'];\n\n'use strict';\n\nObject.defineProperty(exports, '__esModule', {\n value: true\n});\n\nexports.default = gradient;\n\nvar _isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');\n\nvar _isPrefixedValue2 = _interopRequireDefault(_isPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar prefixes = ['-webkit-', '-moz-', ''];\n\nvar values = /linear-gradient|radial-gradient|repeating-linear-gradient|repeating-radial-gradient/;\n\nfunction gradient(property, value) {\n if (typeof value === 'string' && !(!_isPrefixedValue2.default)(value) && values.test(value)) {\n return prefixes.map(function (prefix) {\n return prefix + value;\n });\n }\n}\n\nmodule.exports = exports['default'];\n\n'use strict';\n\nObject.defineProperty(exports, '__esModule', {\n value: true\n});\n\nexports.default = sizing;\n\nvar prefixes = ['-webkit-', '-moz-', ''];\n\nvar properties = {\n maxHeight: true,\n maxWidth: true,\n width: true,\n height: true,\n columnWidth: true,\n minWidth: true,\n minHeight: true\n};\n\nvar values = {\n 'min-content': true,\n 'max-content': true,\n 'fill-available': true,\n 'fit-content': true,\n 'contain-floats': true\n};\n\nfunction sizing(property, value) {\n if (properties.hasOwnProperty(property) && values.hasOwnProperty(value)) {\n return prefixes.map(function (prefix) {\n return prefix + value;\n });\n }\n}\n\nmodule.exports = exports['default'];\n\n'use strict';\n\nObject.defineProperty(exports, '__esModule', {\n value: true\n});\n\nexports.default = transition;\n\nvar _hyphenateProperty = require('css-in-js-utils/lib/hyphenateProperty');\n\nvar _hyphenateProperty2 = _interopRequireDefault(_hyphenateProperty);\n\nvar _isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');\n\nvar _isPrefixedValue2 = _interopRequireDefault(_isPrefixedValue);\n\nvar _capitalizeString = require('..../utils/capitalizeString');\n\nvar _capitalizeString2 = _interopRequireDefault(_capitalizeString);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar properties = {\n transition: true,\n transitionProperty: true,\n WebkitTransition: true,\n WebkitTransitionProperty: true,\n MozTransition: true,\n MozTransitionProperty: true\n};\n\nvar prefixMapping = {\n Webkit: '-webkit-',\n Moz: '-moz-',\n ms: '-ms-'\n};\n\nfunction prefixValue(value, propertyPrefixMap) {\n if (((!_isPrefixedValue2.default)(value))\n // only split multi values, not cubic beziers\n\n var multipleValues = value.split(/,(?![^\]]*(?:\\[[^\]]*\)))/g);\n\n for (var i = 0, len = multipleValues.length; i < len; ++i) {\n var singleValue = multipleValues[i];\n var values = [singleValue];\n\n for (var property in propertyPrefixMap) {\n var dashCaseProperty = (0, _hyphenateProperty2.default)(property);\n\n if (singleValue.indexOf(dashCaseProperty) > -1 && dashCaseProperty !== 'order') {\n var prefixes = propertyPrefixMap[property];\n\n for (var j = 0, pLen = prefixes.length; j < pLen; ++j) {\n // join all prefixes and create a new value\n values.unshift(singleValue.replace(dashCaseProperty, prefixMapping[prefixes[j]] + dashCaseProperty));\n }\n }\n }\n\n multipleValues[i] = values.join(',');\n }\n\n return multipleValues.join(',');\n}\n\nfunction transition(property, value, style, propertyPrefixMap) {\n // also check for already prefixed transitions\n if (typeof value === 'string' && properties.hasOwnProperty(property)) {\n var outputValue = prefixValue(value, propertyPrefixMap);\n // if the property is already prefixed\n\n var webkitOutput = outputValue.split(/,(?![^\]]*(?:\\[[^\]]*\)))/g).filter(function (val) {\n return !/!-moz-|-ms-/.test(val);\n }).join(',');\n\n if (property.indexOf('Webkit') > -1) {\n return webkitOutput;\n }\n\n var mozOutput = outputValue.split(/,(?![^\]]*(?:\\[[^\]]*\)))/g).filter(function (val) {\n return !/!-webkit-|-ms-/.test(val);\n }).join(',');\n\n if (property.indexOf('Moz') > -1) {\n return mozOutput;\n }\n\n style['Webkit' + (0, _capitalizeString2.default)(property)]

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strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar
_pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../SvgIcon');\n\nvar _SvgIcon2 =
_interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ?
obj : {\n default: obj\n };\n}\n\nvar ToggleRadioButtonUnchecked = function
ToggleRadioButtonUnchecked(props) {\n return _react2.default.createElement(_SvgIcon2.default, props,
_react2.default.createElement('path', {\n d: 'M12 2C6.48 2 2 6.48
2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm0 18c-4.42 0-8-3.58-8-8s3.58-8 8-8 3.58 8 8-3.58 8-8 8z'\n
}));\n}\n\nToggleRadioButtonUnchecked = (0,
_pure2.default)(ToggleRadioButtonUnchecked);\n\nToggleRadioButtonUnchecked.displayName =
'ToggleRadioButtonUnchecked';\n\nToggleRadioButtonUnchecked.muiName = 'SvgIcon';\n\nexports.default =
ToggleRadioButtonUnchecked;\",\"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure =
require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon =
require('../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar
ToggleRadioButtonChecked = function ToggleRadioButtonChecked(props) {\n return
_react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path',
{\n d: 'M12 7c-2.76 0-5 2.24-5 5s2.24 5 5 5 5-2.24 5-5-2.24 5-5-5zm0-5C6.48 2 2 6.48 2 12s4.48 10 10 10 10-
4.48 10-10S17.52 2 12 2zm0 18c-4.42 0-8-3.58-8-8s3.58-8 8-8 3.58 8 8-3.58 8-8 8z'\n
}));\n}\n\nToggleRadioButtonChecked = (0,
_pure2.default)(ToggleRadioButtonChecked);\n\nToggleRadioButtonChecked.displayName =
'ToggleRadioButtonChecked';\n\nToggleRadioButtonChecked.muiName = 'SvgIcon';\n\nexports.default =
ToggleRadioButtonChecked;\",\"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _colorManipulator
= require('../utils/colorManipulator');\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar
_EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _Paper = require('../Paper');\n\nvar
_Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction validateLabel(props, propName, componentName) {\n
if (process.env.NODE_ENV !== 'production') {\n if (!props.children && props.label !== 0 && !props.label &&
!props.icon) {\n return new Error('Required prop label or children or icon was not specified in ' +
componentName + '.');\n }\n }\n}\n\nfunction getStyles(props, context, state) {\n var _context$muiTheme =
context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n button =
_context$muiTheme.button,\n raisedButton = _context$muiTheme.raisedButton,\n borderRadius =

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_context$muiTheme.borderRadius;\n var disabled
= props.disabled,\n disabledBackgroundColor = props.disabledBackgroundColor,\n disabledLabelColor =
props.disabledLabelColor,\n fullWidth = props.fullWidth,\n icon = props.icon,\n label = props.label,\n
labelPosition = props.labelPosition,\n primary = props.primary,\n secondary = props.secondary,\n style =
props.style;\n var amount = primary || secondary ? 0.4 : 0.08;\n var backgroundColor = raisedButton.color;\n var
labelColor = raisedButton.textColor;\n\n if (disabled) {\n backgroundColor = disabledBackgroundColor ||
raisedButton.disabledColor;\n labelColor = disabledLabelColor || raisedButton.disabledTextColor;\n } else if
(primary) {\n backgroundColor = raisedButton.primaryColor;\n labelColor = raisedButton.primaryTextColor;\n
} else if (secondary) {\n backgroundColor = raisedButton.secondaryColor;\n labelColor =
raisedButton.secondaryTextColor;\n } else {\n if (props.backgroundColor) {\n backgroundColor
= props.backgroundColor;\n }\n\n if (props.labelColor) {\n labelColor = props.labelColor;\n }\n }\n\n var
buttonHeight = style && style.height || button.height;\n return {\n root: {\n display: 'inline-block',\n
transition: _transitions2.default.easeOut(),\n minWidth: fullWidth ? '100%' : button.minWidth\n },\n button:
{\n height: buttonHeight,\n lineHeight: buttonHeight + 'px',\n width: '100%',\n padding: 0,\n
borderRadius: borderRadius,\n transition: _transitions2.default.easeOut(),\n backgroundColor:
backgroundColor,\n // That's the default value for a button but not a link\n textAlign: 'center'\n },\n label:
{\n position: 'relative',\n opacity: 1,\n fontSize: raisedButton.fontSize,\n letterSpacing: 0,\n
textTransform: raisedButton.textTransform || button.textTransform || 'uppercase',\n fontWeight:
raisedButton.fontWeight,\n margin: 0,\n userSelect: 'none',\n
paddingLeft: icon && labelPosition !== 'before' ? 8 : baseTheme.spacing.desktopGutterLess,\n
paddingRight: icon && labelPosition === 'before' ? 8 : baseTheme.spacing.desktopGutterLess,\n color:
labelColor\n },\n icon: {\n verticalAlign: 'middle',\n marginLeft: label && labelPosition !== 'before' ? 12 :
0,\n marginRight: label && labelPosition === 'before' ? 12 : 0\n },\n overlay: {\n height: buttonHeight,\n
borderRadius: borderRadius,\n backgroundColor: (state.keyboardFocused || state.hovered) && !disabled && (0,
_colorManipulator.fade)(labelColor, amount),\n transition: _transitions2.default.easeOut(),\n top: 0\n },\n
ripple: {\n color: labelColor,\n opacity: !(primary || secondary) ? 0.1 : 0.16\n }\n }\n }\n\n var RaisedButton
= function (_Component) {\n (0, _inherits3.default)(RaisedButton, _Component);\n\n function RaisedButton() {\n
var _ref;\n\n var _temp, _this, _ret;\n\n (0,
_classCallCheck3.default)(this, RaisedButton);\n\n for (var _len = arguments.length, args = Array(_len), _key =
0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = RaisedButton.__proto__ || (0,
_getPrototypeOf2.default)(RaisedButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
hovered:
false,\n keyboardFocused: false,\n touched: false,\n initialZDepth: 0,\n zDepth: 0\n },\n
_this.handleMouseDown = function (event) {\n // only listen to left clicks\n if (event.button === 0) {\n
_this.setState({\n zDepth: _this.state.initialZDepth + 1\n });\n }\n\n if (_this.props.onMouseDown)
{\n _this.props.onMouseDown(event);\n }\n }, _this.handleMouseUp = function (event) {\n
_this.setState({\n zDepth: _this.state.initialZDepth\n });\n\n if (_this.props.onMouseUp)
{\n _this.props.onMouseUp(event);\n }\n }, _this.handleMouseLeave = function (event) {\n if
(!_this.state.keyboardFocused) {\n _this.setState({\n zDepth: _this.state.initialZDepth,\n hovered:
false\n });\n }\n\n if (_this.props.onMouseLeave) {\n _this.props.onMouseLeave(event);\n }\n },\n
_this.handleMouseEnter = function (event) {\n if (!_this.state.keyboardFocused && !_this.state.touched) {\n
_this.setState({\n hovered: true\n });\n }\n\n if (_this.props.onMouseEnter) {\n
_this.props.onMouseEnter(event);\n }\n }, _this.handleTouchStart = function (event) {\n _this.setState({\n
touched: true,\n zDepth: _this.state.initialZDepth + 1\n });\n\n if (_this.props.onTouchStart) {\n
_this.props.onTouchStart(event);\n }\n }, _this.handleTouchEnd = function (event) {\n _this.setState({\n
touched: true,\n
zDepth: _this.state.initialZDepth\n });\n\n if (_this.props.onTouchEnd) {\n
_this.props.onTouchEnd(event);\n }\n }, _this.handleKeyboardFocus = function (event, keyboardFocused) {\n

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var zDepth = keyboardFocused && !_this.props.disabled ? _this.state.initialZDepth + 1 :
_this.state.initialZDepth;\n\n _this.setState({\n  zDepth: zDepth,\n  keyboardFocused: keyboardFocused\n
});\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0,
_createClass3.default)(RaisedButton, [{\n  key: 'componentWillMount',\n  value: function
componentWillMount() {\n    var zDepth = this.props.disabled ? 0 : 1;\n    this.setState({\n      zDepth: zDepth,\n      initialZDepth: zDepth\n    });\n  }\n }, {\n  key: 'componentWillReceiveProps',\n  value: function
componentWillReceiveProps(nextProps) {\n    var zDepth = nextProps.disabled ? 0 : 1;\n    var nextState = {\n      zDepth: zDepth,\n      initialZDepth:
zDepth\n    };
if (nextProps.disabled) {\n      nextState.hovered = false;\n    }\n    this.setState(nextState);\n  }\n }, {\n  key: 'render',\n  value: function render() {\n    var _props = this.props,\n      backgroundColor = _props.backgroundColor,\n      buttonStyle = _props.buttonStyle,\n      children =
_props.children,\n      className = _props.className,\n      disabled = _props.disabled,\n      disabledBackgroundColor = _props.disabledBackgroundColor,\n      disabledLabelColor =
_props.disabledLabelColor,\n      fullWidth = _props.fullWidth,\n      icon = _props.icon,\n      label =
_props.label,\n      labelColor = _props.labelColor,\n      labelPosition = _props.labelPosition,\n      labelStyle
= _props.labelStyle,\n      overlayStyle = _props.overlayStyle,\n      primary = _props.primary,\n      rippleStyle = _props.rippleStyle,\n      secondary = _props.secondary,\n      style = _props.style,\n      other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor',
'buttonStyle', 'children', 'className', 'disabled', 'disabledBackgroundColor', 'disabledLabelColor', 'fullWidth', 'icon',
'label', 'labelColor', 'labelPosition', 'labelStyle', 'overlayStyle', 'primary', 'rippleStyle', 'secondary', 'style']);\n    var
prepareStyles = this.context.muiTheme.prepareStyles;\n    var styles = getStyles(this.props, this.context,
this.state);\n    var mergedRippleStyles = (0, _simpleAssign2.default)({}, styles.ripple, rippleStyle);\n    var
buttonEventHandlers = disabled ? {} : {\n      onMouseDown: this.handleMouseDown,\n      onMouseUp:
this.handleMouseUp,\n      onMouseLeave: this.handleMouseLeave,\n      onMouseEnter:
this.handleMouseEnter,\n      onTouchStart: this.handleTouchStart,\n      onTouchEnd: this.handleTouchEnd,\n      onKeyboardFocus: this.handleKeyboardFocus\n    };\n    var labelElement = label &&
_react2.default.createElement('span',
{\n  style: prepareStyles((0, _simpleAssign2.default)(styles.label, labelStyle)),\n  key: 'labelElement'\n },
label);\n    var iconCloned = icon && (0, _react.cloneElement)(icon, {\n      color: icon.props.color ||
styles.label.color,\n      style: (0, _simpleAssign2.default)(styles.icon, icon.props.style),\n      key: 'iconCloned'\n
});\n    var overlayBackgroundProxy = {\n      backgroundColor: overlayStyle &&
styles.overlay.backgroundColor && overlayStyle.backgroundColor || styles.overlay.backgroundColor\n    }; //
Place label before or after children.\n\n    var enhancedButtonChildren = labelPosition === 'before' ?
[labelElement, iconCloned, children] : [children, iconCloned, labelElement];\n    return
_react2.default.createElement(_Paper2.default, {\n      className: className,\n      style: (0,
_simpleAssign2.default)(styles.root, style),\n      zDepth: this.state.zDepth\n    },
_react2.default.createElement(_EnhancedButton2.default,
(0, _extends3.default)({}, other, buttonEventHandlers, {\n      ref: 'container',\n      disabled: disabled,\n      style:
(0, _simpleAssign2.default)(styles.button, buttonStyle),\n      focusRippleColor: mergedRippleStyles.color,\n      touchRippleColor: mergedRippleStyles.color,\n      focusRippleOpacity: mergedRippleStyles.opacity,\n      touchRippleOpacity: mergedRippleStyles.opacity\n    }), _react2.default.createElement('div', {\n      ref:
'overlay',\n      style: prepareStyles((0, _simpleAssign2.default)(styles.overlay, overlayStyle,
overlayBackgroundProxy))\n    }, enhancedButtonChildren));\n  }\n }]);\n return
RaisedButton;\n})(_react.Component);\n\nRaisedButton.muiName = 'RaisedButton';\nRaisedButton.defaultProps =
{\n  disabled: false,\n  labelPosition: 'after',\n  fullWidth: false,\n  primary: false,\n  secondary:
false\n};\nRaisedButton.contextTypes = {\n  muiTheme:\n  _propTypes2.default.object.isRequired\n};\nRaisedButton.propTypes

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    _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _autoPrefix =
require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _Paper =
require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n };}\n\nvar VIEWBOX_SIZE = 32;\n\nfunction
getStyles(props)
  {\n  var padding = props.size * 0.1; // same implementation of `this.getPaddingSize()`\n\n  return {\n  root: {\n
position: 'absolute',\n  zIndex: 2,\n  width: props.size,\n  height: props.size,\n  padding: padding,\n  top:
-10000,\n  left: -10000,\n  transform: 'translate(' + (10000 + props.left) + 'px, ' + (10000 + props.top) + 'px)',\n
opacity: props.status === 'hide' ? 0 : 1,\n  transition: props.status === 'hide' ? _transitions2.default.create('all',
'.3s', 'ease-out') : 'none'\n  }\n  }\n\n  RefreshIndicator = function (_Component) {\n  (0,
_inherits3.default)(RefreshIndicator, _Component);\n\n  function RefreshIndicator() {\n  (0,
_classCallCheck3.default)(this, RefreshIndicator);\n\n  return (0, _possibleConstructorReturn3.default)(this,
(RefreshIndicator.__proto__ || (0, _getPrototypeOf2.default)(RefreshIndicator)).apply(this, arguments));\n  }\n\n  (0,
_createClass3.default)(RefreshIndicator, [{\n  key: 'componentDidMount',\n
  value: function componentDidMount() {\n  this.scalePath(this.refs.path, 0);\n
this.rotateWrapper(this.refs.wrapper);\n  }\n  }, {\n  key: 'componentDidUpdate',\n  value: function
componentDidUpdate() {\n  clearTimeout(this.scalePathTimer);\n  clearTimeout(this.rotateWrapperTimer);\n
clearTimeout(this.rotateWrapperSecondTimer);\n  this.scalePath(this.refs.path, 0);\n
this.rotateWrapper(this.refs.wrapper);\n  }\n  }, {\n  key: 'componentWillUnmount',\n  value: function
componentWillUnmount() {\n  clearTimeout(this.scalePathTimer);\n
clearTimeout(this.rotateWrapperTimer);\n  clearTimeout(this.rotateWrapperSecondTimer);\n  }\n  }, {\n  key:
'renderChildren',\n  value: function renderChildren() {\n  var prepareStyles =
this.context.muiTheme.prepareStyles;\n  var paperSize = this.getPaperSize();\n  var childrenCmp = null;\n\n  if (this.props.status !== 'ready') {\n  var circleStyle = this.getCircleStyle(paperSize);\n
  childrenCmp = _react2.default.createElement('div', {\n  ref: 'wrapper',\n  style: prepareStyles({\n
transition: _transitions2.default.create('transform', '20s', null, 'linear'),\n  width: '100%',\n  height:
'100%\n  })\n  }, _react2.default.createElement('svg', {\n  style: {\n  width: paperSize,\n
height: paperSize\n  },\n  viewBox: '0 0 ' + VIEWBOX_SIZE + ' ' + VIEWBOX_SIZE\n  },
_react2.default.createElement('circle', (0, _extends3.default)({\n  ref: 'path',\n  style: prepareStyles((0,
_simpleAssign2.default)(circleStyle.style, {\n  transition: _transitions2.default.create('all', '1.5s', null, 'ease-in-
out')\n  })))\n  }, circleStyle.attr));\n  } else {\n  var _circleStyle = this.getCircleStyle(paperSize);\n\n
  var polygonStyle = this.getPolygonStyle(paperSize);\n  childrenCmp
= _react2.default.createElement('svg', {\n  style: {\n  width: paperSize,\n  height: paperSize\n
},\n  viewBox: '0 0 ' + VIEWBOX_SIZE + ' ' + VIEWBOX_SIZE\n  },
_react2.default.createElement('circle', (0, _extends3.default)({\n  style: prepareStyles(_circleStyle.style)\n
}, _circleStyle.attr)), _react2.default.createElement('polygon', (0, _extends3.default)({\n  style:
prepareStyles(polygonStyle.style)\n  }, polygonStyle.attr));\n  }\n  }\n\n  return childrenCmp;\n  }\n  }, {\n
key: 'getTheme',\n  value: function getTheme() {\n  return this.context.muiTheme.refreshIndicator;\n  }\n  },
{\n  key: 'getPaddingSize',\n  value: function getPaddingSize() {\n  var padding = this.props.size * 0.1;\n
return padding;\n  }\n  }, {\n  key: 'getPaperSize',\n  value: function getPaperSize() {\n  return this.props.size -
this.getPaddingSize() * 2;\n  }\n  }, {\n  key: 'getCircleAttr',\n
  value: function getCircleAttr() {\n  return {\n  radiu: VIEWBOX_SIZE / 2 - 5,\n  originX:
VIEWBOX_SIZE / 2,\n  originY: VIEWBOX_SIZE / 2,\n  strokeWidth: 3\n  };\n  }\n  }, {\n  key:

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'getArcDeg',\n value: function getArcDeg() {\n var p = this.props.percentage / 100;\n var beginDeg = p *
120;\n var endDeg = p * 410;\n return [beginDeg, endDeg];\n }\n }, {\n key: 'getFactor',\n value:
function getFactor() {\n var p = this.props.percentage / 100;\n var p1 = Math.min(1, p / 0.4);\n return p1;\n
}\n }, {\n key: 'getCircleStyle',\n value: function getCircleStyle() {\n var isLoading = this.props.status ===
'loading';\n var p1 = isLoading ? 1 : this.getFactor();\n var circle = this.getCircleAttr();\n var perimeter =
Math.PI * 2 * circle.radiu;\n\n var _getArcDeg = this.getArcDeg(),\n _getArcDeg2 = (0,
_slicedToArray3.default)(_getArcDeg, 2),\n beginDeg
= _getArcDeg2[0],\n endDeg = _getArcDeg2[1];\n\n var arcLen = (endDeg - beginDeg) * perimeter /
360;\n var dashOffset = -beginDeg * perimeter / 360;\n var theme = this.getTheme();\n return {\n
style: {\n strokeDasharray: arcLen + ', ' + (perimeter - arcLen),\n strokeDashoffset: dashOffset,\n
stroke: isLoading || this.props.percentage === 100 ? this.props.loadingColor || theme.loadingStrokeColor :
this.props.color || theme.strokeColor,\n strokeLinecap: 'round',\n opacity: p1,\n strokeWidth:
circle.strokeWidth * p1,\n fill: 'none'\n },\n attr: {\n cx: circle.originX,\n cy:
circle.originY,\n r: circle.radiu\n }\n };\n }, {\n key: 'getPolygonStyle',\n value: function
getPolygonStyle() {\n var p1 = this.getFactor();\n var circle = this.getCircleAttr();\n var triangleCx =
circle.originX + circle.radiu;\n\n var triangleCy = circle.originY;\n var dx = circle.strokeWidth * 7 / 4 * p1;\n var trianglePath = triangleCx -
dx + ', ' + triangleCy + ' ' + (triangleCx + dx) + ', ' + triangleCy + ' ' + triangleCx + ', ' + (triangleCy + dx);\n\n var
_getArcDeg3 = this.getArcDeg(),\n _getArcDeg4 = (0, _slicedToArray3.default)(_getArcDeg3, 2),\n
endDeg = _getArcDeg4[1];\n\n var theme = this.getTheme();\n return {\n style: {\n fill:
this.props.percentage === 100 ? this.props.loadingColor || theme.loadingStrokeColor : this.props.color ||
theme.strokeColor,\n transform: 'rotate(' + endDeg + 'deg)',\n transformOrigin: circle.originX + 'px ' +
circle.originY + 'px',\n opacity: p1\n },\n attr: {\n points: trianglePath\n }\n };\n }, {\n key: 'scalePath',\n value: function scalePath(path, step) {\n var _this2 = this;\n\n if (this.props.status
!== 'loading') return;\n\n var currStep = (step || 0) % 3;\n var circle = this.getCircleAttr();\n var perimeter = Math.PI * 2 *
circle.radiu;\n var arcLen = perimeter * 0.64;\n var strokeDasharray = void 0;\n var strokeDashoffset =
void 0;\n var transitionDuration = void 0;\n\n if (currStep === 0) {\n strokeDasharray = '1, 200';\n
strokeDashoffset = 0;\n transitionDuration = '0ms';\n } else if (currStep === 1) {\n strokeDasharray =
arcLen + ', 200';\n strokeDashoffset = -15;\n transitionDuration = '750ms';\n } else {\n
strokeDasharray = arcLen + ', 200';\n strokeDashoffset = -(perimeter - 1);\n transitionDuration = '850ms';\n
}\n\n _autoPrefix2.default.set(path.style, 'strokeDasharray', strokeDasharray);\n\n
_autoPrefix2.default.set(path.style, 'strokeDashoffset', strokeDashoffset);\n\n _autoPrefix2.default.set(path.style,
'transitionDuration', transitionDuration);\n\n this.scalePathTimer
= setTimeout(function () {\n return _this2.scalePath(path, currStep + 1);\n }, currStep ? 750 : 250);\n }\n
}, {\n key: 'rotateWrapper',\n value: function rotateWrapper(wrapper) {\n var _this3 = this;\n\n if
(this.props.status !== 'loading') return;\n\n _autoPrefix2.default.set(wrapper.style, 'transform', null);\n\n
_autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(0deg)');\n\n _autoPrefix2.default.set(wrapper.style,
'transitionDuration', '0ms');\n\n this.rotateWrapperSecondTimer = setTimeout(function () {\n
_autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(1800deg)');\n\n
_autoPrefix2.default.set(wrapper.style, 'transitionDuration', '10s');\n\n _autoPrefix2.default.set(wrapper.style,
'transitionTimingFunction', 'linear');\n }, 50);\n\n this.rotateWrapperTimer = setTimeout(function () {\n
return _this3.rotateWrapper(wrapper);\n }, 10050);\n }\n }, {\n key:
'render',\n value: function render() {\n var _props = this.props,\n style = _props.style,\n top =
_props.top,\n left = _props.left,\n percentage = _props.percentage,\n status = _props.status,\n
loadingColor = _props.loadingColor,\n other = (0, _objectWithoutProperties3.default)(_props, ['style', 'top',
'left', 'percentage', 'status', 'loadingColor']);\n\n var styles = getStyles(this.props, this.context);\n return
_react2.default.createElement(_Paper2.default, (0, _extends3.default)({\n circle: true,\n style: (0,

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_simpleAssign2.default)(styles.root, style)\n    }, other), this.renderChildren());\n    }\n  });\n  return
RefreshIndicator;\n})(_react.Component);\n\nRefreshIndicator.defaultProps = {\n  percentage: 0,\n  size: 40,\n  status: 'hide'\n};\nRefreshIndicator.contextTypes = {\n  muiTheme:
_propTypes2.default.isRequired);\nRefreshIndicator.propTypes = process.env.NODE_ENV !==
  \"production\" ? {\n  /**\n   * Override the theme's color of the indicator while it's status is\n   * \"ready\" and it's
percentage is less than 100.\n   */\n  color: _propTypes2.default.string,\n  /**\n   * The absolute left position of the
indicator in pixels.\n   */\n  left: _propTypes2.default.number.isRequired,\n  /**\n   * Override the theme's color of
the indicator while\n   * it's status is \"loading\" or when it's percentage is 100.\n   */\n  loadingColor:
_propTypes2.default.string,\n  /**\n   * The confirmation progress to fetch data. Max value is 100.\n   */\n  percentage: _propTypes2.default.number,\n  /**\n   * Size in pixels.\n   */\n  size:
_propTypes2.default.number,\n  /**\n   * The display status of the indicator. If the status is\n   * \"ready\", the
indicator will display the ready state\n   * arrow. If the status is \"loading\", it will display\n   * the loading progress
indicator. If the status is \"hide\", \n   * the indicator will be hidden.\n   */\n  status: _propTypes2.default.oneOf(['ready', 'loading', 'hide']),\n  /**\n   * Override the inline-styles of the root
element.\n   */\n  style: _propTypes2.default.object,\n  /**\n   * The absolute top position of the indicator in
pixels.\n   */\n  top: _propTypes2.default.number.isRequired\n} : {};\nexports.default =
RefreshIndicator;\",\"module.exports = {\n  \"default\": require(\"core-js/library/fn/is-iterable\"),\n  __esModule:
true\n};\",\"require(\"../modules/web.dom.iterable\");\n\nrequire(\"../modules/es6.string.iterator\");\n\nmodule.exports =
require(\"../modules/core.is-iterable\");\",\"var classof = require(\"./_classof\");\n\nvar ITERATOR =
require(\"./_wks\")(\"iterator\");\n\nvar Iterators = require(\"./_iterators\");\n\nmodule.exports = require(\"./_core\").isIterable
= function (it) {\n  var O = Object(it);\n  return O[ITERATOR] !== undefined || '@@iterator' in O // eslint-disable-
next-line no-prototype-builtins\n  || Iterators.hasOwnProperty(classof(O));\n};\",\"module.exports = {\n  \"default\":
require(\"core-js/library/fn/get-iterator\"),\n  __esModule:
true\n};\",\"require(\"../modules/web.dom.iterable\");\n\nrequire(\"../modules/es6.string.iterator\");\n\nmodule.exports =
require(\"../modules/core.get-iterator\");\",\"var anObject = require(\"./_an-object\");\n\nvar get = require(\"./core.get-
iterator-method\");\n\nmodule.exports = require(\"./_core\").getIterator = function (it) {\n  var iterFn = get(it);\n  if
(typeof iterFn !== 'function') throw TypeError(it + ' is not iterable!');\n  return anObject(iterFn.call(it));\n};\",\"use
strict\");\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar
_getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TextField = require(\"../TextField\");\n\nvar
_TextField2
= _interopRequireDefault(_TextField);\n\nvar _DropDownMenu = require(\"../DropDownMenu\");\n\nvar
_DropDownMenu2 = _interopRequireDefault(_DropDownMenu);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n};\n}\n\nfunction getStyles(props) {\n  return {\n  label:
{\n    paddingLeft: 0,\n    top: props.floatingLabelText ? 6 : -4\n  },\n  icon: {\n    right: 0,\n    top:
props.floatingLabelText ? 8 : 0\n  },\n  hideDropDownUnderline: {\n    borderTop: 'none'\n  },\n

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dropDownMenu: {\n  display: 'block'\n  }\n};\n\nvar SelectField = function (_Component) {\n  (0,\n  _inherits3.default)(SelectField, _Component);\n\n  function SelectField() {\n    (0, _classCallCheck3.default)(this,\n    SelectField);\n    return (0, _possibleConstructorReturn3.default)(this, (SelectField.__proto__ || (0,\n    _getPrototypeOf2.default)(SelectField)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(SelectField,\n  [{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          autoWidth = _props.autoWidth,\n          multiple = _props.multiple,\n          children = _props.children,\n          style = _props.style,\n          labelStyle =\n          _props.labelStyle,\n          iconStyle = _props.iconStyle,\n          id = _props.id,\n          underlineDisabledStyle =\n          _props.underlineDisabledStyle,\n          underlineFocusStyle = _props.underlineFocusStyle,\n          menuItemStyle =\n          _props.menuItemStyle,\n          selectedMenuItemStyle = _props.selectedMenuItemStyle,\n          underlineStyle =\n          _props.underlineStyle,\n          dropDownMenuProps = _props.dropDownMenuProps,\n          errorStyle =\n          _props.errorStyle,\n          disabled = _props.disabled,\n          floatingLabelFixed = _props.floatingLabelFixed,\n          floatingLabelText = _props.floatingLabelText,\n          floatingLabelStyle = _props.floatingLabelStyle,\n          hintStyle = _props.hintStyle,\n          hintText = _props.hintText,\n          fullWidth = _props.fullWidth,\n          errorText = _props.errorText,\n          listStyle = _props.listStyle,\n          maxHeight = _props.maxHeight,\n          menuStyle = _props.menuStyle,\n          onFocus = _props.onFocus,\n          onBlur = _props.onBlur,\n          onChange = _props.onChange,\n          selectionRenderer = _props.selectionRenderer,\n          value = _props.value,\n          other = (0,\n          _objectWithoutProperties3.default)(_props, ['autoWidth', 'multiple', 'children', 'style', 'labelStyle', 'iconStyle', 'id',\n          'underlineDisabledStyle', 'underlineFocusStyle', 'menuItemStyle', 'selectedMenuItemStyle', 'underlineStyle',\n          'dropDownMenuProps', 'errorStyle', 'disabled', 'floatingLabelFixed', 'floatingLabelText', 'floatingLabelStyle',\n          'hintStyle', 'hintText', 'fullWidth', 'errorText', 'listStyle', 'maxHeight', 'menuStyle', 'onFocus', 'onBlur', 'onChange',\n          'selectionRenderer', 'value']);\n      var styles = getStyles(this.props,\n      this.context);\n      return _react2.default.createElement(_TextField2.default, (0, _extends3.default)({}, other, {\n      style: style,\n      disabled: disabled,\n      floatingLabelFixed: floatingLabelFixed,\n      floatingLabelText:\n      floatingLabelText,\n      floatingLabelStyle: floatingLabelStyle,\n      hintStyle: hintStyle,\n      hintText:\n      !hintText && !floatingLabelText ? '' : hintText,\n      fullWidth: fullWidth,\n      errorText: errorText,\n      underlineStyle: underlineStyle,\n      errorStyle: errorStyle,\n      onFocus: onFocus,\n      onBlur: onBlur,\n      id: id,\n      underlineDisabledStyle: underlineDisabledStyle,\n      underlineFocusStyle: underlineFocusStyle\n      })), _react2.default.createElement(_DropDownMenu2.default, (0, _extends3.default)({\n      disabled: disabled,\n      style: (0, _simpleAssign2.default)(styles.dropDownMenu, menuStyle),\n      labelStyle: (0,\n      _simpleAssign2.default)(styles.label, labelStyle),\n      iconStyle: (0, _simpleAssign2.default)(styles.icon, iconStyle),\n      menuItemStyle: menuItemStyle,\n      selectedMenuItemStyle: selectedMenuItemStyle,\n      underlineStyle: styles.hideDropDownUnderline,\n      listStyle: listStyle,\n      autoWidth: autoWidth,\n      value: value,\n      onChange: onChange,\n      maxHeight:\n      maxHeight,\n      multiple: multiple,\n      selectionRenderer: selectionRenderer\n      }, dropDownMenuProps),\n      children));\n    }\n  }]);\n\n  return SelectField;\n})(_react.Component);\n\nSelectField.defaultProps = {\n  autoWidth:\n  false,\n  disabled: false,\n  fullWidth: false,\n  multiple: false\n};\n\nSelectField.contextTypes = {\n  muiTheme:\n  _propTypes2.default.object.isRequired\n};\n\nSelectField.propTypes = process.env.NODE_ENV !== \"production\" ?\n{\n  /**\n   * If true, the width will automatically be set according to the\n   * items inside the menu.\n   * To control\n   the width in CSS instead, leave this prop set to `false`.\n\n   */\n  autoWidth: _propTypes2.default.bool,\n\n  /**\n   * The `MenuItem` elements to populate the select field\n   with.\n   * If the menu items have a `label` prop, that value will\n   * represent the selected menu item in the\n   rendered select field.\n\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   * If true, the select field will be\n   disabled.\n\n   */\n  disabled: _propTypes2.default.bool,\n\n  /**\n   * Object that can handle and override any property\n   of component DropDownMenu.\n\n   */\n  dropDownMenuProps: _propTypes2.default.object,\n\n  /**\n   * Override\n   the inline-styles of the error element.\n\n   */\n  errorStyle: _propTypes2.default.object,\n\n  /**\n   * The error content\n   to display.\n\n   */\n  errorText: _propTypes2.default.node,\n\n  /**\n   * If true, the floating label will float even when

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no value is selected.\n */\n floatingLabelFixed: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the floating label.\n */\n floatingLabelStyle: _propTypes2.default.object,\n\n /**\n * The content of the floating label.\n */\n floatingLabelText: _propTypes2.default.node,\n\n /**\n * If true, the select field will take up the full width of its container.\n */\n fullWidth: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the hint element.\n */\n hintStyle: _propTypes2.default.object,\n\n /**\n * The hint content to display.\n */\n hintText: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the icon element.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * The id prop for the text field.\n */\n id: _propTypes2.default.string,\n\n /**\n * Override the label style when the select field is inactive.\n */\n labelStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underlying `List` element.\n */\n listStyle: _propTypes2.default.object,\n\n /**\n * Override the default max-height of the underlying `DropDownMenu` element.\n */\n maxHeight: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of menu items.\n */\n menuItemStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underlying `DropDownMenu` element.\n */\n menuStyle: _propTypes2.default.object,\n\n /**\n * If true, `value` must be an array and the menu will support\n * multiple selections.\n */\n multiple: _propTypes2.default.bool,\n\n /**\n * @ignore\n */\n onBlur: _propTypes2.default.func,\n\n /**\n * Callback function fired when a menu item is selected.\n */\n * @param {object} event Click event targeting the menu item\n * that was selected.\n * @param {number} key The index of the selected menu item, or undefined\n * if `multiple` is true.\n * @param {any} payload If `multiple` is true, the menu's `value`\n * array with either the menu item's `value` added (if\n * it wasn't already selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * @ignore\n */\n onFocus: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of selected menu items.\n */\n selectedItemStyle: _propTypes2.default.object,\n\n /**\n * Customize the rendering of the selected item.\n */\n * @param {any} value If `multiple` is true, the menu's `value`\n * array with either the menu item's `value` added (if\n * it wasn't already selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n * @param {any} menuItem The selected `MenuItem`.\n * If `multiple` is true, this will be an array with the `MenuItem`s matching the `value`s parameter.\n */\n selectionRenderer: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underline element when the select\n * field is disabled.\n */\n underlineDisabledStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underline element when the select field\n * is focused.\n */\n underlineFocusStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underline element.\n */\n underlineStyle: _propTypes2.default.object,\n\n /**\n * If `multiple` is true, an array of the `value`s of the selected\n * menu items. Otherwise, the `value` of the selected menu item.\n */\n * If provided, the menu will be a controlled component.\n */\n value: _propTypes2.default.any\n} :
{ };
exports.default = SelectField;","use strict";
Object.defineProperty(exports, "__esModule", {
value: true
});
var _extends2 = require('babel-runtime/helpers/extends');
var _extends3 = _interopRequireDefault(_extends2);
var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');
var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);
var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');
var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);
var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');
var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);
var _createClass2 = require('babel-runtime/helpers/createClass');
var _createClass3 = _interopRequireDefault(_createClass2);
var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');
var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);
var _inherits2 = require('babel-runtime/helpers/inherits');
var _inherits3 = _interopRequireDefault(_inherits2);
var _defineProperty2 =

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require('babel-runtime/helpers/defineProperty');\n\nvar _defineProperty3 =
_interopRequireDefault(_defineProperty2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2
= _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _keycode = require('keycode');\n\nvar
_keycode2 = _interopRequireDefault(_keycode);\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nvar _transitions = require('./styles/transitions');\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nvar _FocusRipple = require('./internal/FocusRipple');\n\nvar
_FocusRipple2 = _interopRequireDefault(_FocusRipple);\n\nfunction _interopRequireDefault(obj) {\n return obj
&& obj.__esModule ? obj : {\n default: obj\n };}\n\n/**\n * Verifies min/max range.\n * @param {Object}
props Properties of the React component.\n * @param {String} propName Name of the property to
validate.\n * @param {String} componentName Name of the component whose property is being validated.\n *
@return {Object} Returns
an Error if min >= max otherwise null.\n */\n\nvar minMaxPropType = function minMaxPropType(props,
propName, componentName) {\n for (var _len = arguments.length, rest = Array(_len > 3 ? _len - 3 : 0), _key = 3;
_key < _len; _key++) {\n rest[_key - 3] = arguments[_key];\n }\n\n var error =
_propTypes2.default.number.apply(_propTypes2.default, [props, propName, componentName].concat(rest));\n\n if
(error !== null) {\n return error;\n }\n\n if (props.min >= props.max) {\n var errorMsg = propName === 'min' ?
'min should be less than max' : 'max should be greater than min';\n return new Error(errorMsg);\n };\n\n/**\n *
Verifies value is within the min/max range.\n * @param {Object} props Properties of the React component.\n
* @param {String} propName Name of the property to validate.\n * @param {String} componentName Name
of the component whose property is being validated.\n * @returns {Object} Returns an Error if the value is not
within the range
otherwise null.\n */\n\nvar valueInRangePropType = function valueInRangePropType(props, propName,
componentName) {\n for (var _len2 = arguments.length, rest = Array(_len2 > 3 ? _len2 - 3 : 0), _key2 = 3; _key2 <
_len2; _key2++) {\n rest[_key2 - 3] = arguments[_key2];\n }\n\n var error =
_propTypes2.default.number.apply(_propTypes2.default, [props, propName, componentName].concat(rest));\n\n if
(error !== null) {\n return error;\n }\n\n var value = props[propName];\n\n if (value < props.min || props.max <
value) {\n return new Error(propName + ' should be within the range specified by min and max');\n };\n\nvar
crossAxisProperty = {\n x: 'height',\n 'x-reverse': 'height',\n y: 'width',\n 'y-reverse': 'width'\n};\n\nvar
crossAxisOffsetProperty = {\n x: 'top',\n 'x-reverse': 'top',\n y: 'left',\n 'y-reverse': 'left'\n};\n\nvar mainAxisProperty
= {\n x: 'width',\n 'x-reverse': 'width',\n y: 'height',\n 'y-reverse': 'height'\n};\n\nvar mainAxisMarginFromEnd = {\n
x: 'marginRight',\n 'x-reverse': 'marginLeft',\n y: 'marginTop',\n 'y-reverse': 'marginBottom'\n};\n\nvar
mainAxisMarginFromStart = {\n x: 'marginLeft',\n 'x-reverse': 'marginRight',\n y: 'marginBottom',\n 'y-reverse':
'marginTop'\n};\n\nvar mainAxisOffsetProperty = {\n x: 'left',\n 'x-reverse': 'right',\n y: 'bottom',\n 'y-reverse':
'top'\n};\n\nvar mainAxisClientProperty = {\n x: 'clientWidth',\n 'x-reverse': 'clientWidth',\n y: 'clientHeight',\n 'y-
reverse': 'clientHeight'\n};\n\nvar mainAxisClientOffsetProperty = {\n x: 'clientX',\n 'x-reverse': 'clientX',\n y:
'clientY',\n 'y-reverse': 'clientY'\n};\n\nvar reverseMainAxisOffsetProperty = {\n x: 'right',\n 'x-reverse': 'left',\n y:
'top',\n 'y-reverse': 'bottom'\n};\n\nvar isMouseControlInverted = function isMouseControlInverted(axis) {\n return
axis === 'x-reverse' || axis === 'y';\n};\n\nvar calculateAxis = function calculateAxis(axis, isRtl) {\n if (isRtl) {\n
switch (axis) {\n case 'x':\n return
'x-reverse';\n\n case 'x-reverse':\n return 'x';\n }\n\n return axis;\n };\n\nfunction getPercent(value,
min, max) {\n var percent = (value - min) / (max - min);\n\n if (isNaN(percent)) {\n percent = 0;\n }\n\n return
percent;\n }\n\nvar getStyles = function getStyles(props, context, state) {\n var _slider, _track,
_filledAndRemaining, _handle, _objectAssign2, _objectAssign3;\n\n var axis = props.axis,\n disabled =
props.disabled,\n max = props.max,\n min = props.min;\n\n var _context$muiTheme = context.muiTheme,\n
isRtl = _context$muiTheme.isRtl,\n _context$muiTheme$sl = _context$muiTheme.slider,\n handleColorZero
= _context$muiTheme$sl.handleColorZero,\n handleFillColor = _context$muiTheme$sl.handleFillColor,\n

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handleSize = _context$muiTheme$sli.handleSize,\n  handleSizeDisabled =
_context$muiTheme$sli.handleSizeDisabled,\n  handleSizeActive = _context$muiTheme$sli.handleSizeActive,\n
  trackSize = _context$muiTheme$sli.trackSize,\n
  trackColor = _context$muiTheme$sli.trackColor,\n  trackColorSelected =
_context$muiTheme$sli.trackColorSelected,\n  rippleColor = _context$muiTheme$sli.rippleColor,\n
selectionColor = _context$muiTheme$sli.selectionColor;\n var fillGutter = handleSize / 2;\n var disabledGutter =
trackSize + handleSizeDisabled / 2;\n var calcDisabledSpacing = disabled ? ' - ' + disabledGutter + 'px': '';\n var
percent = getPercent(state.value, min, max);\n var calculatedAxis = calculateAxis(axis, isRtl);\n var styles = {\n
slider: (_slider = {\n  touchCallout: 'none',\n  userSelect: 'none',\n  cursor: 'default'\n }, (0,
_defineProperty3.default)(_slider, crossAxisProperty[calculatedAxis], handleSizeActive), (0,
_defineProperty3.default)(_slider, mainAxisProperty[calculatedAxis], '100%'), (0, _defineProperty3.default)(_slider,
'position', 'relative'), (0, _defineProperty3.default)(_slider, 'marginTop', 24), (0, _defineProperty3.default)(_slider,
'marginBottom', 48), _slider),\n track: (_track = {\n  position: 'absolute'\n }, (0,
_defineProperty3.default)(_track, crossAxisOffsetProperty[calculatedAxis], (handleSizeActive - trackSize) / 2), (0,
_defineProperty3.default)(_track, mainAxisOffsetProperty[calculatedAxis], 0), (0, _defineProperty3.default)(_track,
mainAxisProperty[calculatedAxis], '100%'), (0, _defineProperty3.default)(_track,
crossAxisProperty[calculatedAxis], trackSize), _track),\n filledAndRemaining: (_filledAndRemaining = {\n
directionInvariant: true,\n  position: 'absolute'\n }, (0, _defineProperty3.default)(_filledAndRemaining,
crossAxisOffsetProperty, 0), (0, _defineProperty3.default)(_filledAndRemaining,
crossAxisProperty[calculatedAxis], '100%'), (0, _defineProperty3.default)(_filledAndRemaining, 'transition',
_transitions2.default.easeOut(null, 'margin')), _filledAndRemaining),\n handle: (_handle = {\n
directionInvariant: true,\n  boxSizing: 'border-box',\n
  position: 'absolute',\n  cursor: 'pointer',\n  pointerEvents: 'inherit'\n }, (0,
_defineProperty3.default)(_handle, crossAxisOffsetProperty[calculatedAxis], 0), (0,
_defineProperty3.default)(_handle, mainAxisOffsetProperty[calculatedAxis], percent === 0 ? '0%' : percent * 100 +
'%'), (0, _defineProperty3.default)(_handle, 'zIndex', 1), (0, _defineProperty3.default)(_handle, 'margin', {\n  x:
trackSize / 2 + 'px 0 0 0',\n  'x-reverse': trackSize / 2 + 'px 0 0 0',\n  y: '0 0 0 ' + trackSize / 2 + 'px',\n  'y-
reverse': '0 0 0 ' + trackSize / 2 + 'px'\n }[calculatedAxis]), (0, _defineProperty3.default)(_handle, 'width',
handleSize), (0, _defineProperty3.default)(_handle, 'height', handleSize), (0, _defineProperty3.default)(_handle,
'backgroundColor', selectionColor), (0, _defineProperty3.default)(_handle, 'backgroundClip', 'padding-box'), (0,
_defineProperty3.default)(_handle, 'border', '0px solid transparent'), (0, _defineProperty3.default)(_handle,
'borderRadius',
'50%'), (0, _defineProperty3.default)(_handle, 'transform', {\n  x: 'translate(-50%, -50%)',\n  'x-reverse':
'translate(50%, -50%)',\n  y: 'translate(-50%, 50%)',\n  'y-reverse': 'translate(-50%, -50%)\n
}[calculatedAxis]), (0, _defineProperty3.default)(_handle, 'transition', _transitions2.default.easeOut('450ms',
'background') + ', ' + _transitions2.default.easeOut('450ms', 'border-color') + ', ' +
_transitions2.default.easeOut('450ms', 'width') + ', ' + _transitions2.default.easeOut('450ms', 'height')), (0,
_defineProperty3.default)(_handle, 'overflow', 'visible'), (0, _defineProperty3.default)(_handle, 'outline', 'none'),
_handle),\n handleWhenDisabled: {\n  boxSizing: 'content-box',\n  cursor: 'not-allowed',\n
backgroundColor: trackColor,\n  width: handleSizeDisabled,\n  height: handleSizeDisabled,\n  border:
'none'\n },\n handleWhenPercentZero: {\n  border: trackSize + 'px solid ' + handleColorZero,\n
backgroundColor:
handleFillColor,\n  boxShadow: 'none'\n },\n handleWhenPercentZeroAndDisabled: {\n  cursor: 'not-
allowed',\n  width: handleSizeDisabled,\n  height: handleSizeDisabled\n },\n
handleWhenPercentZeroAndFocused: {\n  border: trackSize + 'px solid ' + trackColorSelected\n },\n
handleWhenActive: {\n  width: handleSizeActive,\n  height: handleSizeActive\n },\n ripple: {\n  height:
handleSize,\n  width: handleSize,\n  overflow: 'visible'\n },\n rippleWhenPercentZero: {\n  top: -
trackSize,\n  left: -trackSize\n },\n rippleInner: {\n  height: '300%',\n  width: '300%',\n  top: -

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    _this.onDragStop(event);\n  }, _this.handleTouchStart = function (event) {\n    var _this$props2 =
    _this.props,\n    axis = _this$props2.axis,\n    disabled = _this$props2.disabled;\n    var isRtl =
    _this.context.muiTheme.isRtl;\n    if (disabled) {\n      return;\n    }\n    var calculatedAxis =
    calculateAxis(axis, isRtl);\n    var position = void 0;\n    if (isMouseControlInverted(calculatedAxis)) {\n
    position = _this.getTrackOffset() - event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]];\n    } else {\n
    position = event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]] - _this.getTrackOffset();\n    }\n
    _this.setValueFromPosition(event, position);\n    document.addEventListener('touchmove',
    _this.handleTouchMove);\n    document.addEventListener('touchup', _this.handleTouchEnd);\n
    document.addEventListener('touchend', _this.handleTouchEnd);\n    document.addEventListener('touchcancel',
    _this.handleTouchEnd);\n    _this.onDragStart(event); // Cancel scroll and context menu\n\n
    event.preventDefault();\n  }, _this.handleFocus = function (event) {\n    _this.setState({\n      focused: true\n
    });\n    if (_this.props.onFocus) {\n      _this.props.onFocus(event);\n    }\n  }, _this.handleBlur = function
    (event) {\n    _this.setState({\n      focused: false,\n      active: false\n    });\n    if (_this.props.onBlur) {\n
    _this.props.onBlur(event);\n    }\n  }, _this.handleMouseDown = function (event) {\n    var _this$props3 =
    _this.props,\n    axis = _this$props3.axis,\n    disabled = _this$props3.disabled;\n    var isRtl =
    _this.context.muiTheme.isRtl;\n    if (disabled) {\n      return;\n    }\n    var calculatedAxis =
    calculateAxis(axis, isRtl);\n    var position = void 0;\n    if (isMouseControlInverted(calculatedAxis)) {\n
    position = _this.getTrackOffset() - event[mainAxisClientOffsetProperty[calculatedAxis]];\n
    } else {\n      position = event[mainAxisClientOffsetProperty[calculatedAxis]] - _this.getTrackOffset();\n
    }\n    _this.setValueFromPosition(event, position);\n    document.addEventListener('mousemove',
    _this.handleDragMouseMove);\n    document.addEventListener('mouseup', _this.handleMouseEnd); // Cancel text
    selection\n\n    event.preventDefault(); // Set focus manually since we called preventDefault()\n\n
    _this.handle.focus();\n    _this.onDragStart(event);\n  }, _this.handleMouseUp = function () {\n    if
    (!_this.props.disabled) {\n      _this.setState({\n        active: false\n      });\n    }\n  }, _this.handleMouseEnter =
    function () {\n    _this.setState({\n      hovered: true\n    });\n  }, _this.handleMouseLeave = function () {\n
    _this.setState({\n      hovered: false\n    });\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n
  }\n  (0, _createClass3.default)(Slider,
  [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      var _props = this.props,\n
      defaultValue = _props.defaultValue,\n      min = _props.min,\n      max = _props.max;\n      var value =
      this.props.value;\n      if (value === undefined) {\n        value = defaultValue !== undefined ? defaultValue :
        min;\n      }\n      this.setState({\n        value: this.resolveValue(value, min, max)\n      });\n    }, {\n    key:
    'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if
      (nextProps.value !== undefined && !this.state.dragging) {\n        var _nextProps$min = nextProps.min,\n
        min = _nextProps$min === undefined ? this.props.min : _nextProps$min,\n        _nextProps$max =
        nextProps.max,\n        max = _nextProps$max === undefined ? this.props.max : _nextProps$max;\n
        this.setState({\n          value: this.resolveValue(nextProps.value, min, max)\n        });\n      }\n    }, {\n    key: 'getValue',\n    value: function getValue() {\n      process.env.NODE_ENV !==
      \"production\" ? (0, _warning2.default)(false, 'Material-UI Slider: getValue() method is deprecated.\n      Use the
      onChange callbacks instead.\n      It will be removed with v0.17.0.') : void 0;\n      return this.state.value;\n    }, {\n    key: 'clearValue',\n    value: function clearValue() {\n      process.env.NODE_ENV !==
      \"production\" ? (0, _warning2.default)(false, 'Material-UI Slider: clearValue() method is deprecated.\n      Use the
      value property to
      control the component instead.\n      It will be removed with v0.17.0.') : void 0;\n      this.setState({\n        value:
        this.props.min\n      });\n    }, {\n    key: 'getTrackOffset',\n    value: function getTrackOffset() {\n      var axis =
      this.props.axis;\n      var isRtl = this.context.muiTheme.isRtl;\n      var calculatedAxis = calculateAxis(axis, isRtl);\n
      if (!this.track) return
      0;\n      return this.track.getBoundingClientRect()[mainAxisOffsetProperty[calculatedAxis]];\n    }, {\n    key:
    'onDragStart',\n    value: function onDragStart(event) {\n      this.setState({\n        dragging: true,\n        active: true\n
      });\n      if (this.props.onDragStart) {\n        this.props.onDragStart(event);\n      }\n    }, {\n    key:

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'onDragUpdate',\n  value: function onDragUpdate(event, type) {\n    var _this2 = this;\n\n    var _props2 =\n    this.props,\n    axis = _props2.axis,\n    disabled = _props2.disabled;\n    var isRtl =\n    this.context.muiTheme.isRtl;\n\n    if (this.dragRunning) {\n      return;\n    }\n\n    this.dragRunning = true;\n    requestAnimationFrame(function () {\n      _this2.dragRunning = false;\n      var calculatedAxis =\n      calculateAxis(axis, isRtl);\n      var source = type === 'touch' ? event.touches[0] : event;\n      var position = void\n    0;\n\n      if (isMouseControlInverted(calculatedAxis))\n        {\n          position = _this2.getTrackOffset() - source[mainAxisClientOffsetProperty[calculatedAxis]];\n        } else\n        {\n          position = source[mainAxisClientOffsetProperty[calculatedAxis]] - _this2.getTrackOffset();\n        }\n\n      if (!disabled) {\n        _this2.setValueFromPosition(event, position);\n      }\n    });\n  }, {\n    key:\n    'onDragStop',\n    value: function onDragStop(event) {\n      this.setState({\n        dragging: false,\n        active:\n        false\n      });\n\n      if (this.props.onDragStop) {\n        this.props.onDragStop(event);\n      }\n    }, {\n    key:\n    'setValueFromPosition',\n    value: function setValueFromPosition(event, position) {\n      var _props3 =\n      this.props,\n      axis = _props3.axis,\n      step = _props3.step,\n      min = _props3.min,\n      max =\n      _props3.max;\n      var isRtl = this.context.muiTheme.isRtl;\n      var calculatedAxis = calculateAxis(axis, isRtl);\n      var positionMax = this.track[mainAxisClientProperty[calculatedAxis]];\n\n      var value = void 0;\n\n      if (position <= 0) {\n        value = min;\n      } else if (position >= positionMax) {\n        value = max;\n      } else {\n        value = position / positionMax * (max - min);\n        value = Math.round(value /\n        step) * step + min;\n        value = parseFloat(value.toFixed(5));\n      }\n\n      value = this.resolveValue(value, min,\n      max);\n\n      if (this.state.value !== value) {\n        this.setState({\n          value: value\n        });\n\n        if\n        (this.props.onChange) {\n          this.props.onChange(event, value);\n        }\n      }\n    }, {\n    key: 'render',\n    value: function render() {\n      var _this3 = this;\n      var _props4 = this.props,\n      axis = _props4.axis,\n      disabled = _props4.disabled,\n      disableFocusRipple = _props4.disableFocusRipple,\n      max =\n      _props4.max,\n      min = _props4.min,\n      name = _props4.name,\n      onBlur\n      = _props4.onBlur,\n      onChange = _props4.onChange,\n      onDragStart = _props4.onDragStart,\n      onDragStop = _props4.onDragStop,\n      onFocus = _props4.onFocus,\n      required = _props4.required,\n      sliderStyle = _props4.sliderStyle,\n      step = _props4.step,\n      style = _props4.style,\n      propValue =\n      _props4.value,\n      other = (0, _objectWithoutProperties3.default)(_props4, ['axis', 'disabled',\n      'disableFocusRipple', 'max', 'min', 'name', 'onBlur', 'onChange', 'onDragStart', 'onDragStop', 'onFocus', 'required',\n      'sliderStyle', 'step', 'style', 'value']);\n      var _state = this.state,\n      active = _state.active,\n      focused =\n      _state.focused,\n      hovered = _state.hovered,\n      value = _state.value;\n      var prepareStyles =\n      this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n      var percent\n      = getPercent(value, min, max);\n      var handleStyles\n      = {};\n\n      if (percent === 0) {\n        handleStyles = (0, _simpleAssign2.default)({}, styles.handle,\n        styles.handleWhenPercentZero, active && styles.handleWhenActive, (hovered || focused) && !disabled &&\n        styles.handleWhenPercentZeroAndFocused, disabled && styles.handleWhenPercentZeroAndDisabled);\n      } else\n      {\n        handleStyles = (0, _simpleAssign2.default)({}, styles.handle, active && styles.handleWhenActive, disabled\n        && styles.handleWhenDisabled);\n      }\n\n      var rippleStyle = (0, _simpleAssign2.default)({}, styles.ripple,\n      percent === 0 && styles.rippleWhenPercentZero);\n      return _react2.default.createElement('div', (0,\n      _extends3.default)({}, other, {\n        style: prepareStyles((0, _simpleAssign2.default)({}, style))\n      })),\n      _react2.default.createElement('div', {\n        style: prepareStyles((0, _simpleAssign2.default)({}, styles.slider,\n        sliderStyle)),\n        onFocus: this.handleFocus,\n        onBlur: this.handleBlur,\n        onMouseDown:\n        this.handleMouseDown,\n\n        onMouseEnter: this.handleMouseEnter,\n        onMouseLeave: this.handleMouseLeave,\n        onMouseUp:\n        this.handleMouseUp,\n        onTouchStart: this.handleTouchStart,\n        onKeyDown: !disabled ?\n        this.handleKeyDown : undefined\n      })),\n      _react2.default.createElement('div', {\n        ref: function ref(node) {\n          return _this3.track = node;\n        },\n        style: prepareStyles(styles.track)\n      })),\n      _react2.default.createElement('div', {\n        style: prepareStyles(styles.filled)\n      })),\n      _react2.default.createElement('div', {\n        style: prepareStyles(styles.remaining)\n      })),

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_react2.default.createElement('div', {\n      ref: function ref(node) {\n          return _this3.handle = node;\n      },\n      style: prepareStyles(handleStyles),\n      tabIndex: 0\n  }, !disabled && !disableFocusRipple &&
_react2.default.createElement(_FocusRipple2.default, {\n      style: rippleStyle,\n      innerStyle:
styles.rippleInner,\n
      show: (hovered || focused) && !active,\n      color: styles.rippleColor.fill\n  })),
_react2.default.createElement('input', {\n      type: 'hidden',\n      name: name,\n      value: value,\n      required:
required,\n      min: min,\n      max: max,\n      step: step\n  }));\n  }\n  });\n  return
Slider;\n})(_react.Component);\n\nSlider.defaultProps = {\n  axis: 'x',\n  disabled: false,\n  disableFocusRipple:
false,\n  max: 1,\n  min: 0,\n  required: true,\n  step: 0.01,\n  style: {}\n};\n\nSlider.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nSlider.propTypes = process.env.NODE_ENV !== "production" ? {\n
/**\n * The axis on which the slider will slide.\n */\n  axis: _propTypes2.default.oneOf(['x', 'x-reverse', 'y', 'y-
reverse']),\n  /**\n * The default value of the slider.\n */\n  defaultValue: valueInRangePropType,\n  /**\n *
Disables focus ripple if set to true.\n */\n  disableFocusRipple: _propTypes2.default.bool,\n  /**\n * If true, the slider will not be interactable.\n */\n  disabled: _propTypes2.default.bool,\n  /**\n * The
maximum value the slider can slide to on\n * a scale from 0 to 1 inclusive. Cannot be equal to min.\n */\n  max:
minMaxPropType,\n  /**\n * The minimum value the slider can slide to on a scale\n * from 0 to 1 inclusive.
Cannot be equal to max.\n */\n  min: minMaxPropType,\n  /**\n * The name of the slider. Behaves like the
name attribute\n * of an input element.\n */\n  name: _propTypes2.default.string,\n  /** @ignore */\n  onBlur:
_propTypes2.default.func,\n  /**\n * Callback function that is fired when the slider's value changed.\n */\n  *
@param {object} event KeyDown event targeting the slider.\n * @param {number} newValue The new value of
the slider.\n */\n  onChange: _propTypes2.default.func,\n  /**\n * Callback function that is fired when the slider
has begun to move.\n */\n  * @param {object} event MouseDown
or TouchStart event targeting the slider.\n */\n  onDragStart: _propTypes2.default.func,\n  /**\n * Callback
function that is fired when the slide has stopped moving.\n */\n  * @param {object} event MouseEnd or TouchEnd
event targeting the slider.\n */\n  onDragStop: _propTypes2.default.func,\n  /** @ignore */\n  onFocus:
_propTypes2.default.func,\n  /**\n * Whether or not the slider is required in a form.\n */\n  required:
_propTypes2.default.bool,\n  /**\n * Override the inline-styles of the inner slider element.\n */\n  sliderStyle:
_propTypes2.default.object,\n  /**\n * The granularity the slider can step through values.\n */\n  step:
_propTypes2.default.number,\n  /**\n * Override the inline-styles of the root element.\n */\n  style:
_propTypes2.default.object,\n  /**\n * The value of the slider.\n */\n  value: valueInRangePropType\n} :
{};\n\nexports.default = Slider;"
"use strict";\n\nObject.defineProperty(exports, "__esModule",
{\n  value: true\n});\n\nvar _react = require('react');\nvar _react2 = _interopRequireDefault(_react);\nvar _pure =
require('recompose/pure');\nvar _pure2 = _interopRequireDefault(_pure);\nvar _SvgIcon =
require('../SvgIcon');\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar
ActionCheckCircle = function ActionCheckCircle(props) {\n  return
_react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n    d: 'M12 2C6.48
2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm-2 15l-5-5 1.41-1.41L10 14.17l7.59-7.59L19 8l-9 9z'\n
}));\n}\n\nActionCheckCircle = (0, _pure2.default)(ActionCheckCircle);\n\nActionCheckCircle.displayName =
'ActionCheckCircle';\n\nActionCheckCircle.muiName = 'SvgIcon';\n\nexports.default = ActionCheckCircle;"
"use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nvar
_extends2 = require('babel-runtime/helpers/extends');\nvar _extends3 =
_interopRequireDefault(_extends2);\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\nvar _createClass2 = require('babel-

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runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TransitionGroup = require('react-
transition-group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nvar
_ExpandTransitionChild = require('./ExpandTransitionChild');\n\nvar _ExpandTransitionChild2 =
_interopRequireDefault(_ExpandTransitionChild);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };}\n\nvar ExpandTransition = function (_Component) {\n (0,
_inherits3.default)(ExpandTransition, _Component);\n\n function ExpandTransition() {\n (0,
_classCallCheck3.default)(this, ExpandTransition);\n return (0, _possibleConstructorReturn3.default)(this,
(ExpandTransition.__proto__
|| (0, _getPrototypeOf2.default)(ExpandTransition)).apply(this, arguments));\n }\n\n (0,
_createClass3.default)(ExpandTransition, [{\n key: 'renderChildren',\n value: function renderChildren(children)
{\n var _props = this.props,\n enterDelay = _props.enterDelay,\n transitionDelay =
_props.transitionDelay,\n transitionDuration = _props.transitionDuration,\n expandTransitionChildStyle
= _props.expandTransitionChildStyle;\n return _react2.default.Children.map(children, function (child) {\n
return _react2.default.createElement(_ExpandTransitionChild2.default, {\n enterDelay: enterDelay,\n
transitionDelay: transitionDelay,\n transitionDuration: transitionDuration,\n key: child.key,\n style:
expandTransitionChildStyle\n }, child);\n }, this);\n }}, {\n key: 'render',\n value: function render()
{\n var _props2 = this.props,\n children = _props2.children,\n enterDelay = _props2.enterDelay,\n
loading = _props2.loading,\n open = _props2.open,\n style = _props2.style,\n transitionDelay = _props2.transitionDelay,\n
transitionDuration =
_props2.transitionDuration,\n expandTransitionChildStyle = _props2.expandTransitionChildStyle,\n
other = (0, _objectWithoutProperties3.default)(_props2, ['children', 'enterDelay', 'loading', 'open', 'style',
'transitionDelay', 'transitionDuration', 'expandTransitionChildStyle']);\n var prepareStyles =
this.context.muiTheme.prepareStyles;\n var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n
position: 'relative',\n overflow: 'hidden',\n height: 'auto'\n }, style);\n var newChildren = loading ? [] :
this.renderChildren(children);\n return _react2.default.createElement(_TransitionGroup2.default, (0,
_extends3.default)({\n style: prepareStyles(mergedRootStyles),\n
component: 'div'\n }, other), open && newChildren);\n }}, {\n key: 'defaultProps',\n value: function
defaultProps() {\n return {\n enterDelay: 0,\n transitionDelay: 0,\n transitionDuration: 450,\n loading: false,\n
open: false\n };}\n }}, {\n key: 'contextTypes',\n value: function contextTypes() {\n return {\n
muiTheme: _propTypes2.default.object.isRequired\n };}\n }}, {\n key: 'propTypes',\n value: function
propTypes() {\n return {\n children: _propTypes2.default.node,\n enterDelay:
_propTypes2.default.number,\n expandTransitionChildStyle: _propTypes2.default.object,\n loading:
_propTypes2.default.bool,\n open: _propTypes2.default.bool,\n style: _propTypes2.default.object,\n
transitionDelay: _propTypes2.default.number,\n transitionDuration: _propTypes2.default.number\n };\n }
}];\n\n exports.default = ExpandTransition;\n\n Object.defineProperty(exports, '__esModule', {\n
value: true\n });\n\n var _extends2 = require('babel-runtime/helpers/extends');\n\n var _extends3 =
_interopRequireDefault(_extends2);\n\n var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\n var
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\n var _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\n var _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\n var _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\n var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\n var

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_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2
= _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 =
_interopRequireDefault(_reactDom);\n\nvar _transitions = require('./styles/transitions');\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule
? obj : {\n default: obj\n };\n}\n\nvar reflow = function reflow(elem) {\n return elem.offsetHeight;\n};\n\nvar
ExpandTransitionChild = function (_Component) {\n (0, _inherits3.default)(ExpandTransitionChild,
_Component);\n\n function ExpandTransitionChild() {\n (0, _classCallCheck3.default)(this,
ExpandTransitionChild);\n return (0, _possibleConstructorReturn3.default)(this,
(ExpandTransitionChild.__proto__ || (0, _getPrototypeOf2.default)(ExpandTransitionChild)).apply(this,
arguments));\n }\n\n (0, _createClass3.default)(ExpandTransitionChild, [{\n key: 'componentWillUnmount',\n
value: function componentWillUnmount() {\n clearTimeout(this.enterTimer);\n
clearTimeout(this.enteredTimer);\n clearTimeout(this.leaveTimer);\n }\n }, {\n key:
'componentWillAppear',\n value: function componentWillAppear(callback) {\n this.open();\n callback();\n
}\n }, {\n key: 'componentDidAppear',\n value: function componentDidAppear() {\n this.setAutoHeight();\n
}\n }, {\n key: 'componentWillEnter',\n value: function componentWillEnter(callback) {\n var _this2 =
this;\n\n var _props = this.props,\n enterDelay = _props.enterDelay,\n transitionDelay =
_props.transitionDelay,\n transitionDuration = _props.transitionDuration;\n\n var element =
_reactDom2.default.findDOMNode(this);\n\n element.style.height = 0;\n this.enterTimer =
setTimeout(function
() {\n return _this2.open();\n }, enterDelay);\n this.enteredTimer = setTimeout(function () {\n return
callback();\n }, enterDelay + transitionDelay + transitionDuration);\n }\n }, {\n key: 'componentDidEnter',\n
value: function componentDidEnter() {\n this.setAutoHeight();\n }\n }, {\n key: 'componentWillLeave',\n
value: function componentWillLeave(callback) {\n var _props2 = this.props,\n transitionDelay =
_props2.transitionDelay,\n transitionDuration = _props2.transitionDuration;\n\n var element =
_reactDom2.default.findDOMNode(this); // Set fixed height first for animated property value\n\n\n
element.style.height = this.refs.wrapper.clientHeight + 'px';\n reflow(element);\n
element.style.transitionDuration = transitionDuration + 'ms';\n element.style.height = 0;\n this.leaveTimer =
setTimeout(function () {\n return callback();\n }, transitionDelay + transitionDuration);\n
}\n }, {\n key: 'setAutoHeight',\n value: function setAutoHeight() {\n var _ReactDOM$findDOMNode =
_reactDom2.default.findDOMNode(this),\n style = _ReactDOM$findDOMNode.style;\n\n
style.transitionDuration = 0;\n style.height = 'auto';\n }\n }, {\n key: 'open',\n value: function open() {\n
var element = _reactDom2.default.findDOMNode(this);\n\n element.style.height = this.refs.wrapper.clientHeight
+ 'px';\n }\n }, {\n key: 'render',\n value: function render() {\n var _props3 = this.props,\n children =
_props3.children,\n enterDelay = _props3.enterDelay,\n style = _props3.style,\n transitionDelay =
_props3.transitionDelay,\n transitionDuration = _props3.transitionDuration,\n other = (0,
_objectWithoutProperties3.default)(_props3, ['children', 'enterDelay', 'style', 'transitionDelay',
'transitionDuration']);\n\n var prepareStyles = this.context.muiTheme.prepareStyles;\n\n
var mergedRootStyles = (0, _simpleAssign2.default)({\n position: 'relative',\n height: 0,\n width:
'100%',\n top: 0,\n left: 0,\n overflow: 'hidden',\n transition:
_transitions2.default.easeOut(transitionDuration + 'ms', ['height'], transitionDelay + 'ms')\n }, style);\n return
_react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style:

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prepareStyles(mergedRootStyles)\n    }, _react2.default.createElement('div', {\n      ref: 'wrapper'\n    },
children));\n  }\n});\n\nreturn
ExpandTransitionChild;\n})(_react.Component);\n\nExpandTransitionChild.defaultProps = {\n  enterDelay: 0,\n  transitionDelay: 0,\n  transitionDuration: 450\n};\n\nExpandTransitionChild.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nExpandTransitionChild.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  children: _propTypes2.default.node,\n  enterDelay: _propTypes2.default.number,\n  style: _propTypes2.default.object,\n  transitionDelay: _propTypes2.default.number,\n  transitionDuration:
_propTypes2.default.number\n} : {};\n\nexports.default = ExpandTransitionChild;\",\"use
strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nexports.PlainStepConnector =
undefined;\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes =
require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _pure =
require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nfunction _interopRequireDefault(obj)
{\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar propTypes = {\n  /**\n   * Override the
inline-style of the root element.\n   */\n  style: _propTypes2.default.object\n};\n\nvar contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired,\n  stepper: _propTypes2.default.object\n};\n\nvar StepConnector = function
StepConnector(props,
context) {\n  var muiTheme = context.muiTheme,\n      stepper = context.stepper;\n  var styles = {\n    wrapper: {\n      flex: '1 1 auto'\n    },\n    line: {\n      display: 'block',\n      borderColor: muiTheme.stepper.connectorLineColor\n    }\n  };\n  /**\n   * Clean up once we can use CSS pseudo elements\n   */\n  if (stepper.orientation === 'horizontal')
{\n    styles.line.marginLeft = -6;\n    styles.line.borderTopStyle = 'solid';\n    styles.line.borderTopWidth = 1;\n  }
else if (stepper.orientation === 'vertical') {\n    styles.wrapper.marginLeft = 14 + 11; // padding + 1/2 icon\n\n    styles.line.borderLeftStyle = 'solid';\n    styles.line.borderLeftWidth = 1;\n    styles.line.minHeight = 28;\n  }\n\n  var
prepareStyles = muiTheme.prepareStyles;\n  return _react2.default.createElement('div', {\n    style:
prepareStyles(styles.wrapper)\n  }, _react2.default.createElement('span', {\n    style: prepareStyles(styles.line)\n
}));\n}\n\nStepConnector.propTypes
= process.env.NODE_ENV !== \"production\" ? propTypes : {};\n\nStepConnector.contextTypes =
contextTypes;\n\nexports.PlainStepConnector = StepConnector;\n\nexports.default = (0,
_pure2.default)(StepConnector);\",\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value:
true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar
_ClickAwayListener = require('./internal/ClickAwayListener');\n\nvar _ClickAwayListener2 =
_interopRequireDefault(_ClickAwayListener);\n\nvar _SnackbarBody = require('./SnackbarBody');\n\nvar
_SnackbarBody2 = _interopRequireDefault(_SnackbarBody);\n\nfunction _interopRequireDefault(obj)
{\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n
var _context$muiTheme = context.muiTheme,\n    desktopSubheaderHeight =

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_context$muiTheme.baseTheme.spacing.desktopSubheaderHeight,\n    zIndex = _context$muiTheme.zIndex;\n
var open = state.open;\n
var styles = {\n
  root: {\n
    position: 'fixed',\n
    left: '50%',\n
    display: 'flex',\n
    bottom: 0,\n
    zIndex: zIndex.snackbar,\n
    visibility: open ? 'visible' : 'hidden',\n
    transform: open ? 'translate(-50%, 0)' : 'translate(-50%, ' + desktopSubheaderHeight + 'px)',\n
    transition:
      _transitions2.default.easeOut('400ms', 'transform') + ', ' + _transitions2.default.easeOut('400ms', 'visibility')\n
  }\n
};\n
return styles;\n
}\n\n
nvar Snackbar = function (_Component) {\n
  (0, _inherits3.default)(Snackbar,
  _Component);\n\n
  function Snackbar() {\n
    var _ref;\n\n
    var _temp, _this, _ret;\n\n
    (0,
    _classCallCheck3.default)(this,
    Snackbar);\n\n
    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n
      args[_key] = arguments[_key];\n
    }\n\n
    return _ret = (_temp = (_this = (0,
    _possibleConstructorReturn3.default)(this, (_ref = Snackbar.__proto__ || (0,
    _getPrototypeOf2.default)(Snackbar)).call.apply(_ref, [this].concat(args))), _this), _this.componentClickAway =
    function () {\n
      if (_this.timerTransitionId) {\n
        // If transitioning, don't close the snackbar.\n
        return;\n
      }\n\n
      if (_this.props.open !== null && _this.props.onRequestClose) {\n
        _this.props.onRequestClose(Snackbar.reasons.CLICKAWAY);\n
      } else {\n
        _this.setState({\n
          open:
          false\n
        });\n
      }\n
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n
  }\n\n
  (0,
  _createClass3.default)(Snackbar, [{\n
    key: 'componentWillMount',\n
    value: function componentWillMount() {\n
      this.setState({\n
        open: this.props.open,\n
        message: this.props.message,\n
        action: this.props.action\n
      });\n
    }\n
  }, {\n
    key:
    'componentDidMount',\n
    value: function componentDidMount() {\n
      if (this.state.open) {\n
        this.setAutoHideTimer();\n
        this.setTransitionTimer();\n
      }\n
    }\n
  }, {\n
    key:
    'componentWillReceiveProps',\n
    value: function componentWillReceiveProps(nextProps) {\n
      var _this2 =
      this;\n\n
      if (this.props.open && nextProps.open && (nextProps.message !== this.props.message ||
      nextProps.action !== this.props.action)) {\n
        this.setState({\n
          open: false\n
        });\n
        clearTimeout(this.timerOneAtTheTimeId);\n
        this.timerOneAtTheTimeId = setTimeout(function () {\n
          _this2.setState({\n
            message: nextProps.message,\n
            action: nextProps.action,\n
            open: true\n
          });\n
        }, 400);\n
      } else {\n
        var open = nextProps.open;\n
        this.setState({\n
          open:
          open !== null ? open : this.state.open,\n
          message: nextProps.message,\n
          action: nextProps.action\n
        });\n
      }\n
    }\n
  }, {\n
    key: 'componentDidUpdate',\n
    value: function componentDidUpdate(prevProps,
    prevState) {\n
      if (prevState.open !== this.state.open) {\n
        if (this.state.open) {\n
          this.setAutoHideTimer();\n
          this.setTransitionTimer();\n
        } else {\n
          clearTimeout(this.timerAutoHideId);\n
        }\n
      }\n
    }\n
  }, {\n
    key: 'componentWillUnmount',\n
    value:
    function componentWillUnmount() {\n
      clearTimeout(this.timerAutoHideId);\n
      clearTimeout(this.timerTransitionId);\n
      clearTimeout(this.timerOneAtTheTimeId);\n
    }\n
  }, {\n
    key:
    'setAutoHideTimer',\n
    // Timer that controls delay before snackbar auto hides\n
    value: function setAutoHideTimer() {\n
      var _this3 =
      this;\n\n
      var autoHideDuration = this.props.autoHideDuration;\n\n
      if
      (autoHideDuration > 0) {\n
        clearTimeout(this.timerAutoHideId);\n
        this.timerAutoHideId = setTimeout(function () {\n
          if
          (_this3.props.open !== null && _this3.props.onRequestClose) {\n
            _this3.props.onRequestClose(Snackbar.reasons.TIMEOUT);\n
          } else {\n
            _this3.setState({\n
              open: false\n
            });\n
          }\n
        }, autoHideDuration);\n
      }\n
    }\n
  }, {\n
    key: // Timer that controls delay before click-
    away events are captured (based on when animation completes)\n
    value: function setTransitionTimer() {\n
      var _this4 =
      this;\n\n
      this.timerTransitionId = setTimeout(function () {\n
        _this4.timerTransitionId = undefined;\n
      }, 400);\n
    }\n
  }, {\n
    key: 'render',\n
    value: function render() {\n
      var _props =
      this.props,\n
        autoHideDuration = _props.autoHideDuration,\n
        contentStyle =
        _props.contentStyle,\n
        bodyStyle = _props.bodyStyle,\n
        messageProp =
        _props.message,\n
        onRequestClose = _props.onRequestClose,\n
        onClick =
        _props.onClick,\n
        style = _props.style,\n
        other = (0, _objectWithoutProperties3.default)(_props,

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['autoHideDuration', 'contentStyle', 'bodyStyle', 'message', 'onRequestClose', 'onActionClick', 'style']);\n    var
_state = this.state,\n    action = _state.action,\n    message = _state.message,\n    open = _state.open;\n    var prepareStyles = this.context.muiTheme.prepareStyles;\n    var styles = getStyles(this.props, this.context,
this.state);\n    return _react2.default.createElement(_ClickAwayListener2.default, {\n    onClickAway: open ?
this.componentClickAway : null\n    }, _react2.default.createElement('div', (0, _extends3.default)({\n    other, {\n    style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n    })),
_react2.default.createElement(_SnackbarBody2.default, {\n    action: action,\n    contentStyle:
contentStyle,\n    message: message,\n    open: open,\n    onActionClick: onActionClick,\n    style:
bodyStyle\n    }));\n  }\n  });\n  return Snackbar;\n})(_react.Component);\n\nSnackbar.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nSnackbar.reasons = {\n  CLICKAWAY: 'clickaway',\n  TIMEOUT: 'timeout'\n};\n\nSnackbar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * The
label for the action on the snackbar.\n   */\n  action: _propTypes2.default.node,\n  /**\n   * The number of
milliseconds to wait before automatically dismissing.\n   * If no value is specified the snackbar will dismiss
normally.\n   * If a value is provided the snackbar can still be dismissed normally.\n   * If a snackbar is dismissed
before the timer expires, the timer will be cleared.\n   */\n  autoHideDuration: _propTypes2.default.number,\n  /**\n   * Override the inline-styles of the body element.\n   */\n  bodyStyle: _propTypes2.default.object,\n  /**\n   * The css class name of the root element.\n   */\n  className: _propTypes2.default.string,\n  /**\n   *
Override the inline-styles of the content element.\n   */\n  contentStyle: _propTypes2.default.object,\n  /**\n   *
The message to be displayed.\n   * (Note: If the message is an element or array, and the `Snackbar` may re-
render while it is still open,\n   * ensure that the same object remains as the `message` property if you want to avoid
the `Snackbar` hiding and\n   * showing again)\n   */\n  message: _propTypes2.default.node.isRequired,\n  /**\n   *
Fired when the action button is clicked.\n   */\n  @param {object} event Action button event.\n   */\n  onActionClick: _propTypes2.default.func,\n  /**\n   * Fired when the `Snackbar` is requested to be closed by a
click outside the `Snackbar`, or after the\n   * `autoHideDuration` timer expires.\n   */\n  Typically
`onRequestClose` is used to set state in the parent component, which is used to control
the `Snackbar`\n   * `open` prop.\n   */\n  The `reason` parameter can optionally be used to control the response to
`onRequestClose`,\n   * for example ignoring `clickaway`.\n   */\n  @param {string} reason Can be: `\"timeout\"`
(`autoHideDuration` expired) or: `\"clickaway\"`\n   */\n  onRequestClose: _propTypes2.default.func,\n  /**\n   *
Controls whether the `Snackbar` is opened or not.\n   */\n  open: _propTypes2.default.bool.isRequired,\n  /**\n   *
Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\n\nexports.default =
Snackbar;\n\n\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value:
true\n});\n\nexports.SnackbarBody = undefined;\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar
_extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _withWidth =
require('./utils/withWidth');\n\nvar _withWidth2 = _interopRequireDefault(_withWidth);\n\nvar _FlatButton =
require('./FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getStyles(props, context) {\n  var open = props.open,\n    width = props.width;\n  var _context$muiTheme =
context.muiTheme,\n    _context$muiTheme$bas = _context$muiTheme.baseTheme,\n    _context$muiTheme$bas2 = _context$muiTheme$bas.spacing,\n    desktopGutter = _context$muiTheme$bas2.desktopGutter,\n    desktopSubheaderHeight =
_context$muiTheme$bas2.desktopSubheaderHeight,\n    fontFamily = _context$muiTheme$bas.fontFamily,\n    _context$muiTheme$sna = _context$muiTheme.snackbar,\n    backgroundColor =

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_context$muiTheme$сна.backgroundColor,\n  textColor = _context$muiTheme$сна.textColor,\n  actionColor
= _context$muiTheme$сна.actionColor,\n  borderRadius = _context$muiTheme.borderRadius;\n var isSmall =
width === _withWidth.SMALL;\n var styles = {\n  root: {\n    fontFamily: fontFamily,\n    backgroundColor:
backgroundColor,\n    padding: '0' + desktopGutter + 'px',\n    height: desktopSubheaderHeight,\n    lineHeight:
desktopSubheaderHeight + 'px',\n    borderRadius: isSmall ? 0 : borderRadius,\n    maxWidth: isSmall ? 'inherit' :
568,\n    minWidth: isSmall ? 'inherit' : 288,\n    width: isSmall ? 'calc(100vw - ' + desktopGutter * 2 + 'px)' :
'auto',\n    flexGrow:
isSmall ? 1 : 0\n  },\n  content: {\n    fontSize: 14,\n    color: textColor,\n    opacity: open ? 1 : 0,\n    transition: open ? _transitions2.default.easeOut('500ms', 'opacity', '100ms') : _transitions2.default.easeOut('400ms',
'opacity')\n  },\n  action: {\n    color: actionColor,\n    float: 'right',\n    marginTop: 6,\n    marginRight: -16,\n    marginLeft: desktopGutter,\n    backgroundColor: 'transparent'\n  }\n }; \n return styles;\n}\n\nvar
SnackbarBody = function SnackbarBody(props, context) {\n  var action = props.action,\n    contentStyle =
props.contentStyle,\n    message = props.message,\n    open = props.open,\n    onActionClick =
props.onActionClick,\n    style = props.style,\n    other = (0, _objectWithoutProperties3.default)(props, ['action',
'contentStyle', 'message', 'open', 'onActionClick', 'style']);\n  var prepareStyles = context.muiTheme.prepareStyles;\n  var styles = getStyles(props, context);\n\n  var actionButton
= action && _react2.default.createElement(_FlatButton2.default, {\n    style: styles.action,\n    label: action,\n    onClick: onActionClick\n });\n  return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n    style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n  }), _react2.default.createElement('div', {\n    style: prepareStyles((0, _simpleAssign2.default)(styles.content, contentStyle))\n  }),
_react2.default.createElement('span', null, message), actionButton));\n};\n\nexports.SnackbarBody =
SnackbarBody;\n\nSnackbarBody.propTypes = process.env.NODE_ENV !== "production" ? {\n  /**\n   * The label
for the action on the snackbar.\n   */\n  action: _propTypes2.default.node,\n\n  /**\n   * Override the inline-styles of
the content element.\n   */\n  contentStyle: _propTypes2.default.object,\n\n  /**\n   * The message to be displayed.\n   */\n  message: _propTypes2.default.node,\n\n  /**\n   * (Note: If the message is an element or array, and the `Snackbar` may re-render while it is still
open,\n   * ensure that the same object remains as the `message` property if you want to avoid the `Snackbar` hiding
and\n   * showing again)\n   */\n  message: _propTypes2.default.node.isRequired,\n\n  /**\n   * Fired when the
action button is clicked.\n   */\n  onActionClick:
 PropTypes.func,\n\n  /**\n   * @ignore\n   * Controls whether the `Snackbar` is opened or not.\n   */\n  open: _propTypes2.default.bool.isRequired,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n\n  /**\n   * @ignore\n   * Width of the screen.\n   */\n  width:
 PropTypes.number.isRequired\n} : {};\n\nSnackbarBody.contextTypes = {\n  muiTheme:
 PropTypes.object.isRequired\n};\n\nexports.default = (0, _withWidth2.default)(SnackbarBody);","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n  value: true\n});\n\nexports.LARGE =
exports.MEDIUM = exports.SMALL
= undefined;\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-
of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 =
require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nexports.default
= withWidth;\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar
_reactEventListener
= require('react-event-listener');\n\nvar _reactEventListener2 =
_interopRequireDefault(_reactEventListener);\n\nfunction _interopRequireDefault(obj) {\n  return obj &

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obj.__esModule ? obj : {\n  default: obj\n };}\n\nvar SMALL = exports.SMALL = 1;\nvar MEDIUM = exports.MEDIUM = 2;\nvar LARGE = exports.LARGE = 3;\n\nfunction withWidth() {\n  var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n  var _options$largeWidth = options.largeWidth,\n      largeWidth = _options$largeWidth === undefined ? 992 : _options$largeWidth,\n      _options$mediumWidth = options.mediumWidth,\n      mediumWidth = _options$mediumWidth === undefined ? 768 : _options$mediumWidth,\n      _options$resizeInterv = options.resizeInterval,\n      resizeInterval = _options$resizeInterv === undefined ? 166 : _options$resizeInterv;\n  return function (MyComponent) {\n    return function (_Component) {\n      (0, _inherits3.default)(WithWidth, _Component);\n      function WithWidth() {\n        var _ref;\n        var _temp, _this, _ret;\n        (0, _classCallCheck3.default)(this, WithWidth);\n        for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n          args[_key] = arguments[_key];\n        }\n        return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = WithWidth.__proto__ || (0, _getPrototypeOf2.default)(WithWidth)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n          width: null\n        }, _this.handleResize = function () {\n          clearTimeout(_this.deferTimer);\n          _this.deferTimer = setTimeout(function () {\n            _this.updateWidth();\n          }, resizeInterval);\n        }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n      }\n      (0, _createClass3.default)(WithWidth, [{\n        key: 'componentDidMount',\n        value: function componentDidMount() {\n          this.updateWidth();\n        }\n      }, {\n        key: 'componentWillUnmount',\n        value: function componentWillUnmount() {\n          clearTimeout(this.deferTimer);\n        }\n      }, {\n        key: 'updateWidth',\n        value: function updateWidth() {\n          var innerWidth = window.innerWidth;\n          var width = void 0;\n          if (innerWidth >= largeWidth) {\n            width = LARGE;\n          } else if (innerWidth >= mediumWidth) {\n            width = MEDIUM;\n          } else {\n            // innerWidth < 768\n            width = SMALL;\n          }\n          if (width !== this.state.width) {\n            this.setState({\n              width: width\n            });\n          }\n        }\n      }, {\n        key: 'render',\n        value: function render() {\n          var width = this.state.width;\n          /**\n           * When rendering the component on the server,\n           * we have no idea about the screen width.\n           * In order to prevent blinks and help the reconciliation\n           * we are not rendering the component.\n           * A better alternative would be to send client hints.\n           * But the browser support of this API is low:\n           * http://caniuse.com/#search=client%20hint\n           */\n          if (width === null) {\n            return null;\n          }\n          return _react2.default.createElement(_reactEventListener2.default, {\n            target: 'window',\n            onResize: this.handleResize\n          }, _react2.default.createElement(MyComponent, (0, _extends3.default)({\n            width: width\n          }, this.props)));\n        }\n      }]);\n      return WithWidth;\n    }(_react.Component);\n  };\n  ""use strict";\n  \n  Object.defineProperty(exports, "__esModule", {\n    value: true\n  });\n  \n  var _extends2 = require('babel-runtime/helpers/extends');\n  \n  var _interopRequireDefault = _interopRequireDefault(_extends2);\n  \n  var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n  \n  var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n  \n  var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n  \n  var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n  \n  var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n  \n  var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n  \n  var _createClass2 = require('babel-runtime/helpers/createClass');\n  \n  var _createClass3 = _interopRequireDefault(_createClass2);\n  \n  var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n  \n  var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n  \n  var _inherits2 = require('babel-runtime/helpers/inherits');\n  \n  var _inherits3 = _interopRequireDefault(_inherits2);\n  \n  var _simpleAssign = require('simple-assign');\n  \n  var _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n  \n  var _react = require('react');\n  \n  var _react2 = _interopRequireDefault(_react);\n  \n  var _propTypes = require('prop-types');\n  \n  var _propTypes2 = _interopRequireDefault(_propTypes);\n  \n  var _warning = require('warning');\n  \n  var _warning2 = _interopRequireDefault(_warning);\n  \n  var _TabTemplate =

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require('./TabTemplate');\n\nvar _TabTemplate2 = _interopRequireDefault(_TabTemplate);\n\nvar _InkBar =
require('./InkBar');\n\nvar _InkBar2 = _interopRequireDefault(_InkBar);\n\nfunction _interopRequireDefault(obj)
{\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var
tabs = context.muiTheme.tabs;\n  return {\n    tabItemContainer: {\n      width: '100%',\n      backgroundColor:
tabs.backgroundColor,\n      whiteSpace: 'nowrap',\n      display: 'flex'\n    };\n  }\n}\n\nvar Tabs = function
(_Component) {\n  (0, _inherits3.default)(Tabs, _Component);\n\n  function Tabs() {\n    var _ref;\n\n    var _temp,
    _this, _ret;\n\n    (0, _classCallCheck3.default)(this, Tabs);\n\n    for (var _len = arguments.length,
    args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret =
    (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Tabs.__proto__ || (0,
    _getPrototypeOf2.default)(Tabs)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      selectedIndex: 0\n
    }, _this.handleTabClick = function (value, event, tab) {\n      var valueLink = _this.getValueLink(_this.props);\n\n
      var index = tab.props.index;\n\n      if (valueLink.value && valueLink.value !== value || _this.state.selectedIndex
      !== index) {\n        valueLink.requestChange(value, event, tab);\n      }\n\n      _this.setState({\n        selectedIndex:
index\n      });\n\n      if (tab.props.onActive) {\n        tab.props.onActive(tab);\n      }\n    }, _temp), (0,
    _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Tabs, [{\n    key:
'componentWillMount',\n    value: function componentWillMount()
{\n      var valueLink = this.getValueLink(this.props);\n      var initialIndex = this.props.initialSelectedIndex;\n
      this.setState({\n        selectedIndex: valueLink.value !== undefined ? this.getSelectedIndex(this.props) : initialIndex
      < this.getTabCount() ? initialIndex : 0\n      });\n    }, {\n    key: 'componentWillReceiveProps',\n    value:
function componentWillReceiveProps(newProps, nextContext) {\n      var valueLink =
      this.getValueLink(newProps);\n      var newState = {\n        muiTheme: nextContext.muiTheme ||
      this.context.muiTheme\n      };\n\n      if (valueLink.value !== undefined) {\n        newState.selectedIndex =
      this.getSelectedIndex(newProps);\n      }\n\n      this.setState(newState);\n    }, {\n    key: 'getTabs',\n    value:
function getTabs() {\n      var props = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] :
      this.props;\n      var tabs = [];\n\n      _react.Children.forEach(props.children, function (tab) {\n        if ((0,
      _react.isValidElement)(tab)) {\n          tabs.push(tab);\n        }\n      });\n\n      return tabs;\n    }, {\n    key:
'getTabCount',\n    value: function getTabCount() {\n      return this.getTabs().length;\n    } // Do not use outside of
      this component, it will be removed once valueLink is deprecated\n    }, {\n    key: 'getValueLink',\n    value:
function getValueLink(props) {\n      return props.valueLink || {\n        value: props.value,\n        requestChange:
      props.onChange\n      };\n    }, {\n    key: 'getSelectedIndex',\n    value: function getSelectedIndex(props) {\n
      var valueLink = this.getValueLink(props);\n      var selectedIndex = -1;\n      this.getTabs(props).forEach(function
      (tab, index) {\n        if (valueLink.value === tab.props.value) {\n          selectedIndex = index;\n        }\n      });\n
      return selectedIndex;\n    }, {\n    key: 'getSelected',\n    value: function getSelected(tab, index) {\n      var
      valueLink = this.getValueLink(this.props);\n\n      return valueLink.value ? valueLink.value === tab.props.value :
      this.state.selectedIndex === index;\n    }, {\n    key: 'render',\n    value: function render() {\n      var _this2 =
      this;\n\n      var _props = this.props,\n      contentContainerClassName = _props.contentContainerClassName,\n      contentContainerStyle =
      _props.contentContainerStyle,\n      initialSelectedIndex = _props.initialSelectedIndex,\n      inkBarStyle =
      _props.inkBarStyle,\n      inkBarContainerStyle = _props.inkBarContainerStyle,\n      onChange =
      _props.onChange,\n      style = _props.style,\n      tabItemContainerStyle = _props.tabItemContainerStyle,\n
      tabTemplate = _props.tabTemplate,\n      tabTemplateStyle = _props.tabTemplateStyle,\n      other = (0,
      _objectWithoutProperties3.default)(_props, ['contentContainerClassName', 'contentContainerStyle',
      'initialSelectedIndex', 'inkBarStyle', 'inkBarContainerStyle', 'onChange', 'style', 'tabItemContainerStyle',
      'tabTemplate', 'tabTemplateStyle']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles
      = getStyles(this.props, this.context);\n      var valueLink = this.getValueLink(this.props);\n      var tabValue =
      valueLink.value;\n      var tabContent = [];\n      var width = 100 / this.getTabCount();\n      var tabs =
      this.getTabs().map(function (tab, index) {\n        process.env.NODE_ENV !== \"production\" ? (0,
      _warning2.default)(tab.type && tab.type.muiName === 'Tab', 'Material-UI: Tabs only accepts Tab Components as

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children.\n      Found ' + (tab.type.muiName || tab.type) + ' as child number ' + (index + 1) + ' of Tabs') : void 0;\n
      process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(!tabValue || tab.props.value !== undefined,\n'Material-UI: Tabs value prop has been passed, but Tab ' + index + '\n      does not have a value prop. Needs value\n
      if Tabs is going\n      to be a controlled component.') : void 0;\n
      tabContent.push(tab.props.children ? (0, _react.createElement)(tabTemplate || _TabTemplate2.default, {\n
      key: index,\n
      selected: _this2.getSelected(tab, index),\n
      style: tabTemplateStyle\n
      },\n
      tab.props.children) : undefined);\n
      return (0, _react.cloneElement)(tab, {\n
      key: index,\n
      index:\n
      index,\n
      selected: _this2.getSelected(tab, index),\n
      width: width + '%',\n
      onClick:\n
      _this2.handleClick\n
      });\n
      });\n
      var realSelectedIndex = valueLink.value ?\n
      this.getSelectedIndex(this.props) : this.state.selectedIndex;\n
      var inkBar = realSelectedIndex !== -1 ?\n
      _react2.default.createElement(_InkBar2.default, {\n
      left: width * realSelectedIndex + '%',\n
      width: width +\n
      '%',\n
      style: inkBarStyle\n
      }) : null;\n
      var inkBarContainerWidth = tabItemContainerStyle ?\n
      tabItemContainerStyle.width : '100%';\n
      return _react2.default.createElement('div', (0, _extends3.default)({\n
      style: prepareStyles((0, _simpleAssign2.default)({}, style))\n
      }, other), _react2.default.createElement('div',\n
      {\n
      style: prepareStyles((0, _simpleAssign2.default)(styles.tabItemContainer, tabItemContainerStyle))\n
      },\n
      tabs), _react2.default.createElement('div', {\n
      style: prepareStyles((0, _simpleAssign2.default)({\n
      width:\n
      inkBarContainerWidth\n
      }, inkBarContainerStyle))\n
      }, inkBar), _react2.default.createElement('div', {\n
      style: prepareStyles((0, _simpleAssign2.default)({}, contentContainerStyle)),\n
      className:\n
      contentContainerClassName\n
      }, tabContent));\n
      }\n
      }));\n
      return\n
      Tabs;\n
    }(_react.Component);\n
    \n\n
    Tabs.defaultProps = {\n
      initialSelectedIndex: 0,\n
      onChange: function\n
      onChange() {\n
      }\n
    };
    Tabs.contextTypes = {\n
      muiTheme:\n
      _propTypes2.default.object.isRequired\n
    };
    Tabs.propTypes = process.env.NODE_ENV !== \"production\" ? {\n
    /**\n
     * Should be used to pass `Tab` components.\n
     */\n
     children: _propTypes2.default.node,\n
     /**\n
     * The css class name of the root element.\n
     */\n
     className:\n
     _propTypes2.default.string,\n
     /**\n
     * The css class name of the content's container.\n
     */\n
     contentContainerClassName: _propTypes2.default.string,\n
     /**\n
     * Override the inline-styles of the content's\n
     container.\n
     */\n
     contentContainerStyle: _propTypes2.default.object,\n
     /**\n
     * Specify initial visible tab\n
     index.\n
     * If `initialSelectedIndex` is set but larger than the total amount of specified tabs,\n
     *\n
     `initialSelectedIndex` will revert back to default.\n
     * If `initialSelectedIndex` is set to any negative value, no tab\n
     will be selected initially.\n
     */\n
     initialSelectedIndex: _propTypes2.default.number,\n
     /**\n
     * Override the\n
     inline-styles of the InkBar.\n
     */\n
     inkBarStyle: _propTypes2.default.object,\n
     /**\n
     * Override the inline-styles\n
     of the InkBar container.\n
     */\n
     inkBarContainerStyle: _propTypes2.default.object,\n
     /**\n
     *\n
     * Called when the selected value change.\n
     */\n
     onChange: _propTypes2.default.func,\n
     /**\n
     * Override the\n
     inline-styles of the root element.\n
     */\n
     style: _propTypes2.default.object,\n
     /**\n
     * Override the inline-styles\n
     of the tab-labels container.\n
     */\n
     tabItemContainerStyle: _propTypes2.default.object,\n
     /**\n
     * Override the\n
     default tab template used to wrap the content of each tab element.\n
     */\n
     tabTemplate:\n
     _propTypes2.default.func,\n
     /**\n
     * Override the inline-styles of the tab template.\n
     */\n
     tabTemplateStyle:\n
     _propTypes2.default.object,\n
     /**\n
     * Makes Tabs controllable and selects the tab whose value prop matches\n
     this prop.\n
     */\n
     value: _propTypes2.default.any\n
    } : {};\n
    exports.default = Tabs;
  }, \"use\n
  strict\");\n
  Object.defineProperty(exports, \"__esModule\", {\n
  value: true\n
});\n
  var _simpleAssign =\n
  require('simple-assign');\n
  var _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n
  var _react =\n
  require('react');\n
  var\n
  _react2 = _interopRequireDefault(_react);\n
  var _propTypes = require('prop-types');\n
  var _propTypes2 =\n
  _interopRequireDefault(_propTypes);\n
  function _interopRequireDefault(obj) {\n
  return obj && obj.__esModule\n
  ? obj : {\n
  default: obj\n
  };\n
  }\n
  var styles = {\n
  width: '100%',\n
  position: 'relative',\n
  textAlign:\n
  'initial'\n
  };\n
  var TabTemplate = function TabTemplate(_ref) {\n
  var children = _ref.children,\n
  selected =\n
  _ref.selected,\n
  style = _ref.style;\n
  var templateStyle = (0, _simpleAssign2.default)({}, styles, style);\n
  if\n
  (!selected) {\n
  templateStyle.height = 0;\n
  templateStyle.overflow = 'hidden';\n
  }\n
  return

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_react2.default.createElement('div', {\n  style: templateStyle\n }, children);\n};\n\nTabTemplate.propTypes =
process.env.NODE_ENV !== \"production\" ? {\n  children: _propTypes2.default.node,\n  selected:
_propTypes2.default.bool,\n  style: _propTypes2.default.object\n} : {};\n\nexports.default = TabTemplate;\",\"use
strict\";\n\nObject.defineProperty(exports,
  \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-
of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 =
require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar
_propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar
_transitions = require('./styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getStyles(props, context) {\n  var _context$muiTheme = context.muiTheme,\n    inkBar =
_context$muiTheme.inkBar,\n    isRtl = _context$muiTheme.isRtl;\n  return {\n    root: {\n      left: props.left,\n
width: props.width,\n      bottom: 0,\n      display: 'block',\n      backgroundColor: props.color ||
inkBar.backgroundColor,\n      height: 2,\n      marginTop: -2,\n      position: 'relative',\n      transition:
_transitions2.default.easeOut('1s', isRtl ? 'right' : 'left')\n    }\n  };\n}\n\nvar InkBar = function (_Component) {\n  (0,
_inherits3.default)(InkBar, _Component);\n\n  function InkBar() {\n    (0, _classCallCheck3.default)(this, InkBar);\n
return (0, _possibleConstructorReturn3.default)(this, (InkBar.__proto__ || (0,
_getPrototypeOf2.default)(InkBar)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(InkBar, [{\n    key:
'render',\n    value: function render() {\n      var style = this.props.style;\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      return
_react2.default.createElement('div', {\n        style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n
});\n    }\n  }]);\n  return InkBar;\n}(_react.Component);\n\nInkBar.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\n\nInkBar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n
color: _propTypes2.default.string,\n  left: _propTypes2.default.string.isRequired,\n\n  /**\n   * Override the inline-
styles of the root element.\n   */\n  style: _propTypes2.default.object,\n  width:
_propTypes2.default.string.isRequired\n} : {};\n\nexports.default
= InkBar;\",\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar
_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar
_react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var _context$muiTheme =

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context.muiTheme,\n    baseTheme = _context$muiTheme.baseTheme,\n    table = _context$muiTheme.table;\nreturn {\n  root: {\n    backgroundColor: table.backgroundColor,\n    width: '100%',\n    borderCollapse: 'collapse',\n    borderSpacing: 0,\n    tableLayout: 'fixed',\n    fontFamily: baseTheme.fontFamily\n  },\n  bodyTable: {\n    height: props.fixedHeader || props.fixedFooter ? props.height : 'auto',\n    overflowX: 'hidden',\n    overflowY: 'auto'\n  },\n  tableWrapper: {\n    height: props.fixedHeader || props.fixedFooter ? 'auto' : props.height,\n    overflow: 'auto'\n  }\n};\n\nvar Table = function (_Component) {\n  (0, _inherits3.default)(Table, _Component);\n\n  function Table() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, Table);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Table.__proto__ || (0, _getPrototypeOf2.default)(Table)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      allRowsSelected: false\n    }, _this.onCellClick = function (rowNumber, columnNumber, event) {\n      if (_this.props.onCellClick) _this.props.onCellClick(rowNumber, columnNumber, event);\n    }, _this.onCellHover = function (rowNumber, columnNumber, event) {\n      if (_this.props.onCellHover) _this.props.onCellHover(rowNumber, columnNumber, event);\n    }, _this.onCellHoverExit = function (rowNumber, columnNumber, event) {\n      if (_this.props.onCellHoverExit) _this.props.onCellHoverExit(rowNumber, columnNumber, event);\n    }, _this.onRowHover = function (rowNumber) {\n      if (_this.props.onRowHover) _this.props.onRowHover(rowNumber);\n    }, _this.onRowHoverExit = function (rowNumber) {\n      if (_this.props.onRowHoverExit) _this.props.onRowHoverExit(rowNumber);\n    }, _this.onRowSelection = function (selectedRows) {\n      if (_this.state.allRowsSelected) {\n        _this.setState({\n          allRowsSelected: false\n        });\n      }\n\n      if (_this.props.onRowSelection) {\n        _this.props.onRowSelection(selectedRows);\n      }\n    }, _this.onSelectAll = function () {\n      if (_this.props.onRowSelection) {\n        if (!_this.state.allRowsSelected) {\n          _this.props.onRowSelection('all');\n        } else {\n          _this.props.onRowSelection('none');\n        }\n      }\n\n      _this.setState({\n        allRowsSelected: !_this.state.allRowsSelected\n      });\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Table, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      if (this.props.allRowsSelected) {\n        this.setState({\n          allRowsSelected: true\n        });\n      }\n    }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if (this.props.allRowsSelected !== nextProps.allRowsSelected) {\n        this.setState({\n          allRowsSelected: nextProps.allRowsSelected\n        });\n      }\n    }, {\n    key: 'isScrollbarVisible',\n    value: function isScrollbarVisible() {\n      var tableDivHeight = this.refs.tableDiv.clientHeight;\n      var tableBodyHeight = this.refs.tableBody.clientHeight;\n      return tableBodyHeight > tableDivHeight;\n    }, {\n    key: 'createTableHeader',\n    value: function createTableHeader(base) {\n      return _react2.default.cloneElement(base, {\n        enableSelectAll: base.props.enableSelectAll && this.props.selectable && this.props.multiSelectable,\n        onSelectAll: this.onSelectAll,\n        selectAllSelected: this.state.allRowsSelected\n      });\n    }, {\n    key: 'createTableBody',\n    value: function createTableBody(base) {\n      return _react2.default.cloneElement(base, {\n        allRowsSelected: this.state.allRowsSelected,\n        multiSelectable: this.props.multiSelectable,\n        onCellClick: this.onCellClick,\n        onCellHover: this.onCellHover,\n        onCellHoverExit: this.onCellHoverExit,\n        onRowHover: this.onRowHover,\n        onRowHoverExit: this.onRowHoverExit,\n        onRowSelection: this.onRowSelection,\n        selectable: this.props.selectable\n      });\n    }, {\n    key: 'createTableFooter',\n    value: function createTableFooter(base) {\n      return base;\n    }, {\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n      var _props = this.props,\n          children = _props.children,\n          className = _props.className,\n          fixedFooter = _props.fixedFooter,\n          fixedHeader = _props.fixedHeader,\n          style = _props.style,\n          wrapperStyle = _props.wrapperStyle,\n          headerStyle = _props.headerStyle,\n          bodyStyle = _props.bodyStyle,\n          footerStyle = _props.footerStyle;\n      var prepareStyles =

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this.context.muiTheme.prepareStyles;\n    var styles = getStyles(this.props, this.context);\n    var tHead = void
0;\n    var tFoot = void 0;\n    var tBody = void 0;\n\n    _react2.default.Children.forEach(children, function
(child) {\n        if (!_react2.default.isValidElement(child)) return;\n        var muiName = child.type.muiName;\n        if (muiName === 'TableBody') {\n            tBody = _this2.createTableBody(child);\n        } else if (muiName ===
'TableHeader') {\n            tHead = _this2.createTableHeader(child);\n        } else if (muiName === 'TableFooter') {\n            tFoot = _this2.createTableFooter(child);\n        } else {\n            process.env.NODE_ENV !== "production" ? (0, _warning2.default)(false, 'Material-UI: Children of the Table
component must be TableBody or TableHeader or TableFooter.\n            Nothing is rendered.') : void 0;\n        }\n    });\n    // If we could not find a table-header and a table-body, do not attempt to display anything.\n    if (!tBody
&& !tHead) return null;\n    var mergedTableStyle = (0, _simpleAssign2.default)(styles.root, style);\n    var
headerTable = void 0;\n    var footerTable = void 0;\n    var inlineHeader = void 0;\n    var inlineFooter = void
0;\n\n    if (fixedHeader) {\n        headerTable = _react2.default.createElement('div', {\n            style:
prepareStyles((0, _simpleAssign2.default)({}, headerStyle))\n        }, _react2.default.createElement('table', {\n
className: className,\n            style: mergedTableStyle\n        }, tHead));\n    } else {\n        inlineHeader = tHead;\n    }\n\n    if (tFoot !== undefined) {\n        if
(fixedFooter) {\n            footerTable = _react2.default.createElement('div', {\n                style: prepareStyles((0,
_simpleAssign2.default)({}, footerStyle))\n            }, _react2.default.createElement('table', {\n                className:
className,\n                style: prepareStyles(mergedTableStyle)\n            }, tFoot));\n        } else {\n            inlineFooter =
tFoot;\n        }\n    }\n\n    return _react2.default.createElement('div', {\n        style: prepareStyles((0,
_simpleAssign2.default)(styles.tableWrapper, wrapperStyle))\n    }, headerTable,
_react2.default.createElement('div', {\n        style: prepareStyles((0, _simpleAssign2.default)(styles.bodyTable,
bodyStyle))\n    }, ref: 'tableDiv'\n    }, _react2.default.createElement('table', {\n        className: className,\n
style: mergedTableStyle,\n        ref: 'tableBody'\n    }, inlineHeader, inlineFooter, tBody)), footerTable);\n    }\n    });\n    return
Table;)(_react.Component);\n\nTable.defaultProps = {\n    allRowsSelected: false,\n    fixedFooter: true,\n
fixedHeader: true,\n    height: 'inherit',\n    multiSelectable: false,\n    selectable: true\n};\n\nTable.contextTypes = {\n
muiTheme: _propTypes2.default.object.isRequired\n};\n\nTable.propTypes = process.env.NODE_ENV !==
"production" ? {\n    /**\n     * Set to true to indicate that all rows should be selected.\n     */\n    allRowsSelected:
 PropTypes.bool,\n\n    /**\n     * Override the inline-styles of the body's table element.\n     */\n    bodyStyle:
    PropTypes.object,\n\n    /**\n     * Children passed to table.\n     */\n    children: _propTypes2.default.node,\n\n
    /**\n     * The css class name of the root element.\n     */\n    className: _propTypes2.default.string,\n\n    /**\n     * If
true, the footer will appear fixed below the table.\n     */\n    fixedFooter:
    PropTypes.bool,\n\n    /**\n     * If true, the header will appear fixed above the table.\n     */\n    fixedHeader:
    PropTypes.bool,\n\n    /**\n     * Override the inline-styles of the footer's table element.\n     */\n    footerStyle:
    PropTypes.object,\n\n    /**\n     * Override the inline-styles of the header's table element.\n     */\n    headerStyle:
    PropTypes.object,\n\n    /**\n     * The height of the table.\n     */\n    height:
    PropTypes.string,\n\n    /**\n     * If true, multiple table rows can be selected.\n     */\n    multiSelectable:
    PropTypes.bool,\n\n    /**\n     * Called when a row cell is clicked.\n     */\n    rowNumber is the row number and
columnId is\n     * the column number or the column key.\n     */\n    onCellClick: _propTypes2.default.func,\n\n    /**\n
     * Called when a table cell is hovered.\n     */\n    rowNumber is the row number of the hovered row\n     *
and columnId is the column number or the column key of the cell.\n     */\n    onCellHover:
    PropTypes.func,\n\n    /**\n     * Called when a table cell is no longer hovered.\n     */\n    rowNumber is the row
number of the row and columnId\n     * is the column number or the column key of the cell.\n     */\n    onCellHoverExit:
    PropTypes.func,\n\n    /**\n     * Called when a table row is hovered.\n     */\n    rowNumber is
the row number of the hovered row.\n     */\n    onRowHover: _propTypes2.default.func,\n\n    /**\n     * Called when a
table row is no longer hovered.\n     */\n    rowNumber is the row number of the row that is no longer hovered.\n     */
}

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onRowHoverExit: _propTypes2.default.func,\n\n /**\n * Called when a row is selected.\n * selectedRows is an array of all row selections.\n * IF all rows have been selected, the string \"all\"\n * will be returned instead to indicate that all rows have been selected.\n */\n onRowSelection: _propTypes2.default.func,\n\n /**\n * If true, table rows can be selected.\n * If multiple row selection is desired, enable multiSelectable.\n * The default value is true.\n */\n selectable: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the table's wrapper element.\n */\n wrapperStyle: _propTypes2.default.object\n} : {};\n\nexports.default = Table;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TimePickerDialog = require('./TimePickerDialog');\n\nvar _TimePickerDialog2 = _interopRequireDefault(_TimePickerDialog);\n\nvar _TextField = require('./TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar emptyTime = new Date();\n\nemptyTime.setHours(0);\n\nemptyTime.setMinutes(0);\n\nemptyTime.setSeconds(0);\n\nemptyTime.setMilliseconds(0);\n\nvar TimePicker = function (_Component) {\n (0, _inherits3.default)(TimePicker, _Component);\n\n function TimePicker() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, TimePicker);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TimePicker.__proto__ || (0, _getPrototypeOf2.default)(TimePicker)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n time: null,\n\n dialogTime: new Date()\n }, _this.handleAcceptDialog = function (time) {\n _this.setState({\n time: time\n });\n\n if (_this.props.onChange) _this.props.onChange(null, time);\n }, _this.handleFocusInput = function (event) {\n event.target.blur();\n\n if (_this.props.onFocus) {\n _this.props.onFocus(event);\n }\n }, _this.handleClickInput = function (event) {\n event.preventDefault();\n\n if (!_this.props.disabled) {\n _this.openDialog();\n }\n\n if (_this.props.onClick) {\n _this.props.onClick(event);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(TimePicker, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n this.setState({\n time: this.isControlled() ? this.getControlledTime() : this.props.defaultTime\n });\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (nextProps.value !== this.props.value) {\n this.setState({\n time: this.getControlledTime(nextProps)\n });\n }\n }\n }], /**\n * Alias for `openDialog()` for an api consistent with TextField.\n */\n }, {\n key: 'focus',\n value: function focus() {\n this.openDialog();\n }\n }, {\n


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key: 'openDialog',\n value: function openDialog() {\n this.setState({\n dialogTime: this.state.time\n });\n this.refs.dialogWindow.show();\n }\n }, {\n key: 'isControlled',\n value: function isControlled() {\n return this.props.value !== null;\n }\n }, {\n key: 'getControlledTime',\n value: function getControlledTime() {\n var props = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : this.props;\n var result = null;\n if (props.value instanceof Date) {\n result = props.value;\n }\n return result;\n }\n },\n {\n key: 'render',\n value: function render() {\n var _props = this.props,\n autoOk = _props.autoOk,\n cancelLabel = _props.cancelLabel,\n defaultTime = _props.defaultTime,\n dialogBodyStyle = _props.dialogBodyStyle,\n dialogStyle = _props.dialogStyle,\n format = _props.format,\n okLabel = _props.okLabel,\n onFocus = _props.onFocus,\n onClick = _props.onClick,\n onShow = _props.onShow,\n onDismiss = _props.onDismiss,\n pedantic = _props.pedantic,\n style = _props.style,\n textFieldStyle = _props.textFieldStyle,\n minutesStep = _props.minutesStep,\n other = (0, _objectWithoutProperties3.default)(_props, ['autoOk', 'cancelLabel', 'defaultTime', 'dialogBodyStyle', 'dialogStyle', 'format', 'okLabel', 'onFocus', 'onClick', 'onShow', 'onDismiss', 'pedantic', 'style', 'textFieldStyle', 'minutesStep']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var time = this.state.time;\n return _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({, style))\n }, _react2.default.createElement(_TextField2.default, (0, _extends3.default)({, other, {\n style: textFieldStyle,\n ref: 'input',\n value: time === emptyTime ? null : (0, _timeUtils.formatTime)(time, format, pedantic),\n onFocus: this.handleFocusInput,\n onClick: this.handleClickInput\n })), _react2.default.createElement(_TimePickerDialog2.default, {\n ref: 'dialogWindow',\n bodyStyle: dialogBodyStyle,\n initialTime: this.state.dialogTime,\n onAccept: this.handleAcceptDialog,\n onShow: onShow,\n onDismiss: onDismiss,\n format: format,\n okLabel: okLabel,\n cancelLabel: cancelLabel,\n autoOk: autoOk,\n style: dialogStyle,\n minutesStep: minutesStep\n }));\n }\n }));\n return TimePicker;\n})(_react.Component);\n\nTimePicker.defaultProps = {\n autoOk: false,\n cancelLabel: 'Cancel',\n defaultTime: null,\n disabled: false,\n format: 'ampm',\n okLabel: 'OK',\n pedantic: false,\n style: {},\n value: null,\n minutesStep: 1\n};\n\nTimePicker.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nTimePicker.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, automatically accept and close the picker on set minutes.\n */\n autoOk: _propTypes2.default.bool,\n /**\n * Override the label of the 'Cancel' button.\n */\n cancelLabel: _propTypes2.default.node,\n /**\n * The initial time value of the TimePicker.\n */\n defaultTime: _propTypes2.default.object,\n /**\n * Override the inline-styles of TimePickerDialog's body element.\n */\n dialogBodyStyle: _propTypes2.default.object,\n /**\n * Override the inline-styles of TimePickerDialog's root element.\n */\n dialogStyle: _propTypes2.default.object,\n /**\n * If true, the TimePicker is disabled.\n */\n disabled: _propTypes2.default.bool,\n /**\n * Tells the component to display the picker in `ampm` (12hr) format or `24hr` format.\n */\n format: _propTypes2.default.oneOf(['ampm', '24hr']),\n /**\n * How many minutes should be added/subtracted when moving the clock pointer.\n */\n minutesStep: _propTypes2.default.number,\n /**\n * Override the label of the 'OK' button.\n */\n okLabel: _propTypes2.default.node,\n /**\n * Callback function that is fired when the time value changes. The time value is passed in a Date Object.\n */\n * Since there is no particular event associated with the change the first argument will always be null\n * and the second argument will be the new Date instance.\n */\n onChange: _propTypes2.default.func,\n /**\n * Callback function fired when the TimePicker is tapped or clicked.\n */\n onClick: _propTypes2.default.func,\n /**\n * Callback function fired when the TimePicker dialog is dismissed.\n */\n onDismiss: _propTypes2.default.func,\n /**\n * Callback function fired when the TimePicker `TextField` gains focus.\n */\n onFocus: _propTypes2.default.func,\n /**\n * Callback function fired when the TimePicker dialog is shown.\n */\n onShow: _propTypes2.default.func,\n /**\n * If true, uses (\"noon\" / \"midnight\") instead of (\"12 a.m.\" / \"12 p.m.\").\n */\n * It's technically more correct to refer to \"12 noon\" and \"12 midnight\" rather than \"12 a.m.\" and

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\'12 p.m.\'
 * and it avoids confusion between different locales. By default (for compatibility reasons)
TimePicker uses
 * (\'12 a.m.\' / \'12 p.m.\').
 * pedantic: _propTypes2.default.bool,
 / **
 * Override
the inline-styles of the root element.
 * style: _propTypes2.default.object,
 / **
 * Override the inline-
styles of TimePicker's TextField element.
 * textFieldStyle: _propTypes2.default.object,
 / **
 * Sets the time for the Time Picker programmatically.
 * value: _propTypes2.default.object
} :
};\nexports.default = TimePicker;","use strict";\nObject.defineProperty(exports, \'__esModule\', {
value:
true});\n\nvar _extends2 = require(\'babel-runtime/helpers/extends\');\nvar _extends3 =
_interopRequireDefault(_extends2);\nvar _objectWithoutProperties2 = require(\'babel-
runtime/helpers/objectWithoutProperties\');\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\nvar _getPrototypeOf = require(\'babel-runtime/core-
js/object/get-prototype-of\');\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\nvar
_classCallCheck2 = require(\'babel-runtime/helpers/classCallCheck\');\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\nvar _createClass2 = require(\'babel-
runtime/helpers/createClass\');\nvar _createClass3 = _interopRequireDefault(_createClass2);\nvar
_possibleConstructorReturn2
= require(\'babel-runtime/helpers/possibleConstructorReturn\');\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\nvar _inherits2 = require(\'babel-
runtime/helpers/inherits\');\nvar _inherits3 = _interopRequireDefault(_inherits2);\nvar _simpleAssign =
require(\'simple-assign\');\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\nvar _react =
require(\'react\');\nvar _react2 = _interopRequireDefault(_react);\nvar _propTypes = require(\'prop-types\');\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\nvar _reactEventListener = require(\'react-event-
listener\');\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\nvar _keycode =
require(\'keycode\');\nvar _keycode2 = _interopRequireDefault(_keycode);\nvar _Clock =
require(\'./Clock\');\nvar _Clock2 = _interopRequireDefault(_Clock);\nvar _Dialog = require(\'./Dialog\');\nvar
_Dialog2 = _interopRequireDefault(_Dialog);\nvar _FlatButton = require(\'./FlatButton\');\nvar
_FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };}\n\nvar TimePickerDialog = function (_Component) {\n (0,
_inherits3.default)(TimePickerDialog, _Component);\n\n function TimePickerDialog() {\n var _ref;\n var
_temp, _this, _ret;\n (0, _classCallCheck3.default)(this, TimePickerDialog);\n\n for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n
}\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
TimePickerDialog.__proto__ || (0, _getPrototypeOf2.default)(TimePickerDialog)).call.apply(_ref,
[this].concat(args))), _this), _this.state = {\n open: false\n }, _this.handleRequestClose = function () {\n
_this.dismiss();\n }, _this.handleClickCancel = function () {\n _this.dismiss();\n }, _this.handleClickOK
= function () {\n if (_this.props.onAccept) {\n _this.props.onAccept(_this.refs.clock.getSelectedTime());\n
}\n\n _this.setState({\n open: false\n });\n }, _this.handleKeyUp = function (event) {\n switch ((0,
_keycode2.default)(event)) {\n case \'enter\':\n _this.handleClickOK();\n\n break;\n }\n },
_temp), (0, _createClass3.default)(TimePickerDialog,
[{\n key: \'show\',\n value: function show() {\n if (this.props.onShow && !this.state.open)
this.props.onShow();\n this.setState({\n open: true\n });\n }\n }, {\n key: \'dismiss\',\n value: function
dismiss() {\n if (this.props.onDismiss && this.state.open) this.props.onDismiss();\n this.setState({\n
open: false\n });\n }\n }, {\n key: \'render\',\n value: function render() {\n var _props = this.props,\n
bodyStyle = _props.bodyStyle,\n
initialTime = _props.initialTime,\n onAccept = _props.onAccept,\n format = _props.format,\n
autoOk = _props.autoOk,\n okLabel = _props.okLabel,\n cancelLabel = _props.cancelLabel,\n style
= _props.style,\n minutesStep = _props.minutesStep,\n other = (0,
_objectWithoutProperties3.default)(_props, [\'bodyStyle\', \'initialTime\', \'onAccept\', \'format\', \'autoOk\', \'okLabel\',
\'cancelLabel\', \'style\', \'minutesStep\']);\n var styles = {\n root: {\n fontSize: 14,\n color:

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Date(_this.state.selectedTime);\n    var affix = void 0;\n\n    if (typeof finished === 'string') {\n        affix = finished;\n        finished = undefined;\n    }\n\n    if (!affix) {\n        affix = _this.getAffix();\n    }\n\n    if (affix === 'pm' && hours < 12) {\n        hours += 12;\n    }\n\n    time.setHours(hours);\n\n    _this.setState({\n        selectedTime: time\n    });\n\n    if (finished) {\n        setTimeout(function () {\n            _this.setState({\n                mode: 'minute'\n            });\n\n            var onChangeHours = _this.props.onChangeHours;\n\n            if (onChangeHours) {\n                onChangeHours(time);\n            }, 100);\n        }, _this.handleChangeMinutes = function (minutes, finished) {\n            var time = new Date(_this.state.selectedTime);\n            time.setMinutes(minutes);\n\n            _this.setState({\n                selectedTime: time\n            });\n\n            var onChangeMinutes = _this.props.onChangeMinutes;\n\n            if (onChangeMinutes && finished) {\n                setTimeout(function () {\n                    onChangeMinutes(time);\n                }, 0);\n            }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n        }, (0, _createClass3.default)(Clock, [{\n            key: 'componentWillMount',\n            value: function componentWillMount() {\n                var selectedTime = this.props.initialTime || new Date();\n                var minutes = selectedTime.getMinutes();\n                selectedTime.setMinutes(minutes - minutes % this.props.minutesStep);\n                this.setState({\n                    selectedTime: selectedTime\n                });\n            }, {\n            key: 'getAffix',\n            value: function getAffix() {\n                if (this.props.format !== 'ampm') return '';\n                var hours = this.state.selectedTime.getHours();\n                if (hours < 12) {\n                    return 'am';\n                }\n                return 'pm';\n            }, {\n            key: 'getSelectedTime',\n            value: function getSelectedTime() {\n                return this.state.selectedTime;\n            }, {\n            key: 'render',\n            value: function render() {\n                var clock = null;\n                var _context$muiTheme = this.context.muiTheme,\n                    prepareStyles = _context$muiTheme.prepareStyles,\n                    timePicker = _context$muiTheme.timePicker;\n                var styles = {\n                    root: {\n                        userSelect: 'none'\n                    },\n                    container: {\n                        height: 280,\n                        padding: 10,\n                        position: 'relative',\n                        boxSizing: 'content-box'\n                    },\n                    circle: {\n                        position: 'absolute',\n                        top: 20,\n                        width: 260,\n                        height: 260,\n                        borderRadius: '100%',\n                        backgroundColor: timePicker.clockCircleColor\n                    }\n                }; \n                if (this.state.mode === 'hour') {\n                    clock = _react2.default.createElement(_ClockHours2.default, {\n                        key: 'hours',\n                        format: this.props.format,\n                        onChange: this.handleChangeHours,\n                        initialHours: this.state.selectedTime.getHours()\n                    });\n                } else {\n                    clock = _react2.default.createElement(_ClockMinutes2.default, {\n                        key: 'minutes',\n                        onChange: this.handleChangeMinutes,\n                        initialMinutes: this.state.selectedTime.getMinutes(),\n                        step: this.props.minutesStep\n                    });\n                }\n                return _react2.default.createElement('div', {\n                    style: prepareStyles(styles.root)\n                }, _react2.default.createElement(_TimeDisplay2.default, {\n                    selectedTime: this.state.selectedTime,\n                    mode: this.state.mode,\n                    format: this.props.format,\n                    affix: this.getAffix(),\n                    onSelectAffix: this.handleSelectAffix,\n                    onSelectHour: this.setMode.bind(this, 'hour'),\n                    onSelectMin: this.setMode.bind(this, 'minute')\n                }), _react2.default.createElement('div', {\n                    style: prepareStyles(styles.container)\n                }, _react2.default.createElement('div', {\n                    style: prepareStyles(styles.circle)\n                }, clock));\n            }\n        }]);\n    return Clock; \n})(_react.Component);\n\nClock.defaultProps = {\n    initialTime: new Date()\n};\n\nClock.contextTypes = {\n    muiTheme: _propTypes2.default.object.isRequired\n};\n\nClock.propTypes = process.env.NODE_ENV !== \"production\" ? {\n    format: _propTypes2.default.oneOf(['ampm', '24hr']),\n    initialTime: _propTypes2.default.object,\n    minutesStep: _propTypes2.default.number,\n    onChangeHours: _propTypes2.default.func,\n    onChangeMinutes: _propTypes2.default.func\n} : {};\n\nexports.default = Clock; \", \"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n    value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _slicedToArray2 = require('babel-runtime/helpers/slicedToArray');\n\nvar _slicedToArray3 = _interopRequireDefault(_slicedToArray2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =

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_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3
= _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj &&
obj.__esModule ? obj : {\n default: obj\n };}\n\nvar TimeDisplay = function (_Component) {\n (0,
_inherits3.default)(TimeDisplay, _Component);\n\n function TimeDisplay()\n var _ref;\n\n var _temp, _this,
_ret;\n\n (0, _classCallCheck3.default)(this, TimeDisplay);\n\n for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp
= (_this
= (0, _possibleConstructorReturn3.default)(this, (_ref = TimeDisplay.__proto__ || (0,
_getPrototypeOf2.default)(TimeDisplay)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
transitionDirection: 'up'\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n } (0,
_createClass3.default)(TimeDisplay, [{\n key: 'componentWillReceiveProps',\n value: function
componentWillReceiveProps(nextProps) {\n if (nextProps.selectedTime !== this.props.selectedTime) {\n var
direction = nextProps.selectedTime > this.props.selectedTime ? 'up' : 'down';\n this.setState({\n
transitionDirection: direction\n });\n }\n }], {\n key: 'sanitizeTime',\n value: function sanitizeTime()\n
var hour = this.props.selectedTime.getHours();\n var min =
this.props.selectedTime.getMinutes().toString();\n\n if (this.props.format === 'ampm') {\n hour %= 12;\n
hour = hour || 12;\n }\n\n hour = hour.toString();\n\n if (hour.length < 2) hour = '0' + hour;\n\n if (min.length < 2) min = '0' + min;\n
return [hour, min];\n }], {\n key: 'render',\n value: function render()\n var _props = this.props,\n
affix = _props.affix,\n format = _props.format,\n mode = _props.mode,\n onSelectAffix =
_props.onSelectAffix,\n onSelectHour = _props.onSelectHour,\n onSelectMin = _props.onSelectMin,\n
selectedTime = _props.selectedTime,\n other = (0, _objectWithoutProperties3.default)(_props, ['affix',
'format', 'mode', 'onSelectAffix', 'onSelectHour', 'onSelectMin', 'selectedTime']);\n\n var _context$muiTheme =
this.context.muiTheme,\n prepareStyles = _context$muiTheme.prepareStyles,\n timePicker =
_context$muiTheme.timePicker;\n\n var styles = {\n root: {\n padding: '14px 0',\n
borderTopLeftRadius: 2,\n borderTopRightRadius: 2,\n
backgroundColor: timePicker.headerColor,\n color: timePicker.textColor\n },\n text: {\n
margin: '6px 0',\n lineHeight: '58px',\n height: 58,\n fontSize: 58,\n display: 'flex',\n
justifyContent: 'center',\n alignItems: 'baseline'\n },\n time: {\n margin: '0 10px'\n },\n
affix: {\n flex: 1,\n position: 'relative',\n lineHeight: '17px',\n height: 17,\n fontSize: 17\n
},\n affixTop: {\n position: 'absolute',\n top: -20,\n left: 0\n },\n clickable: {\n
cursor: 'pointer'\n },\n inactive: {\n opacity: 0.7\n };\n\n var _sanitizeTime =
this.sanitizeTime(),\n _sanitizeTime2 = (0, _slicedToArray3.default)(_sanitizeTime, 2),\n hour =
_sanitizeTime2[0],\n min = _sanitizeTime2[1];\n\n var buttons = [];\n\n if (format === 'ampm') {\n buttons = [_react2.default.createElement('div', {\n key:
'pm',\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.clickable, affix === 'pm' ? {} :
styles.inactive)),\n onClick: function onClick()\n return onSelectAffix('pm');\n }, 'PM'),
_react2.default.createElement('div', {\n key: 'am',\n style: prepareStyles((0, _simpleAssign2.default)({},
styles.affixTop, styles.clickable, affix === 'am' ? {} : styles.inactive)),\n onClick: function onClick()\n
return onSelectAffix('am');\n }, 'AM')];\n }\n\n return _react2.default.createElement('div', (0,

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_extends3.default)({}, other, {\n    style: prepareStyles(styles.root)\n  }), _react2.default.createElement('div',
{\n    style: prepareStyles(styles.text)\n  }, _react2.default.createElement('div', {\n    style: prepareStyles((0,
_simpleAssign2.default)({}, styles.affix))\n  )), _react2.default.createElement('div', {\n    style:
prepareStyles(styles.time)\n  }, _react2.default.createElement('span', {\n    style: prepareStyles((0,
_simpleAssign2.default)({}, styles.clickable, mode === 'hour' ? {} : styles.inactive)),\n    onClick:
onSelectHour\n  }, hour), _react2.default.createElement('span', null, ':'), _react2.default.createElement('span', {\n
style: prepareStyles((0, _simpleAssign2.default)({}, styles.clickable, mode === 'minute' ? {} : styles.inactive)),\n
onClick: onSelectMin\n  }, min)), _react2.default.createElement('div', {\n    style: prepareStyles((0,
_simpleAssign2.default)({}, styles.affix))\n  }, buttons));\n  }\n  });\n  return
TimeDisplay;\n  }(_react.Component);\n  \n  TimeDisplay.defaultProps = {\n    affix: "",\n    mode:
'hour'\n  };\n  TimeDisplay.contextTypes = {\n    muiTheme:
_propTypes2.default.object.isRequired\n  };\n  \n  TimeDisplay.propTypes = process.env.NODE_ENV
!=="production" ? {\n    affix: _propTypes2.default.oneOf(['', 'pm', 'am']),\n    format:
_propTypes2.default.oneOf(['ampm', '24hr']),\n    mode: _propTypes2.default.oneOf(['hour', 'minute']),\n
onSelectAffix: _propTypes2.default.func,\n    onSelectHour: _propTypes2.default.func,\n    onSelectMin:
_propTypes2.default.func,\n    selectedTime: _propTypes2.default.object.isRequired\n  } : {};\n  \n  exports.default =
TimeDisplay;"},"use strict";\n  \n  Object.defineProperty(exports, "__esModule", {\n    value: true\n  });\n  \n  nvar
_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n  \n  nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n  \n  nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n  \n  nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n  \n  nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n  \n  nvar _createClass3 =
_interopRequireDefault(_createClass2);\n  \n  nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n  \n  nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n  \n  nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n  \n  nvar _inherits3 = _interopRequireDefault(_inherits2);\n  \n  nvar _react =
require('react');\n  \n  nvar _react2 = _interopRequireDefault(_react);\n  \n  nvar _propTypes = require('prop-types');\n  \n  nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n  \n  nvar _reactDom = require('react-dom');\n  \n  nvar _reactDom2 =
_interopRequireDefault(_reactDom);\n  \n  nvar _ClockNumber = require('./ClockNumber');\n  \n  nvar _ClockNumber2 =
_interopRequireDefault(_ClockNumber);\n  \n  nvar _ClockPointer = require('./ClockPointer');\n  \n  nvar _ClockPointer2 =
_interopRequireDefault(_ClockPointer);\n  \n  nvar _timeUtils = require('./timeUtils');\n  \n  nfunction
_interopRequireDefault(obj) {\n    return obj && obj.__esModule ? obj : {\n      default: obj\n    };\n  }\n  \n  nvar
ClockHours = function (_Component) {\n    (0, _inherits3.default)(ClockHours, _Component);\n    \n    function ClockHours() {\n      var _ref;\n      \n      var _temp, _this, _ret;\n      \n      (0, _classCallCheck3.default)(this,
ClockHours);\n      \n      for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n
args[_key] = arguments[_key];\n      }\n      \n      return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = ClockHours.__proto__ || (0,
_getPrototypeOf2.default)(ClockHours)).call.apply(_ref, [this].concat(args))), _this), _this.handleUp = function
(event) {\n        event.preventDefault();\n        \n        _this.setClock(event.nativeEvent, true);\n      }, _this.handleMove =
function (event) {\n        event.preventDefault();\n        \n        if (_this.isMousePressed(event) !== 1) return;\n        \n
_this.setClock(event.nativeEvent, false);\n      }, _this.handleTouchMove = function (event) {\n
event.preventDefault();\n        \n        _this.setClock(event.changedTouches[0], false);\n      }, _this.handleTouchEnd =
function (event) {\n        event.preventDefault();\n        \n
        _this.setClock(event.changedTouches[0], true);\n      }, _temp), (0, _possibleConstructorReturn3.default)(_this,
_ret);\n    }\n    \n    (0, _createClass3.default)(ClockHours, [{\n      key: 'componentDidMount',\n      value: function
componentDidMount() {\n        var clockElement = _reactDom2.default.findDOMNode(this.refs.mask);\n        \n
this.center = {\n          x: clockElement.offsetWidth / 2,\n          y: clockElement.offsetHeight / 2\n        };\n        \n
this.basePoint = {\n          x: this.center.x,\n          y: 0\n        };\n      }, {\n      key: 'isMousePressed',\n      value:
function isMousePressed(event) {\n        if (typeof event.buttons === 'undefined') {\n          return

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event.nativeEvent.which;\n    }\n    return event.buttons;\n    }\n  }, {\n    key: 'setClock',\n    value: function\n    setClock(event, finish) {\n      if (typeof event.offsetX === 'undefined') {\n        var offset = (0,\n        _timeUtils.getTouchEventOffsetValues)(event);\n        event.offsetX = offset.offsetX;\n        event.offsetY\n        = offset.offsetY;\n      }\n      var hours = this.getHours(event.offsetX, event.offsetY);\n      this.props.onChange(hours, finish);\n    }\n  }, {\n    key: 'getHours',\n    value: function getHours(offsetX, offsetY)\n    {\n      var step = 30;\n      var x = offsetX - this.center.x;\n      var y = offsetY - this.center.y;\n      var cx =\n      this.basePoint.x - this.center.x;\n      var cy = this.basePoint.y - this.center.y;\n      var atan = Math.atan2(cx, cy) -\n      Math.atan2(x, y);\n      var deg = (0, _timeUtils.rad2deg)(atan);\n      deg = Math.round(deg / step) * step;\n      deg\n      %= 360;\n      var value = Math.floor(deg / step) || 0;\n      var delta = Math.pow(x, 2) + Math.pow(y, 2);\n      var\n      distance = Math.sqrt(delta);\n      value = value || 12;\n      if (this.props.format === '24hr') {\n        if (distance <\n        90) {\n          value += 12;\n          value %= 24;\n        }\n      } else {\n        value %= 12;\n      }\n      return\n      value;\n    }\n  }, {\n    key:\n    'getSelected',\n    value: function getSelected() {\n      var hour = this.props.initialHours;\n      if (this.props.format\n      === 'ampm') {\n        hour %= 12;\n        hour = hour || 12;\n      }\n      return hour;\n    }\n  }, {\n    key:\n    'getHourNumbers',\n    value: function getHourNumbers() {\n      var _this2 = this;\n      var style = {\n      pointerEvents: 'none'\n      };\n      var hourSize = this.props.format === 'ampm' ? 12 : 24;\n      var hours = [];\n      for (var i = 1; i <= hourSize; i++) {\n        hours.push(i % 24);\n      }\n      return hours.map(function (hour) {\n      var isSelected = _this2.getSelected() === hour;\n      return\n      _react2.default.createElement(_ClockNumber2.default, {\n        key: hour,\n        style: style,\n        isSelected:\n        isSelected,\n        type: 'hour',\n        value: hour\n      });\n    });\n  }, {\n    key: 'render',\n    value:\n    function render() {\n      var styles = {\n        root: {\n          height: '100%',\n          width: '100%',\n          borderRadius: '100%',\n          position: 'relative',\n          pointerEvents: 'none',\n          boxSizing: 'border-box'\n        },\n        hitMask: {\n          height: '100%',\n          width: '100%',\n          pointerEvents: 'auto'\n        }\n      };\n      var prepareStyles =\n      this.context.muiTheme.prepareStyles;\n      var hours = this.getSelected();\n      var numbers =\n      this.getHourNumbers();\n      return _react2.default.createElement('div', {\n        ref: 'clock',\n        style:\n        prepareStyles(styles.root)\n      }, _react2.default.createElement(_ClockPointer2.default, {\n        hasSelected: true,\n        value: hours,\n        type: 'hour'\n      }), numbers, _react2.default.createElement('div', {\n        ref: 'mask',\n        style: prepareStyles(styles.hitMask),\n        onTouchMove: this.handleTouchMove,\n        onTouchEnd:\n        this.handleTouchEnd,\n        onMouseUp: this.handleUp,\n        onMouseMove: this.handleMove\n      }));\n    }\n  });\n  return ClockHours;})(_react.Component);\n\nClockHours.defaultProps = {\n  initialHours:\n  new Date().getHours(),\n  onChange: function onChange() {},\n  format: 'ampm'\n};\n\nClockHours.contextTypes =\n{\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nClockHours.propTypes = process.env.NODE_ENV\n!=='production' ? {\n  format: _propTypes2.default.oneOf(['ampm', '24hr']),\n  initialHours:\n  _propTypes2.default.number,\n  onChange: _propTypes2.default.func\n} : {};\n\nexports.default =\nClockHours;\n\n'use strict';\n\nObject.defineProperty(exports, '__esModule', {\n  value: true\n});\n\nvar\n_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\nvar _getPrototypeOf2 =\n_interopRequireDefault(_getPrototypeOf);\nvar _classCallCheck2 = require('babel-\nruntime/helpers/classCallCheck');\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\nvar\n_createClass2 = require('babel-runtime/helpers/createClass');\nvar\n_createClass3 = _interopRequireDefault(_createClass2);\nvar _possibleConstructorReturn2 = require('babel-\nruntime/helpers/possibleConstructorReturn');\nvar _possibleConstructorReturn3 =\n_interopRequireDefault(_possibleConstructorReturn2);\nvar _inherits2 = require('babel-\nruntime/helpers/inherits');\nvar _inherits3 = _interopRequireDefault(_inherits2);\nvar _react =\nrequire('react');\nvar _react2 = _interopRequireDefault(_react);\nvar _propTypes = require('prop-types');\nvar\n_propTypes2 = _interopRequireDefault(_propTypes);\nvar _ClockNumber = require('./ClockNumber');\nvar\n_ClockNumber2 = _interopRequireDefault(_ClockNumber);\nvar _ClockPointer =\nrequire('./ClockPointer');\nvar _ClockPointer2 = _interopRequireDefault(_ClockPointer);\nvar _timeUtils =

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require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar ClockMinutes = function (_Component) {\n  (0, _inherits3.default)(ClockMinutes, _Component);\n\n  function ClockMinutes() {\n    var _ref;\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, ClockMinutes);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = ClockMinutes.__proto__ || (0, _getPrototypeOf2.default)(ClockMinutes)).call.apply(_ref, [this].concat(args))), _this), _this.handleUp = function (event) {\n      event.preventDefault();\n\n      _this.setClock(event.nativeEvent, true);\n    }, _this.handleMove = function (event) {\n      event.preventDefault();\n\n      if (_this.isMousePressed(event) !== 1) {\n        return;\n      }\n\n      _this.setClock(event.nativeEvent, false);\n    }, _this.handleTouch = function (event) {\n      event.preventDefault();\n\n      _this.setClock(event.changedTouches[0], event.type === 'touchend');\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret));\n  }\n\n  (0, _createClass3.default)(ClockMinutes, [{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      var clockElement = this.refs.mask;\n\n      this.center = {\n        x: clockElement.offsetWidth / 2,\n        y: clockElement.offsetHeight / 2\n      };\n\n      this.basePoint = {\n        x: this.center.x,\n        y: 0\n      }; \n    }, {\n    key: 'isMousePressed',\n    value: function isMousePressed(event) {\n      if (typeof event.buttons === 'undefined') {\n        return event.nativeEvent.which;\n      }\n\n      return event.buttons;\n    }}, {\n    key: 'setClock',\n    value: function setClock(event, finish) {\n      if (typeof event.offsetX === 'undefined') {\n        var offset = (0, _timeUtils.getTouchEventOffsetValues)(event);\n\n        event.offsetX = offset.offsetX;\n        event.offsetY = offset.offsetY;\n      }\n\n      var minutes = this.getMinutes(event.offsetX, event.offsetY);\n\n      this.props.onChange(minutes, finish);\n    }}, {\n    key: 'getMinutes',\n    value: function getMinutes(offsetX, offsetY) {\n      var step = 6 * this.props.step;\n      var x = offsetX - this.center.x;\n      var y = offsetY - this.center.y;\n      var cx = this.basePoint.x - this.center.x;\n      var cy = this.basePoint.y - this.center.y;\n      var atan = Math.atan2(cx, cy) - Math.atan2(x, y);\n      var deg = (0, _timeUtils.rad2deg)(atan);\n      deg = Math.round(deg / step) * step;\n      deg %= 360;\n      var value = Math.floor(deg / step) || 0;\n      return value * this.props.step;\n    }}, {\n    key: 'getMinuteNumbers',\n    value: function getMinuteNumbers() {\n      var minutes = [];\n\n      for (var i = 0; i < 12; i++) {\n        minutes.push(i * 5);\n      }\n\n      var selectedMinutes = this.props.initialMinutes;\n      var hasSelected = false;\n      var numbers = minutes.map(function (minute) {\n        var isSelected = selectedMinutes === minute;\n\n        if (isSelected) {\n          hasSelected = true;\n        }\n\n        return _react2.default.createElement(_ClockNumber2.default, {\n          key: minute,\n          isSelected: isSelected,\n          type: 'minute',\n          value: minute\n        });\n      });\n\n      return {\n        numbers: numbers,\n        hasSelected: hasSelected,\n        selected: selectedMinutes\n      }; \n    }}, {\n    key: 'render',\n    value: function render() {\n      var styles = {\n        root: {\n          height: '100%',\n          width: '100%',\n          borderRadius: '100%',\n          position: 'relative',\n          pointerEvents: 'none',\n          boxSizing: 'border-box'\n        },\n        hitMask: {\n          height: '100%',\n          width: '100%',\n          pointerEvents: 'auto'\n        }\n      };\n\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var minutes = this.getMinuteNumbers();\n\n      return _react2.default.createElement('div', {\n        ref: 'clock',\n        style: prepareStyles(styles.root)\n      }, _react2.default.createElement(_ClockPointer2.default, {\n        value: minutes.selected,\n        type: 'minute',\n        hasSelected: minutes.hasSelected\n      }), minutes.numbers, _react2.default.createElement('div', {\n        ref: 'mask',\n        style: prepareStyles(styles.hitMask),\n        onTouchMove: this.handleTouch,\n        onTouchEnd: this.handleTouch,\n        onMouseUp: this.handleUp,\n        onMouseMove: this.handleMove\n      }));\n    }\n  }]);\n\n  return ClockMinutes;\n})(_react.Component);\n\nClockMinutes.defaultProps = {\n  initialMinutes: new Date().getMinutes(),\n  onChange: function onChange() {},\n  step: 1\n};\n\nClockMinutes.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\n\nClockMinutes.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  initialMinutes: _propTypes2.default.number,\n  onChange: _propTypes2.default.func,\n  step: _propTypes2.default.number\n}

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: {};\nexports.default = ClockMinutes;","use strict";\n\nObject.defineProperty(exports, "__esModule", {\n value:
true\n});\n\nvar _extends2 = require("babel-runtime/helpers/extends");\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require("babel-
runtime/helpers/objectWithoutProperties");\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require("babel-runtime/core-
js/object/get-prototype-of");\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require("babel-runtime/helpers/classCallCheck");\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require("babel-
runtime/helpers/createClass");\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require("babel-runtime/helpers/possibleConstructorReturn");\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar
_inherits2 = require("babel-runtime/helpers/inherits");\n\nvar _inherits3 =
_interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require("simple-assign");\n\nvar _simpleAssign2 =
_interopRequireDefault(_simpleAssign);\n\nvar _react = require("react");\n\nvar _react2 =
_interopRequireDefault(_react);\n\nvar _propTypes = require("prop-types");\n\nvar _propTypes2 =
_interopRequireDefault(_propTypes);\n\nvar _transitions = require("../styles/transitions");\n\nvar _transitions2 =
_interopRequireDefault(_transitions);\n\nvar _Paper = require("../Paper");\n\nvar _Paper2 =
_interopRequireDefault(_Paper);\n\nvar _EnhancedSwitch = require("../internal/EnhancedSwitch");\n\nvar
_EnhancedSwitch2 = _interopRequireDefault(_EnhancedSwitch);\n\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n
var disabled = props.disabled,\n  elementStyle
= props.elementStyle,\n  trackSwitchedStyle = props.trackSwitchedStyle,\n  thumbSwitchedStyle =
props.thumbSwitchedStyle,\n  trackStyle = props.trackStyle,\n  thumbStyle = props.thumbStyle,\n  iconStyle
= props.iconStyle,\n  rippleStyle = props.rippleStyle,\n  labelStyle = props.labelStyle;\n  var
_context$muiTheme = context.muiTheme,\n  baseTheme = _context$muiTheme.baseTheme,\n  toggle =
_context$muiTheme.toggle;\n  var toggleSize = 20;\n  var toggleTrackWidth = 36;\n  var styles = {\n  icon: {\n
width: 36,\n  padding: '4px 0px 6px 2px'\n },\n  ripple: {\n  top: -10,\n  left: -10,\n  color: state.switched
? toggle.thumbOnColor : baseTheme.palette.textColor\n },\n  toggleElement: {\n  width: toggleTrackWidth\n
},\n  track: {\n  transition: _transitions2.default.easeOut(),\n  width: '100%',\n  height: 14,\n
borderRadius: 30,\n  backgroundColor: toggle.trackOffColor\n },\n  thumb: {\n
transition: _transitions2.default.easeOut(),\n  position: 'absolute',\n  top: 1,\n  left: 0,\n  width:
toggleSize,\n  height: toggleSize,\n  lineHeight: '24px',\n  borderRadius: '50%',\n  backgroundColor:
toggle.thumbOffColor\n },\n  trackWhenSwitched: {\n  backgroundColor: toggle.trackOnColor\n },\n
thumbWhenSwitched: {\n  backgroundColor: toggle.thumbOnColor,\n  left: '100%\n },\n
trackWhenDisabled: {\n  backgroundColor: toggle.trackDisabledColor\n },\n thumbWhenDisabled: {\n
backgroundColor: toggle.thumbDisabledColor\n },\n  label: {\n  color: disabled ? toggle.labelDisabledColor :
toggle.labelColor,\n  width: 'calc(100% - ' + (toggleTrackWidth + 10) + 'px)\n };\n };\n (0,
_simpleAssign2.default)(styles.track, trackStyle, state.switched && styles.trackWhenSwitched, state.switched &&
trackSwitchedStyle, disabled && styles.trackWhenDisabled);\n (0, _simpleAssign2.default)(styles.thumb,
thumbStyle, state.switched && styles.thumbWhenSwitched, state.switched && thumbSwitchedStyle, disabled &&
styles.thumbWhenDisabled);\n\n if (state.switched) {\n  styles.thumb.marginLeft = 0 - styles.thumb.width;\n
}\n\n (0, _simpleAssign2.default)(styles.icon, iconStyle);\n (0, _simpleAssign2.default)(styles.ripple,
rippleStyle);\n (0, _simpleAssign2.default)(styles.label, labelStyle);\n (0,
_simpleAssign2.default)(styles.toggleElement, elementStyle);\n  return styles;\n}\n\n\nvar Toggle = function
(Component) {\n (0, _inherits3.default)(Toggle, Component);\n\n function Toggle() {\n  var _ref;\n  var
_temp, _this, _ret;\n  (0, _classCallCheck3.default)(this, Toggle);\n  for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n  args[_key] = arguments[_key];\n  }\n  return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Toggle.__proto__ || (0,

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_getPrototypeOf2.default)(Toggle)).call.apply(_ref,
 [this].concat(args)), _this), _this.state = {
  switched: false
}, _this.handleStateChange = function
(newSwitched) {
  _this.setState({
    switched: newSwitched
  });
}, _this.handleToggle = function
(event, isInputChecked) {
  if (_this.props.onToggle) {
    _this.props.onToggle(event, isInputChecked);
  }
}, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
}
(0, _createClass3.default)(Toggle,
 [{
  key: 'componentWillMount',
  value: function componentWillMount() {
    var _props = this.props,
        toggled = _props.toggled,
        defaultToggled = _props.defaultToggled,
        valueLink =
        _props.valueLink;
    if (toggled || defaultToggled || valueLink && valueLink.value) {
      this.setState({
        switched: true
      });
    }
  },
  key: 'isToggled',
  value: function isToggled() {
    return
    this.refs.enhancedSwitch.isSwitched();
  }
}, {
  key: 'setToggled',
  value: function setToggled(newToggledValue) {
    this.refs.enhancedSwitch.setSwitched(newToggledValue);
  }
}, {
  key: 'render',
  value: function render() {
    var _props2 = this.props,
        defaultToggled = _props2.defaultToggled,
        elementStyle =
        _props2.elementStyle,
        onToggle = _props2.onToggle,
        trackSwitchedStyle =
        _props2.trackSwitchedStyle,
        thumbSwitchedStyle = _props2.thumbSwitchedStyle,
        toggled =
        _props2.toggled,
        other = (0, _objectWithoutProperties3.default)(_props2, ['defaultToggled', 'elementStyle',
        'onToggle', 'trackSwitchedStyle', 'thumbSwitchedStyle', 'toggled']);
    var prepareStyles =
    this.context.muiTheme.prepareStyles;
    var styles = getStyles(this.props, this.context, this.state);
    var
    toggleElement = _react2.default.createElement('div', {
      style: prepareStyles((0, _simpleAssign2.default)({
        styles.toggleElement
      })),
      _react2.default.createElement('div', {
        style: prepareStyles((0, _simpleAssign2.default)({
          styles.track
        })),
        _react2.default.createElement(_Paper2.default, {
          style: styles.thumb,
          circle:
          true,
          zIndex: 1
        });
        var enhancedSwitchProps = {
          ref: 'enhancedSwitch',
          inputType:
          'checkbox',
          switchElement: toggleElement,
          rippleStyle: styles.ripple,
          rippleColor:
          styles.ripple.color,
          iconStyle: styles.icon,
          trackStyle: styles.track,
          thumbStyle: styles.thumb,
          labelStyle: styles.label,
          switched: this.state.switched,
          onSwitch: this.handleToggle,
          onParentShouldUpdate: this.handleStateChange,
          labelPosition: this.props.labelPosition
        };
        if
        (this.props.hasOwnProperty('toggled')) {
          enhancedSwitchProps.checked = toggled;
        } else if
        (this.props.hasOwnProperty('defaultToggled')) {
          enhancedSwitchProps.defaultChecked
          = defaultToggled;
        }
        return _react2.default.createElement(_EnhancedSwitch2.default, (0,
        _extends3.default)({
          other,
          enhancedSwitchProps
        }));
      }
    });
    return
    Toggle;
  }
})(_react.Component);
Toggle.defaultProps = {
  defaultToggled: false,
  disabled: false,
  labelPosition: 'left'
};
Toggle.contextTypes = {
  muiTheme:
  _propTypes2.default.object.isRequired
};
Toggle.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * Determines whether the Toggle is initially turned on.
   * ***Warning:*** This cannot be used in
   conjunction with `toggled`.
   * Decide between using a controlled or uncontrolled input element and remove one
   of these props.
   * More info: https://fb.me/react-controlled-components
   */
  defaultToggled:
  _propTypes2.default.bool,
  /**
   * Will disable the toggle if true.
   */
  disabled:
  _propTypes2.default.bool,
  /**
   * Overrides the inline-styles of the Toggle element.
   */
  elementStyle: _propTypes2.default.object,
  /**
   * Overrides the inline-styles of the Icon element.
   */
  iconStyle: _propTypes2.default.object,
  /**
   * Overrides the inline-styles of the input element.
   */
  inputStyle: _propTypes2.default.object,
  /**
   * Label for toggle.
   */
  label: _propTypes2.default.node,
  /**
   * Where the label will be placed next to the toggle.
   */
  labelPosition: _propTypes2.default.oneOf(['left',
  'right']),
  /**
   * Overrides the inline-styles of the Toggle element label.
   */
  labelStyle:
  _propTypes2.default.object,
  /**
   * Callback function that is fired when the toggle switch is toggled.
   */
  *
  @param {object} event Change event targeting the toggle.
  * @param {bool} isInputChecked The new value of
  the toggle.
  */
  onToggle: _propTypes2.default.func,
  /**
   * Override style of ripple.
   */
  rippleStyle:
  _propTypes2.default.object,
  /**
   * Override the inline-styles

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of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override style for thumb.\n */\n
thumbStyle: _propTypes2.default.object,\n\n /**\n * Override the inline styles for thumb when the toggle switch is
toggled on.\n */\n thumbSwitchedStyle: _propTypes2.default.object,\n\n /**\n * Toggled if set to true.\n */\n
toggled: _propTypes2.default.bool,\n\n /**\n * Override style for track.\n */\n trackStyle:
_propTypes2.default.object,\n\n /**\n * Override the inline styles for track when the toggle switch is toggled on.\n
*/\n trackSwitchedStyle: _propTypes2.default.object,\n\n /**\n * ValueLink prop for when using controlled
toggle.\n */\n valueLink: _propTypes2.default.object\n } : {};\nexports.default = Toggle;","use
strict";\n\nObject.defineProperty(exports, "__esModule", {\n value: true\n});\n\nvar _extends2 = require("babel-
runtime/helpers/extends");\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2
= require("babel-runtime/helpers/objectWithoutProperties");\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require("babel-runtime/core-
js/object/get-prototype-of");\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require("babel-runtime/helpers/classCallCheck");\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require("babel-
runtime/helpers/createClass");\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require("babel-runtime/helpers/possibleConstructorReturn");\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require("babel-runtime/helpers/inherits");\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require("simple-assign");\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require("react");\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require("prop-
types");\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var
noGutter = props.noGutter;\n var _context$muiTheme = context.muiTheme,\n baseTheme =
_context$muiTheme.baseTheme,\n toolbar = _context$muiTheme.toolbar;\n return {\n root: {\n boxSizing:
'border-box',\n WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n // Remove mobile color flashing (deprecated)\n
backgroundColor: toolbar.backgroundColor,\n height: toolbar.height,\n padding: noGutter ? 0 : '0px ' +
baseTheme.spacing.desktopGutter + 'px',\n display: 'flex',\n justifyContent: 'space-between'\n }\n
};\n}\n\nvar Toolbar = function (_Component) {\n (0, _inherits3.default)(Toolbar, _Component);\n\n
function Toolbar()\n {\n (0, _classCallCheck3.default)(this, Toolbar);\n return (0,
_possibleConstructorReturn3.default)(this, (Toolbar.__proto__ || (0, _getPrototypeOf2.default)(Toolbar)).apply(this,
arguments));\n }\n\n (0, _createClass3.default)(Toolbar, [{\n key: 'render',\n value: function render()\n {\n var
_props = this.props,\n children = _props.children,\n className = _props.className,\n noGutter =
_props.noGutter,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props,
['children', 'className', 'noGutter', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var
styles = getStyles(this.props, this.context);\n return _react2.default.createElement('div', (0, _extends3.default)({\n
other, {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)({\n styles.root,
style}))\n })), children);\n }\n }]);\n return Toolbar;\n }(_react.Component);\n\n\nToolbar.defaultProps
= {\n noGutter: false\n};\n\nToolbar.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\n\nToolbar.propTypes = process.env.NODE_ENV !== "production" ? {\n
/**\n * Can be a `ToolbarGroup` to render a group of related items.\n */\n children:
_propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className:
_propTypes2.default.string,\n\n /**\n * Do not apply `desktopGutter` to the `Toolbar`.\n */\n noGutter:
_propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style:
_propTypes2.default.object\n } : {};\n\nexports.default = Toolbar;","use strict";\n\nObject.defineProperty(exports,
"__esModule", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i <
arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if
(Object.prototype.hasOwnProperty.call(source,

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    })\n )), errorProp);\n};\n\nexports.default = (0, _createComponent2.default)(_RadioButton.RadioButtonGroup,
mapValueToValueSelected);", "var arrayWithHoles = require(\"./arrayWithHoles\");\n\nvar iterableToArrayLimit =
require(\"./iterableToArrayLimit\");\n\nvar nonIterableRest = require(\"./nonIterableRest\");\n\nfunction
_slicedToArray(arr, i) {\n  return arrayWithHoles(arr) || iterableToArrayLimit(arr, i) ||
nonIterableRest();\n}\n\nmodule.exports = _slicedToArray;","function _arrayWithHoles(arr) {\n  if
(Array.isArray(arr)) return arr;\n}\n\nmodule.exports = _arrayWithHoles;","function _iterableToArrayLimit(arr, i)
{\n  var _arr = [];\n  var _n = true;\n  var _d = false;\n  var _e = undefined;\n\n  try {\n    for (var _i =
arr[Symbol.iterator](), _s; !(_n = (_s = _i.next()).done); _n = true) {\n      _arr.push(_s.value);\n\n      if (i &&
_arr.length === i) break;\n    }\n  } catch (err) {\n    _d = true;\n    _e = err;\n  } finally {\n    try {\n      if (!_n &&
_arr[\"return\"] !=
null) _i[\"return\"]();\n    }\n    finally {\n      if (_d) throw _e;\n    }\n  }\n\n  return _arr;\n}\n\nmodule.exports =
_iterableToArrayLimit;","function _nonIterableRest() {\n  throw new TypeError(\"Invalid attempt to destructure
non-iterable instance\");\n}\n\nmodule.exports = _nonIterableRest;","var arrayWithoutHoles =
require(\"./arrayWithoutHoles\");\n\nvar iterableToArray = require(\"./iterableToArray\");\n\nvar nonIterableSpread
= require(\"./nonIterableSpread\");\n\nfunction _toConsumableArray(arr) {\n  return arrayWithHoles(arr) ||
iterableToArray(arr) || nonIterableSpread();\n}\n\nmodule.exports = _toConsumableArray;","function
_arrayWithoutHoles(arr) {\n  if (Array.isArray(arr)) {\n    for (var i = 0, arr2 = new Array(arr.length); i < arr.length;
i++) {\n      arr2[i] = arr[i];\n    }\n\n    return arr2;\n  }\n}\n\nmodule.exports = _arrayWithoutHoles;","function
_iterableToArray(iter) {\n  if (Symbol.iterator in Object(iter) || Object.prototype.toString.call(iter) === \"[object
Arguments]\") return Array.from(iter);\n}\n\nmodule.exports = _iterableToArray;","function _nonIterableSpread()
{\n  throw new TypeError(\"Invalid attempt to spread non-iterable instance\");\n}\n\nmodule.exports =
_nonIterableSpread;","use strict';\n\nmodule.exports = function (str) {\n  return
encodeURIComponent(str).replace(/!/()*]/g, function (x) {\n    return
\"%\".concat(x.charCodeAt(0).toString(16).toUpperCase());\n  });\n};","use strict';\n\nvar token = \"%[a-f0-
9]{2}\";\nvar singleMatcher = new RegExp(token, 'gi');\nvar multiMatcher = new RegExp('(' + token + ')+',
'gi');\n\nfunction decodeComponents(components, split) {\n  try {\n    // Try to decode the entire string first\n    return decodeURIComponent(components.join(\"\"));\n  } catch (err) {\n    // Do nothing\n  }\n\n  if (components.length
=== 1) {\n    return components;\n  }\n\n  split = split || 1; // Split the array in 2 parts\n\n  var left =
components.slice(0, split);\n  var right = components.slice(split);\n  return
Array.prototype.concat.call([], decodeComponents(left), decodeComponents(right));\n}\n\nfunction decode(input)
{\n  try {\n    return decodeURIComponent(input);\n  } catch (err) {\n    var tokens =
input.match(singleMatcher);\n\n    for (var i = 1; i < tokens.length; i++) {\n      input = decodeComponents(tokens,
i).join(\"\");\n      tokens = input.match(singleMatcher);\n    }\n\n    return input;\n  }\n}\n\nfunction
customDecodeURIComponent(input) {\n  // Keep track of all the replacements and prefill the map with the
`BOM`\n  var replaceMap = {\n    '%FE%FF': '\\uFFFF\\uFFFF',\n    '%FF%FE': '\\uFFFF\\uFFFF'\n  };\n  var
match = multiMatcher.exec(input);\n\n  while (match) {\n    try {\n      // Decode as big chunks as possible\n      replaceMap[match[0]] = decodeURIComponent(match[0]);\n    } catch (err) {\n      var result =
decode(match[0]);\n\n      if (result !== match[0]) {\n        replaceMap[match[0]] = result;\n      }\n    }\n\n    match =
multiMatcher.exec(input);\n  }\n\n  // Add `%C2` at the end of the map to make sure it does not replace the combinator before everything else\n  replaceMap['%C2'] = '\\uFFFF';\n  var entries = Object.keys(replaceMap);\n\n  for (var i = 0; i < entries.length;
i++) {\n    // Replace all decoded components\n    var key = entries[i];\n    input = input.replace(new RegExp(key,
'g'), replaceMap[key]);\n  }\n\n  return input;\n}\n\nmodule.exports = function (encodedURI) {\n  if (typeof
encodedURI !== 'string') {\n    throw new TypeError('Expected `encodedURI` to be of type `string`, got ' + typeof
encodedURI + '');\n  }\n\n  try {\n    encodedURI = encodedURI.replace(/\\+/g, ''); // Try the built in decoder
first\n\n    return decodeURIComponent(encodedURI);\n  } catch (err) {\n    // Fallback to a more advanced
decoder\n    return customDecodeURIComponent(encodedURI);\n  }\n};","use strict';\n\nmodule.exports = function
(string, separator) {\n  if (!(typeof string === 'string' && typeof separator === 'string'))

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    {\n  throw new TypeError('Expected the arguments to be of type `string`');\n }\n\n if (separator === ") {\n
return [string];\n }\n\n var separatorIndex = string.indexOf(separator);\n if (separatorIndex === -1) {\n  return
[string];\n }\n\n return [string.slice(0, separatorIndex), string.slice(separatorIndex + separator.length)];\n}";
"use
strict";\n\nmodule.exports = function (obj, predicate) {\n  var ret = {};\n  var keys = Object.keys(obj);\n  var isArr =
Array.isArray(predicate);\n\n  for (var i = 0; i < keys.length; i++) {\n    var key = keys[i];\n    var val = obj[key];\n\n
if (isArr ? predicate.indexOf(key) !== -1 : predicate(key, val, obj)) {\n    ret[key] = val;\n    }\n  }\n\n return
ret;\n};";
"import baseAssignValue from './_baseAssignValue.js';\n\nimport eq from './eq.js';\n\n/**\n * This function is
like `assignValue` except that it doesn't assign\n * `undefined` values.\n * \n * @private\n * @param {Object} object
The object to modify.\n * @param {string}
key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\nfunction
assignMergeValue(object, key, value) {\n  if (value !== undefined && !eq(object[key], value) || value ===
undefined && !(key in object)) {\n    baseAssignValue(object, key, value);\n  }\n}\n\n\nexport default
assignMergeValue;";
"import Uint8Array from './_Uint8Array.js';\n\n/**\n * Creates a clone of `arrayBuffer`.\n * \n * @private\n * @param {ArrayBuffer} arrayBuffer The array buffer to clone.\n * @returns {ArrayBuffer} Returns
the cloned array buffer.\n */\n\nfunction cloneArrayBuffer(arrayBuffer) {\n  var result = new
arrayBuffer.constructor(arrayBuffer.byteLength);\n  new Uint8Array(result).set(new Uint8Array(arrayBuffer));\n
return result;\n}\n\n\nexport default cloneArrayBuffer;";
"import cloneArrayBuffer from
'./_cloneArrayBuffer.js';\n\n/**\n * Creates a clone of `typedArray`.\n * \n * @private\n * @param {Object}
typedArray The typed array to clone.\n * @param {boolean} [isDeep] Specify
a deep clone.\n * @returns {Object} Returns the cloned typed array.\n */\n\nfunction cloneTypedArray(typedArray,
isDeep) {\n  var buffer = isDeep ? cloneArrayBuffer(typedArray.buffer) : typedArray.buffer;\n  return new
typedArray.constructor(buffer, typedArray.byteOffset, typedArray.length);\n}\n\n\nexport default
cloneTypedArray;";
"import isObject from './isObject.js';\n\n/** Built-in value references. */\n\nvar objectCreate =
Object.create;\n\n/**\n * The base implementation of `_.create` without support for assigning\n * properties to the
created object.\n * \n * @private\n * @param {Object} proto The object to inherit from.\n * @returns {Object}
Returns the new object.\n */\n\nvar baseCreate = function () {\n  function object() {}\n\n  return function (proto) {\n
if (!isObject(proto)) {\n    return {};\n  }\n\n  if (objectCreate) {\n    return objectCreate(proto);\n  }\n\n
object.prototype = proto;\n  var result = new object();\n  object.prototype = undefined;\n  return
result;\n};\n}\n\n\nexport default baseCreate;";
"import overArg from './_overArg.js';\n\n/** Built-in value
references. */\n\nvar getPrototype = overArg(Object.getPrototypeOf, Object);\n\nexport default
getPrototype;";
"import baseCreate from './_baseCreate.js';\n\nimport getPrototype from './_getPrototype.js';\n\nimport
isPrototype from './_isPrototype.js';\n\n/**\n * Initializes an object clone.\n * \n * @private\n * @param {Object}
object The object to clone.\n * @returns {Object} Returns the initialized clone.\n */\n\nfunction
initCloneObject(object) {\n  return typeof object.constructor == 'function' && !isPrototype(object) ?
baseCreate(getPrototype(object)) : {};\n}\n\n\nexport default initCloneObject;";
"import isArrayLike from
'./isArrayLike.js';\n\nimport isObjectLike from './isObjectLike.js';\n\n/**\n * This method is like `_.isArrayLike` except
that it also checks if `value`\n * is an object.\n * \n * @static\n * @memberOf _\n * @since 4.0.0\n * @category
Lang\n * @param {*} value The value
to check.\n * @returns {boolean} Returns `true` if `value` is an array-like object,\n * else `false`.\n * @example\n
*\n * _._isArrayLikeObject([1, 2, 3]);\n * // => true\n * _._isArrayLikeObject(document.body.children);\n * // =>
true\n * _._isArrayLikeObject('abc');\n * // => false\n * _._isArrayLikeObject(_noop);\n * // => false\n
*/\n\nfunction isArrayLikeObject(value) {\n  return isObjectLike(value) && isArrayLike(value);\n}\n\n\nexport
default isArrayLikeObject;";
"import baseGetTag from './_baseGetTag.js';\n\nimport getPrototype from
'./_getPrototype.js';\n\nimport isObjectLike from './isObjectLike.js';\n\n/** `Object#toString` result references. */\n\nvar
objectTag = '[object Object]';\n\n/**\n * Used for built-in method references. */\n\nvar funcProto = Function.prototype,\n
objectProto = Object.prototype;\n\n/**\n * Used to resolve the decompiled source of functions. */\n\nvar funcToString =
funcProto.toString;\n\n/**\n * Used to check objects for own properties. */\n\nvar hasOwnProperty

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= objectProto.hasOwnProperty;\n/** Used to infer the `Object` constructor. */\n\nvar objectCtorString =
funcToString.call(Object);\n/**\n * Checks if `value` is a plain object, that is, an object created by the\n * `Object`
constructor or one with a `[[Prototype]]` of `null`.\n * @static\n * @memberOf _\n * @since 0.8.0\n *
@category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a
plain object, else `false`.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n * }\n *\n * _isPlainObject(new
Foo);\n * // => false\n *\n * _isPlainObject([1, 2, 3]);\n * // => false\n *\n * _isPlainObject({ 'x': 0, 'y': 0 });\n * //
=> true\n *\n * _isPlainObject(Object.create(null));\n * // => true\n */\n\nfunction isPlainObject(value) {\n  if
(!isObjectLike(value) || baseGetTag(value) != objectTag) {\n    return false;\n  }\n\n  var proto =
getPrototype(value);\n\n  if (proto === null) {\n    return true;\n  }\n\n  var Ctor = hasOwnProperty.call(proto,
'constructor') && proto.constructor;\n  return typeof Ctor == 'function' && Ctor instanceof Ctor &&
funcToString.call(Ctor) == objectCtorString;\n}\n\nexport default isPlainObject;","/>\n * Gets the value at `key`,
unless `key` is `__proto__` or `constructor`.\n * @private\n * @param {Object} object The object to
query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n
*/\n\nfunction safeGet(object, key) {\n  if (key === 'constructor' && typeof object[key] === 'function') {\n    return;\n
}\n\n  if (key == '__proto__') {\n    return;\n  }\n\n  return object[key];\n}\n\nexport default safeGet;","import
baseAssignValue from './_baseAssignValue.js';\nimport eq from './eq.js';\n/** Used for built-in method references.
*/\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty =
objectProto.hasOwnProperty;\n/**\n * Assigns `value` to `key` of `object` if the existing
value is not equivalent\n * using `SameValueZero` (http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * for equality comparisons.\n * @private\n * @param {Object} object The object to modify.\n
* @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n
*/\n\nfunction assignValue(object, key, value) {\n  var objValue = object[key];\n\n  if
(!(hasOwnProperty.call(object, key) && eq(objValue, value)) || value === undefined && !(key in object)) {\n
baseAssignValue(object, key, value);\n  }\n}\n\nexport default assignValue;","import assignValue from
'./_assignValue.js';\nimport baseAssignValue from './_baseAssignValue.js';\n/**\n * Copies properties of `source` to
`object`.\n * @private\n * @param {Object} source The object to copy properties from.\n * @param {Array}
props The property identifiers to copy.\n * @param {Object} [object={}] The object to copy properties to.\n *
@param {Function} [customizer] The function
to customize copied values.\n * @returns {Object} Returns `object`.\n */\n\nfunction copyObject(source, props,
object, customizer) {\n  var isNew = !object;\n  object || (object = {});\n\n  var index = -1,\n      length =
props.length;\n\n  while (++index < length) {\n    var key = props[index];\n    var newValue = customizer ?
customizer(object[key], source[key], key, object, source) : undefined;\n\n    if (newValue === undefined) {\n
newValue = source[key];\n    }\n\n    if (isNew) {\n      baseAssignValue(object, key, newValue);\n    } else {\n
assignValue(object, key, newValue);\n    }\n  }\n\n  return object;\n}\n\nexport default copyObject;","/>\n * This
function is like `Object.keys` (http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * except that it
includes inherited enumerable properties.\n * @private\n * @param {Object} object The object to query.\n *
@returns {Array} Returns the array of property names.\n */\n\nfunction nativeKeysIn(object) {\n
var result = [];\n\n  if (object != null) {\n    for (var key in Object(object)) {\n      result.push(key);\n    }\n  }\n\n  return result;\n}\n\nexport default nativeKeysIn;","import isObject from './isObject.js';\nimport isPrototype from
'./_isPrototype.js';\nimport nativeKeysIn from './_nativeKeysIn.js';\n/** Used for built-in method references.
*/\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty =
objectProto.hasOwnProperty;\n/**\n * The base implementation of `_.keysIn` which doesn't treat sparse arrays as
dense.\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array
of property names.\n */\n\nfunction baseKeysIn(object) {\n  if (!isObject(object)) {\n    return
nativeKeysIn(object);\n  }\n\n  var isProto = isPrototype(object),\n      result = [];\n\n  for (var key in object) {\n    if
(!(key == 'constructor' && (isProto || !hasOwnProperty.call(object, key)))) {\n      result.push(key);\n    }\n  }\n\n  return result;\n}\n\nexport default baseKeysIn;","import arrayLikeKeys from
'./_arrayLikeKeys.js';\nimport baseKeysIn from './_baseKeysIn.js';\nimport isArrayLike from

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./isArrayLike.js';\n/**\n * Creates an array of the own and inherited enumerable property names of `object`.\n *\n * **Note:** Non-object values are coerced to objects.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.keysIn(new Foo);\n * // => ['a', 'b', 'c'] (iteration order is not guaranteed)\n */\n\nfunction keysIn(object) {\n  return isArrayLike(object) ? arrayLikeKeys(object, true) :\n    baseKeysIn(object);\n}\n\nexport default keysIn;","import copyObject from './_copyObject.js';\nimport keysIn from './keysIn.js';\n/**\n * Converts `value` to\n * a plain object flattening inherited enumerable string\n * keyed properties of `value` to own properties of the plain\n * object.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value\n * to convert.\n * @returns {Object} Returns the converted plain object.\n * @example\n *\n * function Foo() {\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.\n *   assign({ 'a': 1 }, new Foo);\n * // => { 'a': 1, 'b': 2 }\n *\n * _.\n *   assign({ 'a': 1 }, _.\n *     toPlainObject(new Foo));\n * // => { 'a': 1, 'b': 2, 'c': 3 }\n */\n\nfunction toPlainObject(value)\n  {\n    return copyObject(value, keysIn(value));\n  }\n\nexport default toPlainObject;","import assignMergeValue from\n './_assignMergeValue.js';\nimport cloneBuffer from './_cloneBuffer.js';\nimport cloneTypedArray from\n './_cloneTypedArray.js';\nimport copyArray from './_copyArray.js';\nimport initCloneObject from\n './_initCloneObject.js';\nimport isArguments from './isArguments.js';\nimport isArray from './isArray.js';\nimport\n isArrayLikeObject from './isArrayLikeObject.js';\nimport isBuffer from './isBuffer.js';\nimport\n isFunction from './isFunction.js';\nimport\n isObject from './isObject.js';\nimport\n isPlainObject from './isPlainObject.js';\nimport\n isArrayLikeObject from './isArrayLikeObject.js';\nimport\n isTypedArray from './isTypedArray.js';\nimport\n safeGet from './_safeGet.js';\nimport\n toPlainObject from './toPlainObject.js';\n/**\n * A specialized version of `baseMerge` for arrays and objects which performs\n * deep merges and tracks traversed objects enabling objects with circular\n * references to be merged.\n *\n * @private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n * @param {string} key The key of the value to merge.\n * @param {number} srcIndex The index of `source`.\n * @param {Function} mergeFunc The function to merge values.\n * @param {Function} [customizer] The function to\n * customize assigned values.\n * @param {Object} [stack] Tracks traversed source values and their merged\n * counterparts.\n */\n\nfunction baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {\n  var objValue =\n    safeGet(object, key),\n      srcValue = safeGet(source, key),\n          stacked = stack.get(srcValue);\n  if (stacked) {\n    assignMergeValue(object, key, stacked);\n    return;\n  }\n  var newValue = customizer ? customizer(objValue,\n    srcValue, key + "", object, source, stack) : undefined;\n  var isCommon = newValue === undefined;\n  if\n    (isCommon) {\n      var isArr = isArray(srcValue),\n          isBuff = !isArr && isBuffer(srcValue),\n              isTyped =\n                !isArr && !isBuff && isTypedArray(srcValue);\n      newValue = srcValue;\n      if (isArr || isBuff || isTyped) {\n        if (isArray(objValue)) {\n          newValue = objValue;\n        } else if (isArrayLikeObject(objValue)) {\n          newValue = copyArray(objValue);\n        } else if (isBuff) {\n          isCommon = false;\n          newValue =\n            cloneBuffer(srcValue, true);\n        } else if (isTyped) {\n          isCommon = false;\n          newValue =\n            cloneTypedArray(srcValue, true);\n        } else {\n          newValue = [];\n        }\n      }\n      if\n        (isPlainObject(srcValue) || isArguments(srcValue)) {\n          newValue = objValue;\n          if (isArguments(objValue))\n            {\n              newValue =\n                toPlainObject(objValue);\n            }\n          else if (!isObject(objValue) ||\n            isFunction(objValue)) {\n              newValue =\n                initCloneObject(srcValue);\n            }\n          else {\n            isCommon =\n              false;\n          }\n        }\n      if (isCommon)\n        {\n          // Recursively merge objects and arrays (susceptible to call stack limits).\n          stack.set(srcValue, newValue);\n          mergeFunc(newValue, srcValue, srcIndex, customizer, stack);\n          stack['delete'](srcValue);\n        }\n      assignMergeValue(object, key, newValue);\n  }\n\nexport default baseMergeDeep;","import Stack from\n './_Stack.js';\nimport assignMergeValue from './_assignMergeValue.js';\nimport baseFor from\n './_baseFor.js';\nimport baseMergeDeep from './_baseMergeDeep.js';\nimport\n isObject from './isObject.js';\nimport\n keysIn from './keysIn.js';\nimport\n safeGet from './_safeGet.js';\n/**\n * The base implementation of `_.merge` without support for multiple sources.\n *\n * @private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n * @param {number} srcIndex The index of `source`.\n * @param

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./_overRest.js';\nimport setToString from './_setToString.js';\n/**\n * The base implementation of `_.rest` which
doesn't validate or coerce arguments.\n *\n * @private\n * @param {Function} func The function to apply a rest
parameter to.\n * @param {number} [start=func.length-1] The start position of
the rest parameter.\n * @returns {Function} Returns the new function.\n */\nfunction baseRest(func, start) {\n
return setToString(overRest(func, start, identity), func + ");\n}\n\nexport default baseRest;","import eq from
'./eq.js';\nimport isArrayLike from './isArrayLike.js';\nimport isIndex from './_isIndex.js';\nimport isObject from
'./isObject.js';\n/**\n * Checks if the given arguments are from an iteratee call.\n *\n * @private\n * @param {*}
value The potential iteratee value argument.\n * @param {*} index The potential iteratee index or key argument.\n *
@param {*} object The potential iteratee object argument.\n * @returns {boolean} Returns `true` if the arguments
are from an iteratee call,\n * else `false`.\n */\nfunction isIterateeCall(value, index, object) {\n if
(!isObject(object)) {\n return false;\n }\n\n var type = typeof index;\n\n if (type === 'number' ?
isArrayLike(object) && isIndex(index, object.length) : type === 'string' && index in object) {\n return
eq(object[index], value);\n }\n\n return false;\n }\n\nexport default isIterateeCall;","import baseRest from
'./_baseRest.js';\nimport isIterateeCall from './_isIterateeCall.js';\n/**\n * Creates a function like `_.assign`.\n *\n * @private\n * @param {Function} assigner The function to assign values.\n * @returns {Function} Returns the new
assigner function.\n */\nfunction createAssigner(assigner) {\n return baseRest(function (object, sources) {\n var
index = -1,\n length = sources.length,\n customizer = length > 1 ? sources[length - 1] : undefined,\n
guard = length > 2 ? sources[2] : undefined;\n customizer = assigner.length > 3 && typeof customizer ==
'function' ? (length--, customizer) : undefined;\n\n if (guard && isIterateeCall(sources[0], sources[1], guard)) {\n
customizer = length < 3 ? undefined : customizer;\n length = 1;\n }\n\n object = Object(object);\n\n while
(++index < length) {\n var source = sources[index];\n\n if (source) {\n assigner(object, source, index, customizer);\n }\n }\n\n return object;\n
});\n}\n\nexport default createAssigner;","import baseMerge from './_baseMerge.js';\nimport createAssigner from
'./_createAssigner.js';\n/**\n * This method is like `_.assign` except that it recursively merges own and\n * inherited
enumerable string keyed properties of source objects into the\n * destination object. Source properties that resolve to
`undefined` are\n * skipped if a destination value exists. Array and plain object properties\n * are merged
recursively. Other objects and value types are overridden by\n * assignment. Source objects are applied from left to
right. Subsequent\n * sources overwrite property assignments of previous sources.\n *\n * **Note:** This method
mutates `object`.\n *\n * @static\n * @memberOf _\n * @since 0.5.0\n * @category Object\n * @param {Object}
object The destination object.\n * @param {...Object} [sources] The source objects.\n * @returns {Object} Returns `object`.\n * @example\n *\n * var object = {\n * 'a': [{ 'b': 2 }, { 'd': 4 }]\n * };\n *\n * var other = {\n * 'a': [{ 'c': 3 }, { 'e': 5 }]\n * };\n *\n * _merge(object, other);\n * // => { 'a': [{ 'b': 2, 'c': 3 }, { 'd':
4, 'e': 5 } ] }\n */\nvar merge = createAssigner(function (object, source, srcIndex) {\n baseMerge(object, source,
srcIndex);\n});\n\nexport default merge;","var _extends = Object.assign || function (target) {\n for (var i = 1; i <
arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if
(Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return
target;\n};\n\nimport { ARRAY_INSERT, ARRAY_MOVE, ARRAY_POP, ARRAY_PUSH, ARRAY_REMOVE,
ARRAY_REMOVE_ALL, ARRAY_SHIFT, ARRAY_SPLICE, ARRAY_SWAP, ARRAY_UNSHIFT,
AUTOFILL, BLUR, CHANGE, CLEAR_SUBMIT, CLEAR_SUBMIT_ERRORS, CLEAR_ASYNC_ERROR,
DESTROY, FOCUS, INITIALIZE, REGISTER_FIELD, RESET,
RESET_SECTION, CLEAR_FIELDS, SET_SUBMIT_FAILED, SET_SUBMIT_SUCCEEDED,
START_ASYNC_VALIDATION, START_SUBMIT, STOP_ASYNC_VALIDATION, STOP_SUBMIT,
SUBMIT, TOUCH, UNREGISTER_FIELD, UNTOUCH, UPDATE_SYNC_ERRORS,
UPDATE_SYNC_WARNINGS } from './actionTypes';\n\nvar arrayInsert = function arrayInsert(form, field, index,
value) {\n return {\n type: ARRAY_INSERT,\n meta: {\n form: form,\n field: field,\n index: index\n
},\n payload: value\n };\n};\n\nvar arrayMove = function arrayMove(form, field, from, to) {\n return {\n type:
ARRAY_MOVE,\n meta: {\n form: form,\n field: field,\n from: from,\n to: to\n }\n };\n};\n\nvar
arrayPop = function arrayPop(form, field) {\n return {\n type: ARRAY_POP,\n meta: {\n form: form,\n

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field: field\n  }\n  };\n};\n\nvar arrayPush = function arrayPush(form, field, value) {\n  return {\n    type:
ARRAY_PUSH,\n    meta: {\n      form: form,\n      field: field\n    },\n    payload: value\n  };\n};\n\nvar arrayRemove = function arrayRemove(form, field, index) {\n  return {\n    type:
ARRAY_REMOVE,\n    meta: {\n      form: form,\n      field: field,\n      index: index\n    }\n  };\n};\n\nvar
arrayRemoveAll = function arrayRemoveAll(form, field) {\n  return {\n    type: ARRAY_REMOVE_ALL,\n    meta: {\n      form: form,\n      field: field\n    }\n  };\n};\n\nvar arrayShift = function arrayShift(form, field) {\n
return {\n  type: ARRAY_SHIFT,\n  meta: {\n    form: form,\n    field: field\n  }\n};\n};\n\nvar arraySplice =
function arraySplice(form, field, index, removeNum, value) {\n  var action = {\n    type: ARRAY_SPLICE,\n    meta: {\n      form: form,\n      field: field,\n      index: index,\n      removeNum: removeNum\n    }\n  };\n\n  if (value
!== undefined) {\n    action.payload = value;\n  }\n\n  return action;\n};\n\nvar arraySwap = function
arraySwap(form, field, indexA, indexB) {\n  if (indexA === indexB) {\n    throw new Error('Swap indices
cannot be equal');\n  }\n\n  if (indexA < 0 || indexB < 0) {\n    throw new Error('Swap indices cannot be negative');\n
}\n\n  return {\n    type: ARRAY_SWAP,\n    meta: {\n      form: form,\n      field: field,\n      indexA: indexA,\n
indexB: indexB\n    }\n  };\n};\n\nvar arrayUnshift = function arrayUnshift(form, field, value) {\n  return {\n    type:
ARRAY_UNSHIFT,\n    meta: {\n      form: form,\n      field: field\n    },\n    payload: value\n  };\n};\n\nvar autofill
= function autofill(form, field, value) {\n  return {\n    type: AUTOFILL,\n    meta: {\n      form: form,\n      field:
field\n    },\n    payload: value\n  };\n};\n\nvar blur = function blur(form, field, value, touch) {\n  return {\n    type:
BLUR,\n    meta: {\n      form: form,\n      field: field,\n      touch: touch\n    },\n    payload: value\n  };\n};\n\nvar
change = function change(form, field, value, touch, persistentSubmitErrors) {\n  return {\n    type: CHANGE,\n    meta: {\n      form: form,\n
      field: field,\n      touch: touch,\n      persistentSubmitErrors: persistentSubmitErrors\n    },\n    payload: value\n
  };\n};\n\nvar clearSubmit = function clearSubmit(form) {\n  return {\n    type: CLEAR_SUBMIT,\n    meta: {\n      form: form\n    }\n
  };\n};\n\nvar clearSubmitErrors = function clearSubmitErrors(form) {\n  return {\n    type: CLEAR_SUBMIT_ERRORS,\n    meta: {\n      form: form\n    }\n
  };\n};\n\nvar clearAsyncError = function clearAsyncError(form, field) {\n  return {\n    type: CLEAR_ASYNC_ERROR,\n    meta: {\n      form: form,\n
      field: field\n    }\n  };\n};\n\nvar clearFields = function clearFields(form, keepTouched, persistentSubmitErrors) {\n
for (var _len = arguments.length, fields = Array(_len > 3 ? _len - 3 : 0), _key = 3; _key < _len; _key++) {\n  fields[_key - 3] = arguments[_key];\n
}\n\n  return {\n    type: CLEAR_FIELDS,\n    meta: {\n      form: form,\n      keepTouched: keepTouched,\n      persistentSubmitErrors: persistentSubmitErrors,\n
      fields: fields\n    }\n  };\n};\n\nvar destroy = function destroy() {\n  for (var _len2 = arguments.length, form =
Array(_len2), _key2 = 0; _key2 < _len2; _key2++) {\n    form[_key2] = arguments[_key2];\n  }\n\n  return {\n    type: DESTROY,\n    meta: {\n      form: form\n    }\n
  };\n};\n\nvar focus = function focus(form, field) {\n  return {\n    type: FOCUS,\n    meta: {\n      form: form,\n      field: field\n    }\n
  };\n};\n\nvar initialize = function initialize(form, values, keepDirty) {\n  var otherMeta = arguments.length > 3 && arguments[3] !== undefined ?
arguments[3] : {};\n\n  if (keepDirty instanceof Object) {\n    otherMeta = keepDirty;\n    keepDirty = false;\n  }\n\n  return {\n    type: INITIALIZE,\n    meta: _extends({\n      form: form,\n      keepDirty: keepDirty\n    },
otherMeta),\n    payload: values\n  };\n};\n\nvar registerField = function registerField(form, name, type) {\n  return {\n    type: REGISTER_FIELD,\n    meta: {\n      form: form\n    },\n    payload: {\n      name: name,\n      type: type\n    }\n  };\n};\n\nvar reset = function reset(form) {\n  return {\n    type: RESET,\n    meta: {\n      form: form\n    }\n
  };\n};\n\nvar resetSection = function resetSection(form) {\n  for (var _len3 = arguments.length, sections = Array(_len3 > 1 ? _len3 - 1 : 0), _key3 = 1; _key3 < _len3; _key3++) {\n    sections[_key3 - 1] = arguments[_key3];\n
}\n\n  return {\n    type: RESET_SECTION,\n    meta: {\n      form: form,\n      sections: sections\n    }\n  };\n};\n\nvar startAsyncValidation = function startAsyncValidation(form,
field) {\n  return {\n    type: START_ASYNC_VALIDATION,\n    meta: {\n      form: form,\n      field: field\n    }\n  };\n};\n\nvar startSubmit = function startSubmit(form) {\n  return {\n    type: START_SUBMIT,\n    meta: {\n      form: form\n    }\n
  };\n};\n\nvar stopAsyncValidation = function stopAsyncValidation(form, errors) {\n  return {\n    type: STOP_ASYNC_VALIDATION,\n    meta: {\n      form: form\n
  };\n};

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},\n  payload: errors,\n  error: !(errors && Object.keys(errors).length)\n };};\n\nvar stopSubmit = function
stopSubmit(form, errors) {\n  return {\n    type: STOP_SUBMIT,\n    meta: {\n      form: form\n    },\n    payload:
errors,\n    error: !(errors && Object.keys(errors).length)\n };};\n\nvar submit = function submit(form) {\n
return {\n  type: SUBMIT,\n  meta: {\n    form: form\n  }\n };};\n\nvar setSubmitFailed = function
setSubmitFailed(form) {\n  for (var _len4 = arguments.length, fields = Array(_len4 > 1 ? _len4 - 1 : 0), _key4 = 1;
_key4 < _len4; _key4++) {\n    fields[_key4 - 1] = arguments[_key4];\n  }\n\n  return {\n    type:
SET_SUBMIT_FAILED,\n    meta: {\n      form: form,\n      fields: fields\n    },\n    error: true\n };};\n\nvar
setSubmitSucceeded = function setSubmitSucceeded(form) {\n  for (var _len5 = arguments.length, fields =
Array(_len5 > 1 ? _len5 - 1 : 0), _key5 = 1; _key5 < _len5; _key5++) {\n    fields[_key5 - 1] = arguments[_key5];\n
  }\n\n  return {\n    type: SET_SUBMIT_SUCCEEDED,\n    meta: {\n      form: form,\n      fields: fields\n    },\n
error: false\n };};\n\nvar touch = function touch(form) {\n  for (var _len6 = arguments.length, fields =
Array(_len6 > 1 ? _len6 - 1 : 0), _key6 = 1; _key6 < _len6; _key6++) {\n    fields[_key6 - 1] = arguments[_key6];\n
  }\n\n  return {\n    type: TOUCH,\n    meta: {\n      form: form,\n      fields: fields\n    }\n };};\n\nvar
unregisterField = function unregisterField(form, name) {\n  var destroyOnUnmount = arguments.length > 2 &&
arguments[2] !== undefined ? arguments[2] : true;\n  return {\n    type: UNREGISTER_FIELD,\n    meta: {\n
form: form\n    },\n    payload: {\n      name: name,\n      destroyOnUnmount: destroyOnUnmount\n    }\n
};};\n\nvar untouch = function untouch(form) {\n  for (var _len7 = arguments.length, fields = Array(_len7 > 1 ?
_len7 - 1 : 0), _key7 = 1; _key7 < _len7; _key7++) {\n    fields[_key7 - 1] = arguments[_key7];\n  }\n\n
return {\n    type: UNTOUCH,\n    meta: {\n      form: form,\n      fields: fields\n    }\n };};\n\nvar
updateSyncErrors = function updateSyncErrors(form) {\n  var syncErrors = arguments.length > 1 && arguments[1]
!== undefined ? arguments[1] : {};\n  var error = arguments[2];\n  return {\n    type: UPDATE_SYNC_ERRORS,\n
meta: {\n      form: form\n    },\n    payload: {\n      syncErrors: syncErrors,\n      error: error\n    }\n };};\n\nvar
updateSyncWarnings = function updateSyncWarnings(form) {\n  var syncWarnings = arguments.length > 1 &&
arguments[1] !== undefined ? arguments[1] : {};\n  var warning = arguments[2];\n  return {\n    type:
UPDATE_SYNC_WARNINGS,\n    meta: {\n      form: form\n    },\n    payload: {\n      syncWarnings:
syncWarnings,\n      warning: warning\n    }\n };};\n\nvar actions = {\n  arrayInsert: arrayInsert,\n  arrayMove:
arrayMove,\n  arrayPop: arrayPop,\n  arrayPush: arrayPush,\n  arrayRemove: arrayRemove,\n  arrayRemoveAll:
arrayRemoveAll,\n  arrayShift: arrayShift,\n  arraySplice: arraySplice,\n  arraySwap: arraySwap,\n  arrayUnshift: arrayUnshift,\n
autofill: autofill,\n  blur: blur,\n  change: change,\n  clearFields: clearFields,\n  clearSubmit: clearSubmit,\n
clearSubmitErrors: clearSubmitErrors,\n  clearAsyncError: clearAsyncError,\n  destroy: destroy,\n  focus: focus,\n
initialize: initialize,\n  registerField: registerField,\n  reset: reset,\n  resetSection: resetSection,\n
startAsyncValidation: startAsyncValidation,\n  startSubmit: startSubmit,\n  stopAsyncValidation:
stopAsyncValidation,\n  stopSubmit: stopSubmit,\n  submit: submit,\n  setSubmitFailed: setSubmitFailed,\n
setSubmitSucceeded: setSubmitSucceeded,\n  touch: touch,\n  unregisterField: unregisterField,\n  untouch:
untouch,\n  updateSyncErrors: updateSyncErrors,\n  updateSyncWarnings: updateSyncWarnings\n};\n\nexport default
actions;","import isPromise from 'is-promise';\n\nvar asyncValidation = function asyncValidation(fn, start, stop,
field) {\n  start(field);\n  var promise = fn();\n\n  if (!isPromise(promise)) {\n    throw new Error('asyncValidate function
passed to reduxForm must return a promise');\n  }\n\n  var handleErrors = function handleErrors(rejected) {\n
return function (errors) {\n    if (rejected) {\n      if (errors && Object.keys(errors).length) {\n        stop(errors);\n
        return errors;\n      } else {\n        stop();\n        throw new Error('Asynchronous validation promise was
rejected without errors.);\n      }\n    }\n\n    stop();\n    return Promise.resolve();\n  };};\n\n  return
promise.then(handleErrors(false), handleErrors(true));\n};\n\nexport default asyncValidation;","var
defaultShouldAsyncValidate = function defaultShouldAsyncValidate(_ref) {\n  var initialized = _ref.initialized,\n  trigger = _ref.trigger,\n  pristine = _ref.pristine,\n  syncValidationPasses = _ref.syncValidationPasses;\n\n  if
(!syncValidationPasses) {\n    return false;\n  }\n\n

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switch (trigger) {\n  case 'blur':\n  case 'change':\n    // blurring\n    return true;\n\n  case 'submit':\n    // submitting, so only async validate if form is dirty or was never initialized\n    // conversely, DON'T async validate if the form is pristine just as it was initialized\n    return !pristine || !initialized;\n\n  default:\n    return false;\n}\n};\n\nexport default defaultShouldAsyncValidate;", "var defaultShouldValidate = function defaultShouldValidate(_ref) {\n  var values = _ref.values,\n      nextProps = _ref.nextProps,\n      initialRender = _ref.initialRender,\n      lastFieldValidatorKeys = _ref.lastFieldValidatorKeys,\n      fieldValidatorKeys = _ref.fieldValidatorKeys,\n      structure = _ref.structure;\n\n  if (initialRender) {\n    return true;\n  }\n\n  return !structure.deepEqual(values, nextProps && nextProps.values) || !structure.deepEqual(lastFieldValidatorKeys, fieldValidatorKeys);\n};\n\nexport default defaultShouldValidate;", "var defaultShouldError = function defaultShouldError(_ref) {\n  var values = _ref.values,\n      nextProps = _ref.nextProps,\n      initialRender = _ref.initialRender,\n      lastFieldValidatorKeys = _ref.lastFieldValidatorKeys,\n      fieldValidatorKeys = _ref.fieldValidatorKeys,\n      structure = _ref.structure;\n\n  if (initialRender) {\n    return true;\n  }\n\n  return !structure.deepEqual(values, nextProps && nextProps.values) || !structure.deepEqual(lastFieldValidatorKeys, fieldValidatorKeys);\n};\n\nexport default defaultShouldError;", "var defaultShouldWarn = function defaultShouldWarn(_ref) {\n  var values = _ref.values,\n      nextProps = _ref.nextProps,\n      initialRender = _ref.initialRender,\n      lastFieldValidatorKeys = _ref.lastFieldValidatorKeys,\n      fieldValidatorKeys = _ref.fieldValidatorKeys,\n      structure = _ref.structure;\n\n  if (initialRender) {\n    return true;\n  }\n\n  return !structure.deepEqual(values, nextProps && nextProps.values) || !structure.deepEqual(lastFieldValidatorKeys, fieldValidatorKeys);\n};\n\nexport default defaultShouldWarn;", "import isEvent from './isEvent';\n\nvar silenceEvent = function silenceEvent(event) {\n  var is = isEvent(event);\n\n  if (is) {\n    event.preventDefault();\n  }\n\n  return is;\n};\n\nexport default silenceEvent;", "import silenceEvent from './silenceEvent';\n\nvar silenceEvents = function silenceEvents(fn) {\n  return function (event) {\n    for (var _len = arguments.length, args = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n      args[_key - 1] = arguments[_key];\n    }\n\n    return silenceEvent(event) ? fn.apply(undefined, args) : fn.apply(undefined, [event].concat(args));\n  };\n};\n\nexport default silenceEvents;", "import plain from './structure/plain';\n\nvar toArray = function toArray(value) {\n  return Array.isArray(value) ? value : [value];\n};\n\nvar getError = function getError(value, values, props, validators, name) {\n  var array = toArray(validators);\n\n  for (var i = 0; i < array.length; i++) {\n    var error = array[i](value, values, props, name);\n\n    if (error) {\n      return error;\n    }\n  }\n};\n\nvar generateValidator = function generateValidator(validators, _ref) {\n  var getIn = _ref.getIn;\n\n  return function (values, props) {\n    var errors = {};\n\n    Object.keys(validators).forEach(function (name) {\n      var value = getIn(values, name);\n      var error = getError(value, values, props, validators[name], name);\n\n      if (error) {\n        errors = plain.setIn(errors, name, error);\n      }\n    });\n\n    return errors;\n  };\n};\n\nexport default generateValidator;", "function _classCallCheck(instance, Constructor) {\n  if (!(instance instanceof Constructor)) {\n    throw new TypeError("Cannot call a class as a function");\n  }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n  if (!self) {\n    throw new ReferenceError("this hasn't been initialised - super() hasn't been called");\n  }\n\n  return call;\n}\n\nfunction _inherits(subClass, superClass) {\n  if (typeof superClass !== "function" && superClass !== null) {\n    throw new TypeError("Super expression must either be null or a function, not " + typeof superClass);\n  }\n\n  subClass.prototype = Object.create(superClass && superClass.prototype, {\n    constructor: {\n      value: subClass,\n      enumerable: false,\n      writable: true,\n      configurable: true\n    }\n  });\n  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nfunction _extendableBuiltin(cls) {\n  function ExtendableBuiltin() {\n    cls.apply(this, arguments);\n  }\n\n  ExtendableBuiltin.prototype = Object.create(cls.prototype, {\n    constructor: {\n      value: cls,\n      enumerable: false,\n      writable: true,\n      configurable: true\n    }\n  });\n  if (Object.setPrototypeOf) {\n    Object.setPrototypeOf(ExtendableBuiltin,

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cls);\n } else {\n  ExtendableBuiltin.__proto__ = cls;\n }\n\n return ExtendableBuiltin;\n}\n\nvar
ExtendableError = function (_extendableBuiltin2) {\n  _inherits(ExtendableError, _extendableBuiltin2);\n\n
function ExtendableError() {\n  var message = arguments.length > 0 && arguments[0] !== undefined ?
arguments[0] : ";\n\n  _classCallCheck(this, ExtendableError); // extending Error is weird and does not propagate
`message`\n\n  var _this = _possibleConstructorReturn(this, (ExtendableError.__proto__ ||
Object.getPrototypeOf(ExtendableError)).call(this, message));\n\n  Object.defineProperty(_this, 'message', {\n
configurable: true,\n  enumerable: false,\n  value: message,\n  writable: true\n });\n\n
Object.defineProperty(_this, 'name', {\n  configurable: true,\n  enumerable: false,\n  value:
_this.constructor.name,\n  writable: true\n });\n\n  if (Error.hasOwnProperty('captureStackTrace')) {\n
  Error.captureStackTrace(_this, _this.constructor);\n  return _possibleConstructorReturn(_this);\n }\n\n
Object.defineProperty(_this, 'stack', {\n  configurable: true,\n  enumerable: false,\n  value: new
Error(message).stack,\n  writable: true\n });\n return _this;\n }\n\n return
ExtendableError;\n})(_extendableBuiltin(Error));\n\nexport default ExtendableError;","function
_classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n  throw new
TypeError("Cannot call a class as a function");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if
(!self) {\n  throw new ReferenceError("this hasn't been initialised - super() hasn't been called");\n }\n\n return
call && (typeof call === "object" || typeof call === "function") ? call : self;\n}\n\nfunction _inherits(subClass,
superClass) {\n if (typeof superClass !== "function" && superClass !== null) {\n  throw new TypeError("Super
expression must either
be null or a function, not " + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass &&
superClass.prototype, {\n  constructor: {\n  value: subClass,\n  enumerable: false,\n  writable: true,\n
configurable: true\n  }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass,
superClass) : subClass.__proto__ = superClass;\n}\n\nimport ExtendableError from 'es6-error';\n\nvar
SubmissionError = function (_ExtendableError) {\n  _inherits(SubmissionError, _ExtendableError);\n\n
function SubmissionError(errors) {\n  _classCallCheck(this, SubmissionError);\n\n  var _this =
_possibleConstructorReturn(this, (SubmissionError.__proto__ || Object.getPrototypeOf(SubmissionError)).call(this,
'Submit Validation Failed'));\n\n  _this.errors = errors;\n  return _this;\n }\n\n return
SubmissionError;\n})(ExtendableError);\n\nexport default SubmissionError;","var _extends = Object.assign ||
function (target) {\n for (var i
= 1; i < arguments.length; i++) {\n  var source = arguments[i];\n\n  for (var key in source) {\n  if
(Object.prototype.hasOwnProperty.call(source, key)) {\n  target[key] = source[key];\n  }\n }\n }\n\n return
target;\n};\n\nfunction _toConsumableArray(arr) {\n if (Array.isArray(arr)) {\n  for (var i = 0, arr2 =
Array(arr.length); i < arr.length; i++) {\n  arr2[i] = arr[i];\n }\n\n return arr2;\n } else {\n  return
Array.from(arr);\n }\n}\n\nimport isPromise from 'is-promise';\nimport SubmissionError from
'./SubmissionError';\n\nvar handleSubmit = function handleSubmit(submit, props, valid, asyncValidate, fields) {\n
var dispatch = props.dispatch,\n  onSubmitFail = props.onSubmitFail,\n  onSubmitSuccess =
props.onSubmitSuccess,\n  startSubmit = props.startSubmit,\n  stopSubmit = props.stopSubmit,\n
setSubmitFailed = props.setSubmitFailed,\n  setSubmitSucceeded = props.setSubmitSucceeded,\n  syncErrors
= props.syncErrors,\n
  asyncErrors = props.asyncErrors,\n  touch = props.touch,\n  values = props.values,\n
persistentSubmitErrors = props.persistentSubmitErrors;\n touch.apply(undefined, _toConsumableArray(fields)); //
mark all fields as touched\n\n if (valid || persistentSubmitErrors) {\n  var doSubmit = function doSubmit() {\n
var result = void 0;\n\n  try {\n  result = submit(values, dispatch, props);\n  } catch (submitError) {\n
var error = submitError instanceof SubmissionError ? submitError.errors : undefined;\n  stopSubmit(error);\n
setSubmitFailed.apply(undefined, _toConsumableArray(fields));\n\n  if (onSubmitFail) {\n
onSubmitFail(error, dispatch, submitError, props);\n  }\n\n  if (error || onSubmitFail) {\n  // if you've
provided an onSubmitFail callback, don't re-throw the error\n  return error;\n  } else {\n  throw
submitError;\n  }\n }\n }\n\n if (isPromise(result))

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i < arguments.length; i++) {\n  var source = arguments[i];\n\n  for (var key in source) {\n    if
(Object.prototype.hasOwnProperty.call(source, key)) {\n      target[key] = source[key];\n    }\n  }\n\n  return
target;\n};\n\nvar _typeof = typeof Symbol === "function" && typeof Symbol.iterator === "symbol" ? function
(obj) {\n  return typeof obj;\n} : function (obj) {\n  return obj && typeof Symbol === "function" &&
obj.constructor === Symbol && obj !== Symbol.prototype ? "symbol" : typeof obj;\n};\n\nfunction
_defineProperty(obj, key, value) {\n  if (key in obj) {\n    Object.defineProperty(obj, key, {\n
value: value,\n  enumerable: true,\n  configurable: true,\n  writable: true\n });\n  } else {\n    obj[key] =
value;\n  }\n\n  return obj;\n}\n\nfunction _classCallCheck(instance, Constructor) {\n  if (!(instance instanceof
Constructor)) {\n    throw new TypeError("Cannot call a class as a function");\n  }\n}\n\nfunction
_possibleConstructorReturn(self, call) {\n  if (!self) {\n    throw new ReferenceError("this hasn't been initialised -
super() hasn't been called");\n  }\n\n  return call && (typeof call === "object" || typeof call === "function") ? call
: self;\n}\n\nfunction _inherits(subClass, superClass) {\n  if (typeof superClass !== "function" && superClass !==
null) {\n    throw new TypeError("Super expression must either be null or a function, not " + typeof superClass);\n
}\n\n  subClass.prototype = Object.create(superClass && superClass.prototype, {\n    constructor: {\n      value:
subClass,\n      enumerable: false,\n      writable: true,\n
configurable: true\n    }\n  });\n  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass,
superClass) : subClass.__proto__ = superClass;\n}\n\nfunction _toConsumableArray(arr) {\n  if (Array.isArray(arr))
{\n    for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n      arr2[i] = arr[i];\n    }\n\n    return
arr2;\n  }
else {\n    return Array.from(arr);\n  }\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n  var target = {};\n\n
for (var i in obj) {\n    if (keys.indexOf(i) >= 0) continue;\n    if (!Object.prototype.hasOwnProperty.call(obj, i))
continue;\n    target[i] = obj[i];\n  }\n\n  return target;\n}\n\nimport * as React from 'react';\nimport { polyfill } from
'react-lifecycles-compat';\nimport hoistStatics from 'hoist-non-react-statics';\nimport invariant from
'invariant';\nimport isPromise from 'is-promise';\nimport PropTypes from 'prop-types';\nimport { Component,
createElement } from 'react';\nimport { connect } from 'react-redux';\nimport
{ bindActionCreators } from 'redux';\nimport importedActions from './actions';\nimport asyncValidation from
'./asyncValidation';\nimport defaultShouldAsyncValidate from './defaultShouldAsyncValidate';\nimport
defaultShouldValidate from './defaultShouldValidate';\nimport defaultShouldError from
'./defaultShouldError';\nimport defaultShouldWarn from './defaultShouldWarn';\nimport silenceEvent from
'./events/silenceEvent';\nimport silenceEvents from './events/silenceEvents';\nimport generateValidator from
'./generateValidator';\nimport handleSubmit from './handleSubmit';\nimport createIsValid from
'./selectors/isValid';\nimport plain from './structure/plain';\nimport getDisplayName from
'./util/getDisplayName';\nimport isHotReloading from './util/isHotReloading';\n\nvar isClassComponent = function
isClassComponent(Component) {\n  return Boolean(Component && Component.prototype &&
_typeof(Component.prototype.isReactComponent) === 'object');\n}; // extract field-specific actions\n\nvar
arrayInsert = importedActions.arrayInsert,\n  arrayMove = importedActions.arrayMove,\n  arrayPop =
importedActions.arrayPop,\n  arrayPush = importedActions.arrayPush,\n  arrayRemove =
importedActions.arrayRemove,\n  arrayRemoveAll = importedActions.arrayRemoveAll,\n  arrayShift =
importedActions.arrayShift,\n  arraySplice = importedActions.arraySplice,\n  arraySwap =
importedActions.arraySwap,\n  arrayUnshift = importedActions.arrayUnshift,\n  blur = importedActions.blur,\n
change = importedActions.change,\n  focus = importedActions.focus,\n  formActions =
_objectWithoutProperties(importedActions, ['arrayInsert', 'arrayMove', 'arrayPop', 'arrayPush', 'arrayRemove',
'arrayRemoveAll', 'arrayShift', 'arraySplice', 'arraySwap', 'arrayUnshift', 'blur', 'change', 'focus']);\n\nvar arrayActions
= {\n  arrayInsert: arrayInsert,\n  arrayMove: arrayMove,\n  arrayPop: arrayPop,\n  arrayPush: arrayPush,\n
arrayRemove: arrayRemove,\n  arrayRemoveAll: arrayRemoveAll,\n
arrayShift: arrayShift,\n  arraySplice: arraySplice,\n  arraySwap: arraySwap,\n  arrayUnshift: arrayUnshift\n};\n\nvar
propsToNotUpdateFor = [].concat(_toConsumableArray(Object.keys(importedActions)), ['array', 'asyncErrors',
'initialValues', 'syncErrors', 'syncWarnings', 'values', 'registeredFields']);\n\nvar checkSubmit = function
checkSubmit(submit) {\n  if (!submit || typeof submit !== 'function') {\n    throw new Error('You must either pass

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handleSubmit() an onSubmit function or pass onSubmit as a prop');\n } \n\n return submit;\n};\n/**\n * The
decorator that is the main API to redux-form\n */\n\nvar createReduxForm = function createReduxForm(structure)
{\n  var deepEqual = structure.deepEqual,\n      empty = structure.empty,\n      getIn = structure.getIn,\n      setIn =
structure.setIn,\n      keys = structure.keys,\n      fromJS = structure.fromJS;\n  var isValid =
createIsValid(structure);\n  return function (initialConfig) {\n    var config = _extends({\n      touchOnBlur:
true,\n      touchOnChange: false,\n      persistentSubmitErrors: false,\n      destroyOnUnmount: true,\n      shouldAsyncValidate: defaultShouldAsyncValidate,\n      shouldValidate: defaultShouldValidate,\n      shouldError:
defaultShouldError,\n      shouldWarn: defaultShouldWarn,\n      enableReinitialize: false,\n      keepDirtyOnReinitialize: false,\n      updateUnregisteredFields: false,\n      getFormState: function
getFormState(state) {\n        return getIn(state, 'form');\n      },\n      pure: true,\n      forceUnregisterOnUnmount:
false\n    }, initialConfig);\n\n    return function (WrappedComponent) {\n      var Form = function (_Component)
{\n        _inherits(Form, _Component);\n\n        function Form() {\n          var _ref;\n\n          var _temp, _this,
_ret;\n\n          _classCallCheck(this, Form);\n\n          for (var _len = arguments.length, args = Array(_len), _key =
0; _key < _len; _key++) {\n            args[_key] = arguments[_key];\n          }\n\n          return _ret = (_temp = (_this = _possibleConstructorReturn(this, (_ref = Form.__proto__ ||
Object.getPrototypeOf(Form)).call.apply(_ref, [this].concat(args))), _this), _this.destroyed = false, _this.fieldCounts
= {}, _this.fieldValidators = {}, _this.lastFieldValidatorKeys = [], _this.fieldWarners = {},
_this.lastFieldWarnerKeys = [], _this.innerOnSubmit = undefined, _this.submitPromise = undefined,
_this.getValues = function () {\n            return _this.props.values;\n          }, _this.isValid = function () {\n
return _this.props.valid;\n          }, _this.isPristine = function () {\n            return _this.props.pristine;\n          },
_this.register = function (name, type, getValidator, getWarner) {\n            var lastCount = _this.fieldCounts[name];\n            var nextCount = (lastCount || 0) + 1;\n            _this.fieldCounts[name] = nextCount;\n\n            _this.props.registerField(name, type);\n\n            if (getValidator) {\n              _this.fieldValidators[name]
= getValidator;\n            }\n\n            if (getWarner) {\n              _this.fieldWarners[name] = getWarner;\n            }\n\n            _this.unregister = function (name) {\n              var lastCount = _this.fieldCounts[name];\n              if (lastCount
=== 1) delete _this.fieldCounts[name]; else if (lastCount !== null) _this.fieldCounts[name] = lastCount - 1;\n\n              if (!_this.destroyed) {\n                var _this$props = _this.props,\n                    _destroyOnUnmount =
_this$props.destroyOnUnmount,\n                    _forceUnregisterOnUnmount =
_this$props.forceUnregisterOnUnmount,\n                    _unregisterField = _this$props.unregisterField;\n\n                if
(_destroyOnUnmount || _forceUnregisterOnUnmount) {\n                  _unregisterField(name,
_destroyOnUnmount);\n\n                  if (!_this.fieldCounts[name]) {\n                    delete
_this.fieldValidators[name];\n                    delete _this.fieldWarners[name];\n\n                    _this.lastFieldValidatorKeys = _this.lastFieldValidatorKeys.filter(function (key) {\n                      return key !==
name;\n                    });\n                  }\n                } else {\n                  _unregisterField(name, false);\n                }\n              }\n            }, _this.getFieldList = function (options) {\n              var registeredFields = _this.props.registeredFields;\n              var list = [];\n\n              if (!registeredFields) {\n                return list;\n              }\n\n              var keySeq =
keys(registeredFields);\n\n              if (options && options.excludeFieldArray) {\n                keySeq =
keySeq.filter(function (name) {\n                  return getIn(registeredFields, "[\\" + name + "\\"].type") !== 'FieldArray';\n                });\n              }\n\n              return fromJS(keySeq.reduce(function (acc, key) {\n                acc.push(key);\n                return acc;\n              }, list));\n            }, _this.getValidators = function () {\n              var validators = {};\n\n              Object.keys(_this.fieldValidators).forEach(function (name) {\n                var
validator = _this.fieldValidators[name];\n\n                if (validator) {\n                  validators[name] = validator;\n                }\n              });\n              return validators;\n            }, _this.generateValidator = function () {\n              var validators =
_this.getValidators();\n              return Object.keys(validators).length ? generateValidator(validators, structure) :
undefined;\n            }, _this.getWarners = function () {\n              var warners = {};\n\n              Object.keys(_this.fieldWarners).forEach(function (name) {\n                var warner = _this.fieldWarners[name];\n\n                if (warner) {\n                  warners[name] = warner;\n                }\n              });\n              return warners;\n            },
_this.generateWarner = function () {\n              var warners = _this.getWarners();\n              return

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Object.keys(warners).length
? generateValidator(warners, structure) : undefined;\n      }, _this.asyncValidate = function (name, value, trigger)
{\n      var _this$props2 = _this.props,\n      asyncBlurFields = _this$props2.asyncBlurFields,\n      asyncChangeFields = _this$props2.asyncChangeFields,\n      asyncErrors = _this$props2.asyncErrors,\n      asyncValidate = _this$props2.asyncValidate,\n      dispatch = _this$props2.dispatch,\n      initialized = _this$props2.initialized,\n      pristine = _this$props2.pristine,\n      shouldAsyncValidate = _this$props2.shouldAsyncValidate,\n      startAsyncValidation = _this$props2.startAsyncValidation,\n      stopAsyncValidation = _this$props2.stopAsyncValidation,\n      syncErrors = _this$props2.syncErrors,\n      values = _this$props2.values;\n      var submitting = !name;\n      var fieldNeedsValidation = function fieldNeedsValidation() {\n      var fieldNeedsValidationForBlur = asyncBlurFields && name && ~asyncBlurFields.indexOf(name.replace(/[[0-9]+\]/g, ''));\n      var fieldNeedsValidationForChange = asyncChangeFields && name && ~asyncChangeFields.indexOf(name.replace(/[[0-9]+\]/g, ''));\n      var asyncValidateByDefault = !(asyncBlurFields || asyncChangeFields);\n      return submitting || asyncValidateByDefault || (trigger === 'blur' ? fieldNeedsValidationForBlur : fieldNeedsValidationForChange);\n      };\n      if (asyncValidate) {\n      var valuesToValidate = submitting ? values : setIn(values, name, value);\n      var syncValidationPasses = submitting || !getIn(syncErrors, name);\n      if (fieldNeedsValidation() && shouldAsyncValidate({\n      asyncErrors: asyncErrors,\n      initialized: initialized,\n      trigger: submitting ? 'submit' : trigger,\n      blurredField: name,\n      pristine: pristine,\n      syncValidationPasses: syncValidationPasses\n      })) {\n      return asyncValidation(function () {\n      return asyncValidate(valuesToValidate, dispatch, _this.props, name);\n      }, startAsyncValidation, stopAsyncValidation, name);\n      }\n      }, _this.submitCompleted = function (result) {\n      delete _this.submitPromise;\n      return result;\n      }, _this.submitFailed = function (error) {\n      delete _this.submitPromise;\n      throw error;\n      }, _this.listenToSubmit = function (promise) {\n      if (!isPromise(promise)) {\n      return promise;\n      }\n      _this.submitPromise = promise;\n      return promise.then(_this.submitCompleted, _this.submitFailed);\n      }, _this.submit = function (submitOrEvent) {\n      var _this$props3 = _this.props,\n      onSubmit = _this$props3.onSubmit,\n      blur = _this$props3.blur,\n      change = _this$props3.change,\n      dispatch = _this$props3.dispatch;\n      if (!submitOrEvent || silenceEvent(submitOrEvent)) {\n      // submitOrEvent is an event: fire submit if not already submitting\n      if (!_this.submitPromise) {\n      // avoid recursive stack trace if use Form with onSubmit as handleSubmit\n      if (_this.innerOnSubmit && _this.innerOnSubmit !== _this.submit) {\n      // will call\n      \"submitOrEvent is the submit function\" block below\n      return _this.innerOnSubmit();\n      } else {\n      return _this.listenToSubmit(handleSubmit(checkSubmit(onSubmit), _extends({}, _this.props, bindActionCreators({\n      blur: blur,\n      change: change\n      }, dispatch)), _this.props.validExceptSubmit, _this.asyncValidate, _this.getFieldList({\n      excludeFieldArray: true\n      })));;\n      }\n      }\n      } else {\n      // submitOrEvent is the submit function: return deferred submit thunk\n      return\n      silenceEvents(function () {\n      return !_this.submitPromise && _this.listenToSubmit(handleSubmit(checkSubmit(submitOrEvent), _extends({}, _this.props, bindActionCreators({\n      blur: blur,\n      change: change\n      }, dispatch)), _this.props.validExceptSubmit, _this.asyncValidate, _this.getFieldList({\n      excludeFieldArray: true\n      })));;\n      });;\n      }\n      }, _this.reset = function () {\n      return _this.props.reset();\n      }, _this.saveRef = function (ref) {\n      _this.wrapped = ref;\n      }, _temp), _possibleConstructorReturn(_this, _ret);\n      }\n      }\n      _createClass(Form, [{\n      key: 'getChildContext',\n      value: function getChildContext() {\n      var _this2 = this;\n      return {\n      _reduxForm: _extends({}, this.props, {\n      getFormState: function getFormState(state) {\n      return\n      getIn(_this2.props.getFormState(state), _this2.props.form);\n      },\n      asyncValidate: this.asyncValidate,\n      getValues: this.getValues,\n      sectionPrefix: undefined,\n      register:

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this.register,\n          unregister: this.unregister,\n          registerInnerOnSubmit: function
registerInnerOnSubmit(innerOnSubmit) {\n          return _this2.innerOnSubmit = innerOnSubmit;\n
}\n      })\n      };\n      }\n      }, {\n      key: 'initIfNeeded',\n      value: function
initIfNeeded(nextProps) {\n      var enableReinitialize = this.props.enableReinitialize;\n      if (nextProps)
{\n
      if ((enableReinitialize || !nextProps.initialized) && !deepEqual(this.props.initialValues,
nextProps.initialValues)) {\n      var _keepDirty = nextProps.initialized &&
this.props.keepDirtyOnReinitialize;\n      this.props.initialize(nextProps.initialValues, _keepDirty, {\n
      keepValues: nextProps.keepValues,\n      lastInitialValues: this.props.initialValues,\n
updateUnregisteredFields: nextProps.updateUnregisteredFields\n      });\n      }\n      } else if
(this.props.initialValues && (!this.props.initialized || enableReinitialize)) {\n
this.props.initialize(this.props.initialValues, this.props.keepDirtyOnReinitialize, {\n      keepValues:
this.props.keepValues,\n      updateUnregisteredFields: this.props.updateUnregisteredFields\n      });\n
      }\n      }\n      }, {\n      key: 'updateSyncErrorsIfNeeded',\n      value: function
updateSyncErrorsIfNeeded(nextSyncErrors, nextError, lastSyncErrors) {\n      var _props = this.props,\n      error = _props.error,\n      updateSyncErrors = _props.updateSyncErrors;\n      var noErrors =
(!lastSyncErrors || !Object.keys(lastSyncErrors).length) && !error;\n      var nextNoErrors = (!nextSyncErrors ||
!Object.keys(nextSyncErrors).length) && !nextError;\n      if (!(noErrors && nextNoErrors) &&
(!plain.deepEqual(lastSyncErrors, nextSyncErrors) || !plain.deepEqual(error, nextError))) {\n
updateSyncErrors(nextSyncErrors, nextError);\n      }\n      }\n      }, {\n      key:
'clearSubmitPromiseIfNeeded',\n      value: function clearSubmitPromiseIfNeeded(nextProps) {\n      var
submitting = this.props.submitting;\n      if (this.submitPromise && submitting && !nextProps.submitting) {\n
      delete this.submitPromise;\n      }\n      }\n      }, {\n      key:
'submitIfNeeded',\n      value: function submitIfNeeded(nextProps) {\n      var _props2 = this.props,\n
clearSubmit = _props2.clearSubmit,\n      triggerSubmit = _props2.triggerSubmit;\n      if (!triggerSubmit
&& nextProps.triggerSubmit) {\n      clearSubmit();\n      this.submit();\n      }\n      }\n      }, {\n
      key: 'shouldErrorFunction',\n      value: function shouldErrorFunction() {\n      var _props3 = this.props,\n
      shouldValidate = _props3.shouldValidate,\n      shouldError = _props3.shouldError;\n      var
shouldValidateOverridden = shouldValidate !== defaultShouldValidate;\n      var shouldErrorOverridden =
shouldError !== defaultShouldError;\n      return shouldValidateOverridden && !shouldErrorOverridden ?
shouldValidate : shouldError;\n      }\n      }, {\n      key: 'validateIfNeeded',\n      value: function
validateIfNeeded(nextProps)
{\n      var _props4 = this.props,\n      validate = _props4.validate,\n      values = _props4.values;\n
      var shouldError = this.shouldErrorFunction();\n      var fieldLevelValidate = this.generateValidator();\n
      if (validate || fieldLevelValidate) {\n      var initialRender = nextProps === undefined;\n      var
fieldValidatorKeys = Object.keys(this.getValidators());\n      var validateParams = {\n      values:
values,\n      nextProps: nextProps,\n      props: this.props,\n      initialRender: initialRender,\n
      lastFieldValidatorKeys: this.lastFieldValidatorKeys,\n      fieldValidatorKeys: fieldValidatorKeys,\n
      structure: structure\n      };\n      if (shouldError(validateParams)) {\n      var propsToValidate =
initialRender || !nextProps ? this.props : nextProps;\n      var _merge2
= _merge(validate ? validate(propsToValidate.values, propsToValidate) || {} : {}, fieldLevelValidate ?
fieldLevelValidate(propsToValidate.values, propsToValidate) || {} : {}),\n      _error = _merge2._error,\n
      nextSyncErrors = _objectWithoutProperties(_merge2, ['_error']);\n      this.lastFieldValidatorKeys
= fieldValidatorKeys;\n      this.updateSyncErrorsIfNeeded(nextSyncErrors, _error,
propsToValidate.syncErrors);\n      }\n      } else {\n      this.lastFieldValidatorKeys = [];\n      }\n
      }\n      }, {\n      key: 'updateSyncWarningsIfNeeded',\n      value: function
updateSyncWarningsIfNeeded(nextSyncWarnings, nextWarning, lastSyncWarnings) {\n      var _props5 =
this.props,\n      warning = _props5.warning,\n      syncWarnings = _props5.syncWarnings,\n

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updateSyncWarnings = _props5.updateSyncWarnings;\n      var noWarnings = (!syncWarnings
|| !Object.keys(syncWarnings).length) && !warning;\n      var nextNoWarnings = (!nextSyncWarnings ||
!Object.keys(nextSyncWarnings).length) && !nextWarning;\n      if (!(noWarnings && nextNoWarnings) &&
(!plain.deepEqual(lastSyncWarnings, nextSyncWarnings) || !plain.deepEqual(warning, nextWarning))) {\n
updateSyncWarnings(nextSyncWarnings, nextWarning);\n      }\n      }, {\n      key:
'shouldWarnFunction',\n      value: function shouldWarnFunction() {\n      var _props6 = this.props,\n
shouldValidate = _props6.shouldValidate,\n      shouldWarn = _props6.shouldWarn;\n      var
shouldValidateOverridden = shouldValidate !== defaultShouldValidate;\n      var shouldWarnOverridden =
shouldWarn !== defaultShouldWarn;\n      return shouldValidateOverridden && !shouldWarnOverridden ?
shouldValidate : shouldWarn;\n      }\n      }, {\n      key: 'warnIfNeeded',\n      value:
function warnIfNeeded(nextProps) {\n      var _props7 = this.props,\n      warn = _props7.warn,\n
values = _props7.values;\n      var shouldWarn = this.shouldWarnFunction();\n      var fieldLevelWarn =
this.generateWarner();\n      if (warn || fieldLevelWarn) {\n      var initialRender = nextProps ===
undefined;\n      var fieldWarnerKeys = Object.keys(this.getWarners());\n      var validateParams = {\n
values: values,\n      nextProps: nextProps,\n      props: this.props,\n      initialRender:
initialRender,\n      lastFieldValidatorKeys: this.lastFieldWarnerKeys,\n      fieldValidatorKeys:
fieldWarnerKeys,\n      structure: structure\n      };\n      if (shouldWarn(validateParams)) {\n
var propsToWarn = initialRender || !nextProps ? this.props : nextProps;\n      var _merge3 = _merge(warn
? warn(propsToWarn.values, propsToWarn) : {}, fieldLevelWarn ? fieldLevelWarn(propsToWarn.values,
propsToWarn) : {}),\n      _warning = _merge3._warning,\n      nextSyncWarnings =
_objectWithoutProperties(_merge3, ['_warning']);\n      this.lastFieldWarnerKeys = fieldWarnerKeys;\n
this.updateSyncWarningsIfNeeded(nextSyncWarnings, _warning, propsToWarn.syncWarnings);\n      }\n
}\n      }, {\n      key: 'componentWillMount',\n      value: function componentWillMount() {\n
if (!isHotReloading()) {\n      this.initIfNeeded();\n      this.validateIfNeeded();\n
this.warnIfNeeded();\n      }\n      }\n      }, {\n      key:
'componentWillReceiveProps',\n      value: function componentWillReceiveProps(nextProps) {\n
this.initIfNeeded(nextProps);\n      this.validateIfNeeded(nextProps);\n
this.warnIfNeeded(nextProps);\n      this.clearSubmitPromiseIfNeeded(nextProps);\n
this.submitIfNeeded(nextProps);\n      var onChange = nextProps.onChange,\n      values =
nextProps.values,\n      dispatch = nextProps.dispatch;\n      if (onChange && !deepEqual(values,
this.props.values)) {\n      onChange(values, dispatch, nextProps, this.props.values);\n      }\n
}, {\n      key: 'shouldComponentUpdate',\n      value: function shouldComponentUpdate(nextProps) {\n
var _this3 = this;\n      if (!this.props.pure) return true;\n      var _config$ImmutableProp =
config.immutableProps,\n      immutableProps = _config$ImmutableProp === undefined ? [] :
_config$ImmutableProp; // if we have children, we MUST update in React 16\n
      // https://twitter.com/erikras/status/915866544558788608\n      return !(this.props.children ||
nextProps.children || Object.keys(nextProps).some(function (prop) {\n      // useful to debug rerenders\n
// if (!plain.deepEqual(this.props[ prop ], nextProps[ prop ])) {\n      // console.info(prop, 'changed', this.props[
prop ], '==>', nextProps[ prop ])\n      // }\n      if (~immutableProps.indexOf(prop)) {\n      return
_this3.props[prop] !== nextProps[prop];\n      }\n      return !~propsToNotUpdateFor.indexOf(prop) &&
!deepEqual(_this3.props[prop], nextProps[prop]);\n      }));\n      }\n      }, {\n      key:
'componentDidMount',\n      value: function componentDidMount() {\n      if (!isHotReloading()) {\n
this.initIfNeeded(this.props);\n      this.validateIfNeeded();\n      this.warnIfNeeded();\n      }\n
}\n      }, {\n      key: 'componentWillUnmount',\n      value: function componentWillUnmount() {\n
var
_props8 = this.props,\n      destroyOnUnmount = _props8.destroyOnUnmount,\n      destroy =

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_props8.destroy;\n\n      if (destroyOnUnmount && !isHotReloading()) {\n          this.destroyed = true;\n          destroy();\n      }\n  }, {\n      key: 'render',\n      value: function render() {\n          // remove
some redux-form config-only props\n          /* eslint-disable no-unused-vars */\n          var _props9 =
this.props,\n          anyTouched = _props9.anyTouched,\n          array = _props9.array,\n          arrayInsert
= _props9.arrayInsert,\n          arrayMove = _props9.arrayMove,\n          arrayPop = _props9.arrayPop,\n          arrayPush = _props9.arrayPush,\n          arrayRemove = _props9.arrayRemove,\n          arrayRemoveAll = _props9.arrayRemoveAll,\n          arrayShift = _props9.arrayShift,\n          arraySplice =
_props9.arraySplice,\n          arraySwap = _props9.arraySwap,\n          arrayUnshift =
_props9.arrayUnshift,\n          asyncErrors = _props9.asyncErrors,\n          asyncValidate =
_props9.asyncValidate,\n          asyncValidating = _props9.asyncValidating,\n          blur = _props9.blur,\n          change = _props9.change,\n          clearSubmit = _props9.clearSubmit,\n          destroy =
_props9.destroy,\n          destroyOnUnmount = _props9.destroyOnUnmount,\n          forceUnregisterOnUnmount = _props9.forceUnregisterOnUnmount,\n          dirty = _props9.dirty,\n          dispatch = _props9.dispatch,\n          enableReinitialize = _props9.enableReinitialize,\n          error = _props9.error,\n          focus = _props9.focus,\n          form = _props9.form,\n          getFormState = _props9.getFormState,\n          immutableProps = _props9.immutableProps,\n          initialize
= _props9.initialize,\n          initialized = _props9.initialized,\n          initialValues = _props9.initialValues,\n          invalid = _props9.invalid,\n          keepDirtyOnReinitialize = _props9.keepDirtyOnReinitialize,\n          keepValues = _props9.keepValues,\n          updateUnregisteredFields = _props9.updateUnregisteredFields,\n          pristine = _props9.pristine,\n          propNamespace = _props9.propNamespace,\n          registeredFields
= _props9.registeredFields,\n          registerField = _props9.registerField,\n          reset = _props9.reset,\n          resetSection = _props9.resetSection,\n          setSubmitFailed = _props9.setSubmitFailed,\n          setSubmitSucceeded = _props9.setSubmitSucceeded,\n          shouldAsyncValidate =
_props9.shouldAsyncValidate,\n          shouldValidate = _props9.shouldValidate,\n          shouldError =
_props9.shouldError,\n          shouldWarn = _props9.shouldWarn,\n          startAsyncValidation =
_props9.startAsyncValidation,\n          startSubmit = _props9.startSubmit,\n          stopAsyncValidation =
_props9.stopAsyncValidation,\n          stopSubmit = _props9.stopSubmit,\n          submitting =
_props9.submitting,\n          submitFailed = _props9.submitFailed,\n          submitSucceeded =
_props9.submitSucceeded,\n          touch = _props9.touch,\n          touchOnBlur = _props9.touchOnBlur,\n          touchOnChange = _props9.touchOnChange,\n          persistentSubmitErrors =
_props9.persistentSubmitErrors,\n          syncErrors = _props9.syncErrors,\n          syncWarnings = _props9.syncWarnings,\n          unregisterField = _props9.unregisterField,\n          untouch = _props9.untouch,\n          updateSyncErrors = _props9.updateSyncErrors,\n          updateSyncWarnings = _props9.updateSyncWarnings,\n          valid = _props9.valid,\n          validExceptSubmit = _props9.validExceptSubmit,\n          values = _props9.values,\n          warning =
_props9.warning,\n          rest = _objectWithoutProperties(_props9, ['anyTouched', 'array', 'arrayInsert',
'arrayMove', 'arrayPop', 'arrayPush', 'arrayRemove', 'arrayRemoveAll', 'arrayShift', 'arraySplice', 'arraySwap',
'arrayUnshift', 'asyncErrors', 'asyncValidate', 'asyncValidating', 'blur', 'change', 'clearSubmit', 'destroy',
'destroyOnUnmount', 'forceUnregisterOnUnmount', 'dirty', 'dispatch', 'enableReinitialize', 'error', 'focus', 'form',
'getFormState', 'immutableProps', 'initialize', 'initialized', 'initialValues', 'invalid', 'keepDirtyOnReinitialize',
'keepValues', 'updateUnregisteredFields', 'pristine', 'propNamespace', 'registeredFields', 'registerField', 'reset',
'resetSection', 'setSubmitFailed', 'setSubmitSucceeded', 'shouldAsyncValidate', 'shouldValidate', 'shouldError',
'shouldWarn', 'startAsyncValidation', 'startSubmit', 'stopAsyncValidation', 'stopSubmit', 'submitting', 'submitFailed',
'submitSucceeded', 'touch', 'touchOnBlur', 'touchOnChange', 'persistentSubmitErrors', 'syncErrors', 'syncWarnings',
'unregisterField', 'untouch', 'updateSyncErrors', 'updateSyncWarnings', 'valid', 'validExceptSubmit', 'values',
'warning']);\n          /* eslint-enable no-unused-vars */\n          var reduxFormProps = _extends({\n          array: array,\n          anyTouched: anyTouched,\n          asyncValidate: this.asyncValidate,\n          asyncValidating: asyncValidating\n          }, bindActionCreators({\n          blur: blur,\n          change: change\n

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    }, dispatch), {\n
      clearSubmit: clearSubmit,\n      destroy: destroy,\n      dirty: dirty,\n      dispatch: dispatch,\n      error: error,\n      form: form,\n      handleSubmit: this.submit,\n      initialize: initialize,\n      initialized: initialized,\n      initialValues: initialValues,\n      invalid: invalid,\n      pristine: pristine,\n      reset: reset,\n      resetSection: resetSection,\n      submitting: submitting,\n      submitFailed:\n      submitFailed,\n      submitSucceeded: submitSucceeded,\n      touch: touch,\n      untouch: untouch,\n      valid: valid,\n      warning: warning\n    });\n\n    var propsToPass = _extends({},\n    propNamespace ? _defineProperty({}, propNamespace, reduxFormProps) : reduxFormProps, rest);\n\n    if\n    (isClassComponent(WrappedComponent)) {\n      ;\n      propsToPass.ref = this.saveRef;\n    }\n\n    return createElement(WrappedComponent, propsToPass);\n  }\n  });\n\n  return Form;\n}(Component);\n\nForm.displayName = 'Form(' +\n  getDisplayName(WrappedComponent) + ')';\n\nForm.WrappedComponent = WrappedComponent;\n\nForm.childContextTypes = {\n  _reduxForm: PropTypes.object.isRequired\n};\n\nForm.propTypes = {\n  destroyOnUnmount: PropTypes.bool,\n  forceUnregisterOnUnmount: PropTypes.bool,\n  form:\n  PropTypes.string.isRequired,\n  immutableProps: PropTypes.arrayOf(PropTypes.string),\n  initialValues:\n  PropTypes.oneOfType([PropTypes.array, PropTypes.object]),\n  getFormState: PropTypes.func,\n  onSubmitFail: PropTypes.func,\n  onSubmitSuccess: PropTypes.func,\n  propNamespace:\n  PropTypes.string,\n  validate: PropTypes.func,\n  warn: PropTypes.func,\n  touchOnBlur:\n  PropTypes.bool,\n  touchOnChange:\n  PropTypes.bool,\n  triggerSubmit: PropTypes.bool,\n  persistentSubmitErrors: PropTypes.bool,\n  registeredFields: PropTypes.any\n};\n\nvar connector = connect(function (state, props) {\n  var form =\n  props.form,\n  getFormState = props.getFormState,\n  initialValues = props.initialValues,\n  enableReinitialize = props.enableReinitialize,\n  keepDirtyOnReinitialize = props.keepDirtyOnReinitialize;\n\n  var formState = getIn(getFormState(state) || empty, form) || empty;\n  var stateInitial = getIn(formState,\n  'initial');\n  var initialized = !!stateInitial;\n  var shouldUpdateInitialValues = enableReinitialize &&\n  initialized && !deepEqual(initialValues, stateInitial);\n  var shouldResetValues = shouldUpdateInitialValues\n  && !keepDirtyOnReinitialize;\n  var initial = initialValues || stateInitial || empty;\n\n  if\n  (shouldUpdateInitialValues) {\n    initial = stateInitial\n    || empty;\n  }\n\n  var values = getIn(formState, 'values') || initial;\n\n  if (shouldResetValues) {\n    values = initial;\n  }\n\n  var pristine = shouldResetValues || deepEqual(initial, values);\n  var\n  asyncErrors = getIn(formState, 'asyncErrors');\n  var syncErrors = getIn(formState, 'syncErrors') || plain.empty;\n\n  var syncWarnings = getIn(formState, 'syncWarnings') || plain.empty;\n  var registeredFields =\n  getIn(formState, 'registeredFields');\n  var valid = isValid(form, getFormState, false)(state);\n  var\n  validExceptSubmit = isValid(form, getFormState, true)(state);\n  var anyTouched = !!getIn(formState,\n  'anyTouched');\n  var submitting = !!getIn(formState, 'submitting');\n  var submitFailed = !!getIn(formState,\n  'submitFailed');\n  var submitSucceeded = !!getIn(formState, 'submitSucceeded');\n  var error =\n  getIn(formState, 'error');\n  var warning = getIn(formState, 'warning');\n\n  var triggerSubmit = getIn(formState, 'triggerSubmit');\n  return {\n    anyTouched: anyTouched,\n    asyncErrors: asyncErrors,\n    asyncValidating: getIn(formState, 'asyncValidating') || false,\n    dirty:\n    !pristine,\n    error: error,\n    initialized: initialized,\n    invalid: !valid,\n    pristine: pristine,\n    registeredFields: registeredFields,\n    submitting: submitting,\n    submitFailed: submitFailed,\n    submitSucceeded: submitSucceeded,\n    syncErrors: syncErrors,\n    syncWarnings: syncWarnings,\n    triggerSubmit: triggerSubmit,\n    values: values,\n    valid: valid,\n    validExceptSubmit:\n    validExceptSubmit,\n    warning: warning\n  };\n}, function (dispatch, initialProps) {\n  var bindForm\n  = function bindForm(actionCreator) {\n    return actionCreator.bind(null, initialProps.form);\n  }; // Bind the\n  first parameter on `props.form`\n\n  var boundFormACs = _mapValues(formActions, bindForm);\n\n  var\n  boundArrayACs = _mapValues(arrayActions, bindForm);\n\n  var boundBlur = function boundBlur(field, value)\n  {\n    return blur(initialProps.form, field, value, !!initialProps.touchOnBlur);\n  };\n\n  var boundChange

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= function boundChange(field, value) {\n      return change(initialProps.form, field, value,
!!initialProps.onChange, !!initialProps.persistentSubmitErrors);\n    });\n\n    var boundFocus =
bindForm(focus); // Wrap action creators with `dispatch`\n\n    var connectedFormACs =
bindActionCreators(boundFormACs, dispatch);\n    var connectedArrayACs = {\n      insert:
bindActionCreators(boundArrayACs.arrayInsert, dispatch),\n      move:
bindActionCreators(boundArrayACs.arrayMove, dispatch),\n      pop:
bindActionCreators(boundArrayACs.arrayPop, dispatch),\n      push:
bindActionCreators(boundArrayACs.arrayPush,
dispatch),\n      remove: bindActionCreators(boundArrayACs.arrayRemove, dispatch),\n      removeAll:
bindActionCreators(boundArrayACs.arrayRemoveAll, dispatch),\n      shift:
bindActionCreators(boundArrayACs.arrayShift, dispatch),\n      splice:
bindActionCreators(boundArrayACs.arraySplice, dispatch),\n      swap:
bindActionCreators(boundArrayACs.arraySwap, dispatch),\n      unshift:
bindActionCreators(boundArrayACs.arrayUnshift, dispatch)\n    };\n\n    var computedActions = _extends({},
connectedFormACs, boundArrayACs, {\n      blur: boundBlur,\n      change: boundChange,\n      array:
connectedArrayACs,\n      focus: boundFocus,\n      dispatch: dispatch\n    });\n\n    return function () {\n
return computedActions;\n    };\n  }, undefined, {\n    withRef: true\n  });\n  var ConnectedForm =
hoistStatics(connector(Form), WrappedComponent);\n  ConnectedForm.defaultProps = config; //
build outer component to expose instance api\n\n  var ReduxForm = function (_Component2) {\n
_inherits(ReduxForm, _Component2);\n\n    function ReduxForm() {\n      _classCallCheckCheck(this,
ReduxForm);\n\n      return _possibleConstructorReturn(this, (ReduxForm.__proto__ ||
Object.getPrototypeOf(ReduxForm)).apply(this, arguments));\n    }\n\n    _createClass(ReduxForm, [{\n
key: 'submit',\n      value: function submit() {\n        return this.ref &&
this.ref.getWrappedInstance().submit();\n      }\n    }, {\n      key: 'reset',\n      value: function reset() {\n
if (this.ref) {\n        this.ref.getWrappedInstance().reset();\n      }\n    }, {\n      key:
'render',\n      value: function render() {\n        var _this5 = this;\n\n        var _props10 = this.props,\n        initialValues = _props10.initialValues,\n        rest = _objectWithoutProperties(_props10,
['initialValues']);\n\n        return createElement(ConnectedForm, _extends({}, rest, {\n          ref: function
ref(_ref3) {\n            _this5.ref = _ref3;\n          },\n          // convert initialValues if need to\n
initialValues: fromJS(initialValues)\n        }));\n      }\n    }, {\n      key: 'valid',\n      get: function get()
{\n        return !!this.ref && this.ref.getWrappedInstance().isValid();\n      }\n    }, {\n      key: 'invalid',\n
get: function get() {\n        return !this.valid;\n      }\n    }, {\n      key: 'pristine',\n      get: function
get() {\n        return !!this.ref && this.ref.getWrappedInstance().isPristine();\n      }\n    }, {\n      key:
'dirty',\n      get: function get() {\n        return !this.pristine;\n      }\n    }, {\n      key: 'values',\n      get:
function get() {\n        return this.ref
? this.ref.getWrappedInstance().getValues() : empty;\n      }\n    }, {\n      key: 'fieldList',\n      get:
function get() {\n        // mainly provided for testing\n        return this.ref ?
this.ref.getWrappedInstance().getFieldList() : [];\n      }\n    }, {\n      key: 'wrappedInstance',\n      get:
function get() {\n        // for testing\n        return this.ref && this.ref.getWrappedInstance().wrapped;\n      }\n    }
]);\n\n    return ReduxForm;\n  }(Component);\n  polyfill(ReduxForm);\n  return
hoistStatics(ReduxForm, WrappedComponent);\n  };\n  };\n};\n\nexport default createReduxForm;"\nimport
createReduxForm from './createReduxForm';\nimport plain from './structure/plain';\nexport default
createReduxForm(plain);"var _extends = Object.assign || function (target) {\n  for (var i = 1; i < arguments.length;
i++) {\n    var source = arguments[i];\n\n    for (var key in source) {\n      if
(Object.prototype.hasOwnProperty.call(source, key)) {\n        target[key] = source[key];\n      }\n    }\n  }\n  return target;\n};\n\nfunction
_objectWithoutProperties(obj, keys) {\n  var target = {};\n  for (var i in obj) {\n    if (keys.indexOf(i) >= 0)
continue;\n    if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n    target[i] = obj[i];\n  }\n  return

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target;\n}\n\nvar processProps = function processProps(type, props, _value, deepEqual) {\n  var value =
  props.value;\n  if (type === 'checkbox') {\n    return _extends({}, props, {\n      checked: !!value\n    });\n  }\n  if
  (type === 'radio') {\n    return _extends({}, props, {\n      checked: deepEqual(value, _value),\n      value: _value\n
    });\n  }\n  if (type === 'select-multiple') {\n    return _extends({}, props, {\n      value: value || []\n    });\n  }\n  if
  (type === 'file') {\n    return _extends({}, props, {\n      value: value || undefined\n    });\n  }\n  return
  props;\n};\n\nvar createFieldProps
  = function createFieldProps(_ref2, name, _ref) {\n  var getIn = _ref2.getIn,\n    toJS = _ref2.toJS,\n    deepEqual
  = _ref2.deepEqual;\n  var asyncError = _ref.asyncError,\n    asyncValidating = _ref.asyncValidating,\n    onBlur
  = _ref.onBlur,\n    onChange = _ref.onChange,\n    onDrop = _ref.onDrop,\n    onDragStart =
  _ref.onDragStart,\n    dirty = _ref.dirty,\n    dispatch = _ref.dispatch,\n    onFocus = _ref.onFocus,\n    form =
  _ref.form,\n    format = _ref.format,\n    initial = _ref.initial,\n    parse = _ref.parse,\n    pristine =
  _ref.pristine,\n    props = _ref.props,\n    state = _ref.state,\n    submitError = _ref.submitError,\n    submitFailed
  = _ref.submitFailed,\n    submitting = _ref.submitting,\n    syncError = _ref.syncError,\n    syncWarning =
  _ref.syncWarning,\n    validate = _ref.validate,\n    value = _ref.value,\n    _value = _ref._value,\n    warn =
  _ref.warn,\n    custom = _objectWithoutProperties(_ref, ['asyncError',
  'asyncValidating', 'onBlur', 'onChange', 'onDrop', 'onDragStart', 'dirty', 'dispatch', 'onFocus', 'form', 'format', 'initial',
  'parse', 'pristine', 'props', 'state', 'submitError', 'submitFailed', 'submitting', 'syncError', 'syncWarning', 'validate',
  'value', '_value', 'warn']);\n  var error = syncError || asyncError || submitError;\n  var warning = syncWarning;\n  var
  formatFieldValue = function formatFieldValue(value, format) {\n    if (format === null) {\n      return value;\n    }\n    var
  defaultFormattedValue = value == null ? '' : value;\n    return format ? format(value, name) :
  defaultFormattedValue;\n  };\n  var formattedFieldValue = formatFieldValue(value, format);\n  return {\n    input:
  processProps(custom.type, {\n      name: name,\n      onBlur: onBlur,\n      onChange: onChange,\n      onDragStart:
  onDragStart,\n      onDrop: onDrop,\n      onFocus: onFocus,\n      value: formattedFieldValue\n    }, _value,
  deepEqual),\n    meta: _extends({}, toJS(state),
  {\n      active: !(state && getIn(state, 'active')),\n      asyncValidating: asyncValidating,\n      autofilled: !(state &&
  getIn(state, 'autofilled')),\n      dirty: dirty,\n      dispatch: dispatch,\n      error: error,\n      form: form,\n      initial:
  initial,\n      warning: warning,\n      invalid: !!error,\n      pristine: pristine,\n      submitting: !!submitting,\n
      submitFailed: !!submitFailed,\n      touched: !(state && getIn(state, 'touched')),\n      valid: !error,\n      visited:
  !(state && getIn(state, 'visited'))\n    })\n  },\n    custom: _extends({}, custom, props)\n  });\n};\n\nexport default
  createFieldProps;";\n\nimport isEvent from './isEvent';\n\nvar getSelectedValues = function getSelectedValues(options)
  {\n  var result = [];\n  if (options) {\n    for (var index = 0; index < options.length; index++) {\n      var option =
  options[index];\n      if (option.selected) {\n        result.push(option.value);\n      }\n    }\n  }\n  return
  result;\n};\n\nvar
  getValue = function getValue(event, isReactNative) {\n  if (isEvent(event)) {\n    if (!isReactNative &&
  event.nativeEvent && event.nativeEvent.text !== undefined) {\n      return event.nativeEvent.text;\n    }\n    if
  (isReactNative && event.nativeEvent !== undefined) {\n      return event.nativeEvent.text;\n    }\n  }\n  var
  detypedEvent = event;\n  var _detypedEvent$target = detypedEvent.target,\n    type =
  _detypedEvent$target.type,\n    value = _detypedEvent$target.value,\n    checked =
  _detypedEvent$target.checked,\n    files = _detypedEvent$target.files,\n    dataTransfer =
  detypedEvent.dataTransfer;\n  if (type === 'checkbox') {\n    return !!checked;\n  }\n  if (type === 'file') {\n    return
  files || dataTransfer && dataTransfer.files;\n  }\n  if (type === 'select-multiple') {\n    return
  getSelectedValues(event.target.options);\n  }\n  return value;\n};\n\nexport default
  getValue;";\n\nvar isReactNative
  = typeof window !== 'undefined' && window.navigator && window.navigator.product &&
  window.navigator.product === 'ReactNative';\n\nexport default isReactNative;";\n\nimport getValue from
  './getValue';\n\nimport isReactNative from './isReactNative';\n\nvar onChangeValue = function
  onChangeValue(event, _ref) {\n  var name = _ref.name,\n    parse = _ref.parse,\n    normalize = _ref.normalize;\n  //
  read value from input\n  var value = getValue(event, isReactNative); // parse value if we have a parser\n  if

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(parse) {\n  value = parse(value, name);\n } // normalize value\n\n if (normalize) {\n  value = normalize(name, value);\n }\n\n return value;\n};\n\nexport default onChangeValue;" "export var dataKey = 'text';" "var _extends = Object.assign || function (target) {\n  for (var i = 1; i < arguments.length; i++) {\n    var source = arguments[i];\n    for (var key in source) {\n      if (Object.prototype.hasOwnProperty.call(source, key)) {\n        target[key] = source[key];\n      }\n    }\n  }\n\n  return target;\n};\n\nvar _createClass = function () {\n  function defineProperties(target, props) {\n    for (var i = 0; i < props.length; i++) {\n      var descriptor = props[i];\n      descriptor.enumerable = descriptor.enumerable || false;\n      descriptor.configurable = true;\n      if ("value" in descriptor) descriptor.writable = true;\n      Object.defineProperty(target, descriptor.key, descriptor);\n    }\n  }\n\n  return function (Constructor, protoProps, staticProps) {\n    if (protoProps) defineProperties(Constructor.prototype, protoProps);\n    if (staticProps) defineProperties(Constructor, staticProps);\n    return Constructor;\n  }; }();\n\nvar _typeof = typeof Symbol === "function" && typeof Symbol.iterator === "symbol" ? function (obj) {\n  return typeof obj;\n} : function (obj) {\n  return obj && typeof Symbol === "function" && obj.constructor === Symbol && obj !== Symbol.prototype ? "symbol" : typeof obj;\n};\n\nfunction _objectWithoutProperties(obj, keys) {\n  var target = {};\n\n  for (var i in obj) {\n    if (keys.indexOf(i) >= 0) continue;\n    if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n    target[i] = obj[i];\n  }\n\n  return target;\n}\n\nfunction _classCallCheck(instance, Constructor) {\n  if (!(instance instanceof Constructor)) {\n    throw new TypeError("Cannot call a class as a function");\n  }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n  if (!self) {\n    throw new ReferenceError("this hasn't been initialised - super() hasn't been called");\n  }\n\n  return call && (typeof call === "object" || typeof call === "function") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n  if (typeof superClass !== "function" && superClass !== null) {\n    throw new TypeError("Super expression must either be null or a function, not " + typeof superClass);\n  }\n\n  subClass.prototype = Object.create(superClass && superClass.prototype, {\n    constructor: {\n      value: subClass,\n      enumerable: false,\n      writable: true,\n      configurable: true\n    }\n  });\n  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nimport React, { Component, createElement } from 'react';\nimport PropTypes from 'prop-types';\nimport { connect } from 'react-redux';\nimport createFieldProps from './createFieldProps';\nimport onChangeValue from './events/onChangeValue';\nimport { dataKey } from './util/eventConsts';\nimport plain from './structure/plain';\nimport isReactNative from './isReactNative';\nvar propsToNotUpdateFor = ['_reduxForm'];\nvar isObject = function isObject(entity) {\n  return entity && (typeof entity === 'undefined' ? 'undefined' : _typeof(entity)) === 'object';\n};\nvar isFunction = function isFunction(entity) {\n  return entity && typeof entity === 'function';\n};\nvar eventPreventDefault = function eventPreventDefault(event) {\n  if (isObject(event) && isFunction(event.preventDefault)) {\n    event.preventDefault();\n  }\n};\nvar eventDataTransferGetData = function eventDataTransferGetData(event, key) {\n  if (isObject(event) && isObject(event.dataTransfer) && isFunction(event.dataTransfer.getData)) {\n    return event.dataTransfer.getData(key);\n  }\n};\nvar eventDataTransferSetData = function eventDataTransferSetData(event, key, value) {\n  if (isObject(event) && isObject(event.dataTransfer) && isFunction(event.dataTransfer.setData)) {\n    event.dataTransfer.setData(key, value);\n  }\n};\nvar createConnectedField = function createConnectedField(structure) {\n  var deepEqual = structure.deepEqual,\n    getIn = structure.getIn;\n\n  var getSyncError = function getSyncError(syncErrors, name) {\n    var error = plain.getIn(syncErrors, name); // Because the error for this field might not be at a level in the error structure where\n    // it can be set directly, it might need to be unwrapped from the _error property\n    return error && error._error ? error._error : error;\n  }; \n\n  var getSyncWarning = function getSyncWarning(syncWarnings, name) {\n    var warning = getIn(syncWarnings, name); // Because the warning for this field might not be at a level in the warning structure where\n    // it can be set directly, it might need to be unwrapped from the _warning property\n    return warning && warning._warning ? warning._warning : warning;\n  }; \n\n  var ConnectedField = function (_Component) {\n    _inherits(ConnectedField, _Component);\n\n    function ConnectedField() {\n      var _ref;\n\n      var _temp, _this, _ret;\n\n      _classCallCheck(this, ConnectedField);\n\n      for (var _len =

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arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n    args[_key] = arguments[_key];\n
}\n\n    return _ret = (_temp = (_this = _possibleConstructorReturn(this, (_ref = ConnectedField.__proto__ ||
Object.getPrototypeOf(ConnectedField)).call.apply(_ref, [this].concat(args))), _this), _this.saveRef
= function (ref) {\n    return _this.ref = ref;\n    }, _this.isPristine = function () {\n    return
_this.props.pristine;\n    }, _this.getValue = function () {\n    return _this.props.value;\n    }, _this.handleChange
= function (event) {\n    var _this$props = _this.props,\n        name = _this$props.name,\n        dispatch =
_this$props.dispatch,\n        parse = _this$props.parse,\n        normalize = _this$props.normalize,\n
onChange = _this$props.onChange,\n        _reduxForm = _this$props._reduxForm,\n        previousValue =
_this$props.value;\n    var newValue = onChangeValue(event, {\n        name: name,\n        parse: parse,\n
normalize: normalize\n    });\n    var defaultPrevented = false;\n\n    if (onChange) {\n        // Can't seem to
find a way to extend Event in React Native,\n        // thus I simply avoid adding preventDefault() in a RN
environment\n        // to prevent
the following error:\n        // `One of the sources for assign has an enumerable key on the prototype chain`\n
// Reference: https://github.com/facebook/react-native/issues/5507\n        if (!isReactNative) {\n
onChange(_extends({}, event, {\n            preventDefault: function preventDefault() {\n                defaultPrevented
= true;\n                return eventPreventDefault(event);\n            }\n        })), newValue, previousValue, name);\n
    } else {\n        onChange(event, newValue, previousValue, name);\n    }\n\n    if
(!defaultPrevented) {\n        // dispatch change action\n        dispatch(_reduxForm.change(name, newValue)); //
call post-change callback\n\n        if (_reduxForm.asyncValidate) {\n            _reduxForm.asyncValidate(name,
newValue, 'change');\n        }\n    }, _this.handleFocus = function (event) {\n    var _this$props2 =
_this.props,\n        name = _this$props2.name,\n
dispatch = _this$props2.dispatch,\n        onFocus = _this$props2.onFocus,\n        _reduxForm =
_this$props2._reduxForm;\n    var defaultPrevented = false;\n\n    if (onFocus) {\n        if (!isReactNative) {\n
onFocus(_extends({}, event, {\n            preventDefault: function preventDefault() {\n
defaultPrevented = true;\n                return eventPreventDefault(event);\n            }\n        })), name);\n        } else
{\n            onFocus(event, name);\n        }\n    }\n\n    if (!defaultPrevented) {\n
dispatch(_reduxForm.focus(name));\n    }\n    }, _this.handleBlur = function (event) {\n    var _this$props3 =
_this.props,\n        name = _this$props3.name,\n        dispatch = _this$props3.dispatch,\n        parse =
_this$props3.parse,\n        normalize = _this$props3.normalize,\n        onBlur = _this$props3.onBlur,\n
_reduxForm =
_this$props3._reduxForm,\n        _value = _this$props3._value,\n        previousValue = _this$props3.value;\n
var newValue = onChangeValue(event, {\n        name: name,\n        parse: parse,\n        normalize: normalize\n
}); // for checkbox and radio, if the value property of checkbox or radio equals\n        // the value passed by blur
event, then fire blur action with previousValue.\n\n        if (newValue === _value && _value !== undefined) {\n
newValue = previousValue;\n        }\n\n        var defaultPrevented = false;\n\n        if (onBlur) {\n            if
(!isReactNative) {\n                onBlur(_extends({}, event, {\n                    preventDefault: function preventDefault() {\n
defaultPrevented = true;\n                    return eventPreventDefault(event);\n                }\n            })), newValue,
previousValue, name);\n            } else {\n                onBlur(event, newValue, previousValue, name);\n            }\n
}\n\n        }\n\n        if (!defaultPrevented) {\n            // dispatch blur action\n            dispatch(_reduxForm.blur(name, newValue)); //
call post-blur callback\n\n            if (_reduxForm.asyncValidate) {\n                _reduxForm.asyncValidate(name,
newValue, 'blur');\n            }\n        }, _this.handleDragStart = function (event) {\n    var _this$props4 =
_this.props,\n        name = _this$props4.name,\n        onDragStart = _this$props4.onDragStart,\n        value =
_this$props4.value;\n    eventDataTransferSetData(event, dataKey, value == null ? '' : value);\n\n    if
(onDragStart) {\n        onDragStart(event, name);\n    }\n    }, _this.handleDrop = function (event) {\n    var
_this$props5 = _this.props,\n        name = _this$props5.name,\n        dispatch = _this$props5.dispatch,\n
onDrop = _this$props5.onDrop,\n        _reduxForm = _this$props5._reduxForm,\n        previousValue =
_this$props5.value;\n    var newValue

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= eventDataTransferGetData(event, dataKey);\n    var defaultPrevented = false;\n\n    if (onDrop) {\n
onDrop(_extends({}, event, {\n        preventDefault: function preventDefault() {\n            defaultPrevented =
true;\n            return eventPreventDefault(event);\n        }\n    })), newValue, previousValue, name);\n
}\n\n    if (!defaultPrevented) {\n        // dispatch change action\n        dispatch(_reduxForm.change(name,
newValue));\n        eventPreventDefault(event);\n    }, _temp), _possibleConstructorReturn(_this, _ret);\n
}\n\n    _createClass(ConnectedField, [{\n        key: 'shouldComponentUpdate',\n        value: function
shouldComponentUpdate(nextProps) {\n            var _this2 = this;\n            var nextPropsKeys =
Object.keys(nextProps);\n            var thisPropsKeys = Object.keys(this.props); // if we have children, we MUST
update in React 16\n            // https://twitter.com/erikras/status/915866544558788608\n\n            return !(this.props.children || nextProps.children || nextPropsKeys.length !== thisPropsKeys.length ||
nextPropsKeys.some(function (prop) {\n                if (~(nextProps.immutableProps || []).indexOf(prop)) {\n
return _this2.props[prop] !== nextProps[prop];\n                }\n\n                return !~propsToNotUpdateFor.indexOf(prop)
&& !deepEqual(_this2.props[prop], nextProps[prop]);\n            }));\n        }, {\n        key:
'getRenderedComponent',\n        value: function getRenderedComponent() {\n            return this.ref;\n        }, {\n
key: 'render',\n        value: function render() {\n            var _props = this.props,\n                component =
_props.component,\n                withRef = _props.withRef,\n                name = _props.name,\n                _reduxForm =
_props._reduxForm,\n                normalize = _props.normalize,\n                onBlur = _props.onBlur,\n                onChange =
_props.onChange,\n                onFocus = _props.onFocus,\n                onDragStart =
_props.onDragStart,\n                onDrop = _props.onDrop,\n                immutableProps = _props.immutableProps,\n                rest = _objectWithoutProperties(_props, ['component', 'withRef', 'name', '_reduxForm', 'normalize', 'onBlur',
'onChange', 'onFocus', 'onDragStart', 'onDrop', 'immutableProps']);\n            var _createFieldProps =
createFieldProps(structure, name, _extends({}, rest, {\n                form: _reduxForm.form,\n                onBlur:
this.handleBlur,\n                onChange: this.handleChange,\n                onDrop: this.handleDrop,\n                onDragStart:
this.handleDragStart,\n                onFocus: this.handleFocus\n            })),\n                custom = _createFieldProps.custom,\n                props = _objectWithoutProperties(_createFieldProps, ['custom']);\n            if (withRef) {\n                custom.ref =
this.saveRef;\n            }\n            if (typeof component === 'string') {\n                var input = props.input,\n                    meta =
props.meta; // eslint-disable-line no-unused-vars\n                // flatten input into other props\n                return createElement(component, _extends({}, input, custom));\n            }
else {\n                return createElement(component, _extends({}, props, custom));\n            }\n        }]);\n    }\n\n    ConnectedField.propTypes = {\n        component:
PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n        props:
PropTypes.object\n    };\n    var connector = connect(function (state, ownProps) {\n        var name = ownProps.name,\n            _ownProps$_reduxForm = ownProps._reduxForm,\n            initialValues = _ownProps$_reduxForm.initialValues,\n            getFormState = _ownProps$_reduxForm.getFormState;\n        var formState = getFormState(state);\n        var
initialState = getIn(formState, 'initial.' + name);\n        var initial = initialState !== undefined ? initialState :
initialValues && getIn(initialValues, name);\n        var value = getIn(formState, 'values.' + name);\n        var submitting =
getIn(formState, 'submitting');\n        var syncError = getSyncError(getIn(formState, 'syncErrors'), name);\n        var syncWarning =
getSyncWarning(getIn(formState, 'syncWarnings'), name);\n        var pristine = deepEqual(value, initial);\n        return {\n            asyncError: getIn(formState, 'asyncErrors.' + name),\n            asyncValidating: getIn(formState, 'asyncValidating')
=== name,\n            dirty: !pristine,\n            pristine: pristine,\n            state: getIn(formState, 'fields.' + name),\n            submitError: getIn(formState, 'submitErrors.' + name),\n            submitFailed: getIn(formState, 'submitFailed'),\n            submitting: submitting,\n            syncError: syncError,\n            syncWarning: syncWarning,\n            initial: initial,\n            value:
value,\n            _value: ownProps.value // save value passed in (for checkboxes)\n        };\n    }, undefined, undefined, {\n        withRef: true\n    });\n    return connector(ConnectedField);\n};\n\nexport default createConnectedField;"\nimport
_isEqualWith from 'lodash-es/isEqualWith';\n\nvar
customizer = function customizer(objectValue, otherValue, indexOrkey, object, other, stack) {\n    //
https://lodash.com/docs/4.17.4#isEqualWith\n    if (stack) {\n        // Shallow compares\n        // For 1st level, stack ===

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undefined.\n // -> Do nothing (and implicitly return undefined so that it goes to compare 2nd level)\n // For 2nd
level and up, stack !== undefined.\n // -> Compare by === operator\n return objectValue === otherValue;\n
}\n};\n\nvar shallowCompare = function shallowCompare(instance, nextProps, nextState) {\n var propsEqual =
_isEqualWith(instance.props, nextProps, customizer);\n\n var stateEqual = _isEqualWith(instance.state, nextState,
customizer);\n\n return !propsEqual || !stateEqual;\n};\n\nexport default shallowCompare;";\nvar _extends =
Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n
for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key))\n
{\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nvar _createClass = function () {\n
function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n
descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (/"value/" in
descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n
return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype,
protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n
};\n}();\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw
new TypeError("Cannot call a class as a function");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n
if (!self) {\n throw new ReferenceError("this
hasn't been initialised - super() hasn't been called");\n }\n\n return call && (typeof call === "object" || typeof
call === "function") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !==
"function" && superClass !== null) {\n throw new TypeError("Super expression must either be null or a
function, not '" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass &&
superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n
configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass,
superClass) : subClass.__proto__ = superClass;\n}\n\nimport React, { Component, createElement } from
'react';\nimport { polyfill } from 'react-lifecycles-compat';\nimport PropTypes from 'prop-types';\nimport invariant
from 'invariant';\nimport createConnectedField from './ConnectedField';\nimport shallowCompare from
'./util/shallowCompare';\nimport
prefixName from './util/prefixName';\nimport plain from './structure/plain';\n\nvar createField = function
createField(structure) {\n var ConnectedField = createConnectedField(structure);\n var setIn = structure.setIn;\n\n
var Field = function (_Component) {\n _inherits(Field, _Component);\n\n function Field(props, context) {\n
_classCallCheck(this, Field);\n\n var _this = _possibleConstructorReturn(this, (Field.__proto__ ||
Object.getPrototypeOf(Field)).call(this, props, context));\n\n _this.saveRef = function (ref) {\n return
_this.ref = ref;\n }; \n\n _this.normalize = function (name, value) {\n var normalize =
_this.props.normalize;\n\n if (!normalize) {\n return value;\n }\n\n var previousValues =
_this.context._reduxForm.getValues();\n var previousValue = _this.value;\n var nextValues =
setIn(previousValues, name, value);\n return normalize(value, previousValue,
nextValues, previousValues);\n }; \n\n if (!context._reduxForm) {\n throw new Error('Field must be
inside a component decorated with reduxForm()');\n }\n\n return _this;\n }\n\n _createClass(Field, [{\n
key: 'componentDidMount',\n value: function componentDidMount() {\n var _this2 = this;\n\n
this.context._reduxForm.register(this.name, 'Field', function () {\n return _this2.props.validate;\n },
function () {\n return _this2.props.warn;\n });\n }\n }, {\n key: 'shouldComponentUpdate',\n
value: function shouldComponentUpdate(nextProps, nextState) {\n return shallowCompare(this, nextProps,
nextState);\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function
componentWillReceiveProps(nextProps, nextContext) {\n var oldName = prefixName(this.context,
this.props.name);\n var newName = prefixName(nextContext, nextProps.name);\n\n
if (oldName !== newName || // use deepEqual here because they could be a function or an array of functions\n
!plain.deepEqual(this.props.validate, nextProps.validate) || !plain.deepEqual(this.props.warn, nextProps.warn))\n
{\n // unregister old name\n this.context._reduxForm.unregister(oldName); // register new name\n\n
this.context._reduxForm.register(newName, 'Field', function () {\n return nextProps.validate;\n },

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function () {\n      return nextProps.warn;\n    });\n  }\n }, {\n  key:
'componentWillUnmount',\n  value: function componentWillUnmount() {\n
this.context._reduxForm.unregister(this.name);\n  }\n }, {\n  key: 'getRenderedComponent',\n  value:
function getRenderedComponent() {\n    invariant(this.props.withRef, 'If you want to access
getRenderedComponent(), ' + 'you must specify a withRef prop to Field');\n    return this.ref ?
this.ref.getWrappedInstance().getRenderedComponent()
: undefined;\n  }\n }, {\n  key: 'render',\n  value: function render() {\n    return
createElement(ConnectedField, _extends({}, this.props, {\n      name: this.name,\n      normalize:
this.normalize,\n      _reduxForm: this.context._reduxForm,\n      ref: this.saveRef\n    }));\n  }\n }, {\n
key: 'name',\n  get: function get() {\n    return prefixName(this.context, this.props.name);\n  }\n }, {\n
key: 'dirty',\n  get: function get() {\n    return !this.pristine;\n  }\n }, {\n  key: 'pristine',\n  get: function
get() {\n    return !(this.ref && this.ref.getWrappedInstance().isPristine());\n  }\n }, {\n  key: 'value',\n
get: function get() {\n    return this.ref && this.ref.getWrappedInstance().getValue();\n  }\n }]);\n\n return
Field;\n }(Component);\n\n Field.propTypes = {\n  name: PropTypes.string.isRequired,\n  component:
PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n  format:
PropTypes.func,\n  normalize: PropTypes.func,\n  onBlur: PropTypes.func,\n  onChange: PropTypes.func,\n
onFocus: PropTypes.func,\n  onDragStart: PropTypes.func,\n  onDrop: PropTypes.func,\n  parse:
PropTypes.func,\n  props: PropTypes.object,\n  validate: PropTypes.oneOfType([PropTypes.func,
PropTypes.arrayOf(PropTypes.func)]),\n  warn: PropTypes.oneOfType([PropTypes.func,
PropTypes.arrayOf(PropTypes.func)]),\n  withRef: PropTypes.bool,\n  immutableProps:
PropTypes.arrayOf(PropTypes.string)\n };
\n Field.contextTypes = {\n  _reduxForm: PropTypes.object\n };
\n polyfill(Field);\n return Field;\n};\n\nexport default createField;","import createField from './createField';\nimport
plain from './structure/plain';\nexport default createField(plain);","var _extends = Object.assign || function (target)
{\n  for (var i = 1; i < arguments.length; i++) {\n    var source
= arguments[i];\n    for (var key in source) {\n      if (Object.prototype.hasOwnProperty.call(source, key)) {\n
target[key] = source[key];\n    }\n  }\n }\n\n return target;\n};\n\nfunction _objectWithoutProperties(obj, keys)
{\n  var target = {};\n\n  for (var i in obj) {\n    if (keys.indexOf(i) >= 0) continue;\n    if
(!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n    target[i] = obj[i];\n  }\n\n  return target;\n}\n\nvar
createFieldArrayProps = function createFieldArrayProps(_ref2, name, form, sectionPrefix, getValue, _ref) {\n  var
getIn = _ref2.getIn;\n\n  var arrayInsert = _ref.arrayInsert,\n    arrayMove = _ref.arrayMove,\n    arrayPop =
_ref.arrayPop,\n    arrayPush = _ref.arrayPush,\n    arrayRemove = _ref.arrayRemove,\n    arrayRemoveAll =
_ref.arrayRemoveAll,\n    arrayShift = _ref.arrayShift,\n    arraySplice = _ref.arraySplice,\n    arraySwap =
_ref.arraySwap,\n    arrayUnshift = _ref.arrayUnshift,\n    asyncError = _ref.asyncError,\n
    dirty = _ref.dirty,\n    length = _ref.length,\n    pristine = _ref.pristine,\n    submitError = _ref.submitError,\n
    state = _ref.state,\n    submitFailed = _ref.submitFailed,\n    submitting = _ref.submitting,\n    syncError =
_ref.syncError,\n    syncWarning = _ref.syncWarning,\n    value = _ref.value,\n    props = _ref.props,\n    rest =
_objectWithoutProperties(_ref, ['arrayInsert', 'arrayMove', 'arrayPop', 'arrayPush', 'arrayRemove', 'arrayRemoveAll',
'arrayShift', 'arraySplice', 'arraySwap', 'arrayUnshift', 'asyncError', 'dirty', 'length', 'pristine', 'submitError', 'state',
'submitFailed', 'submitting', 'syncError', 'syncWarning', 'value', 'props']);\n\n  var error = syncError || asyncError ||
submitError;\n  var warning = syncWarning;\n  var fieldName = sectionPrefix ? name.replace(sectionPrefix + '.', '') :
name;\n\n  var finalProps = _extends({\n    fields: {\n      _isFieldArray: true,\n      forEach: function
forEach(callback) {\n
        return (value || []).forEach(function (item, index) {\n          return callback(fieldName + '[' + index + ']', index,
finalProps.fields);\n        });\n      },\n      get: getValue,\n      getAll: function getAll() {\n        return value;\n      },\n
      insert: arrayInsert,\n      length: length,\n      map: function map(callback) {\n        return (value || []).map(function
(item, index) {\n          return callback(fieldName + '[' + index + ']', index, finalProps.fields);\n        });\n      },\n
      move: arrayMove,\n      name: name,\n      pop: function pop() {\n        arrayPop();\n        return getIn(value,
String(length - 1));\n      },\n      push: arrayPush,\n      reduce: function reduce(callback, initial) {\n        return (value

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|| []).reduce(function (accumulator, item, index) {\n      return callback(accumulator, fieldName + '[' + index + ']',
index, finalProps.fields);\n    }, initial);\n  },\n  remove: arrayRemove,\n  removeAll: arrayRemoveAll,\n  shift: function shift() {\n    arrayShift();\n    return getIn(value, '0');\n  },\n  splice: arraySplice,\n  swap: arraySwap,\n  unshift: arrayUnshift\n  },\n  meta: {\n    dirty: dirty,\n    error: error,\n    form: form,\n    warning: warning,\n    invalid: !!error,\n    pristine: pristine,\n    submitting: submitting,\n    submitFailed:
submitFailed,\n    valid: !error\n  }\n }, props, rest);\n\n return finalProps;\n};\n\nexport default
createFieldArrayProps;"\nimport _mapValues from 'lodash-es/mapValues';\n\nvar _createClass = function () {\n
function defineProperties(target, props) {\n  for (var i = 0; i < props.length; i++) {\n    var descriptor = props[i];\n
descriptor.enumerable = descriptor.enumerable || false;\n    descriptor.configurable = true;\n    if (!"value" in
descriptor) descriptor.writable = true;\n    Object.defineProperty(target, descriptor.key, descriptor);\n  }\n }\n\n
return
function (Constructor, protoProps, staticProps) {\n  if (protoProps) defineProperties(Constructor.prototype,
protoProps);\n  if (staticProps) defineProperties(Constructor, staticProps);\n  return Constructor;\n
};\n})();\n\nfunction _objectWithoutProperties(obj, keys) {\n  var target = {};\n\n  for (var i in obj) {\n    if
(keys.indexOf(i) >= 0) continue;\n    if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n    target[i] =
obj[i];\n  }\n\n  return target;\n}\n\nfunction _classCallCheck(instance, Constructor) {\n  if (!(instance instanceof
Constructor)) {\n    throw new TypeError("Cannot call a class as a function");\n  }\n}\n\nfunction
_possibleConstructorReturn(self, call) {\n  if (!self) {\n    throw new ReferenceError("this hasn't been initialised -
super() hasn't been called");\n  }\n\n  return call && (typeof call === "object" || typeof call === "function") ? call
: self;\n}\n\nfunction _inherits(subClass, superClass) {\n  if (typeof superClass !== "function"
&& superClass !== null) {\n    throw new TypeError("Super expression must either be null or a function, not " +
typeof superClass);\n  }\n\n  subClass.prototype = Object.create(superClass && superClass.prototype, {\n
constructor: {\n    value: subClass,\n    enumerable: false,\n    writable: true,\n    configurable: true\n  }\n });\n
if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ =
superClass;\n}\n\nimport * as React from 'react';\nimport PropTypes from 'prop-types';\nimport { connect } from
'react-redux';\nimport { bindActionCreators } from 'redux';\nimport createFieldArrayProps from
'./createFieldArrayProps';\nimport plain from './structure/plain';\n\nvar propsToNotUpdateFor = ['_reduxForm',
'value'];\n\nvar createConnectedFieldArray = function createConnectedFieldArray(structure) {\n  var deepEqual =
structure.deepEqual,\n    getIn = structure.getIn,\n    size = structure.size;\n\n  var getSyncError
= function getSyncError(syncErrors, name) {\n    // For an array, the error can _ONLY_ be under _error.\n    // This
is why this getSyncError is not the same as the\n    // one in Field.\n    return plain.getIn(syncErrors, name +
'_error');\n  };\n\n  var getSyncWarning = function getSyncWarning(syncWarnings, name) {\n    // For an array, the
warning can _ONLY_ be under _warning.\n    // This is why this getSyncError is not the same as the\n    // one in
Field.\n    return getIn(syncWarnings, name + '_warning');\n  };\n\n  var ConnectedFieldArray = function
(_React$Component) {\n    _inherits(ConnectedFieldArray, _React$Component);\n\n    function
ConnectedFieldArray() {\n      var _ref;\n\n      var _temp, _this, _ret;\n\n      _classCallCheck(this,
ConnectedFieldArray);\n\n      for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++)
{\n        args[_key] = arguments[_key];\n      }\n\n      return _ret = (_temp = (_this =
_possibleConstructorReturn(this,
(_ref = ConnectedFieldArray.__proto__ || Object.getPrototypeOf(ConnectedFieldArray)).call.apply(_ref,
[this].concat(args))), _this), _this.saveRef = function (ref) {\n        _this.ref = ref;\n      }, _this.getValue = function
(index) {\n        return _this.props.value && getIn(_this.props.value, String(index));\n      }, _temp),
_possibleConstructorReturn(_this, _ret);\n    }\n\n    _createClass(ConnectedFieldArray, [{\n      key:
'shouldComponentUpdate',\n      value: function shouldComponentUpdate(nextProps) {\n        var _this2 = this; //
Update if the elements of the value array was updated.\n\n        var thisValue = this.props.value;\n        var
nextValue = nextProps.value;\n\n        if (thisValue && nextValue) {\n          var nextValueItemsSame =
nextValue.every(function (val) {\n            return ~thisValue.indexOf(val);\n          });\n          var
nextValueItemsOrderChanged = nextValue.some(function (val, index) {\n            return val !== thisValue[index];\n

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    });\n\n    if (thisValue.length !== nextValue.length || nextValueItemsSame &&
nextValueItemsOrderChanged || nextProps.rerenderOnEveryChange && thisValue.some(function (val, index) {\n
    return !deepEqual(val, nextValue[index]);\n    }))) {\n    return true;\n    }\n\n    var
nextPropsKeys = Object.keys(nextProps);\n    var thisPropsKeys = Object.keys(this.props); // if we have children,
we MUST update in React 16\n    // https://twitter.com/erikras/status/915866544558788608\n\n    return
!!(this.props.children || nextProps.children || nextPropsKeys.length !== thisPropsKeys.length ||
nextPropsKeys.some(function (prop) {\n    // useful to debug rerenders\n    // if (!plain.deepEqual(this.props[
prop ], nextProps[ prop ])) {\n    // console.info(prop, 'changed', this.props[ prop ], '==>', nextProps[ prop ])\n
    // }\n    return !~propsToNotUpdateFor.indexOf(prop) && !deepEqual(_this2.props[prop],
nextProps[prop]);\n    }));\n    }\n  }, {\n    key: 'getRenderedComponent',\n    value: function
getRenderedComponent() {\n    return this.ref;\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n
    var _props = this.props,\n        component = _props.component,\n        withRef = _props.withRef,\n
name = _props.name,\n        _reduxForm = _props._reduxForm,\n        validate = _props.validate,\n        warn
= _props.warn,\n        rerenderOnEveryChange = _props.rerenderOnEveryChange,\n        rest =
_objectWithoutProperties(_props, ['component', 'withRef', 'name', '_reduxForm', 'validate', 'warn',
'rerenderOnEveryChange']);\n\n    var props = createFieldArrayProps(structure, name, _reduxForm.form,
_reduxForm.sectionPrefix, this.getValue, rest);\n\n    if (withRef) {\n    props.ref = this.saveRef;\n    }\n\n
return React.createElement(component, props);\n    }\n  }, {\n    key: 'dirty',\n    get: function get() {\n    return this.props.dirty;\n    }\n  }, {\n    key: 'pristine',\n
get: function get() {\n    return this.props.pristine;\n    }\n  }, {\n    key: 'value',\n    get: function get() {\n
return this.props.value;\n    }\n  }]);\n\n  return ConnectedFieldArray;\n})(React.Component);\n\n
ConnectedFieldArray.propTypes = {\n  component: PropTypes.oneOfType([PropTypes.func, PropTypes.string,
PropTypes.node]).isRequired,\n  props: PropTypes.object,\n  rerenderOnEveryChange: PropTypes.bool\n};\n
ConnectedFieldArray.defaultProps = {\n  rerenderOnEveryChange: false\n};\n
ConnectedFieldArray.contextTypes = {\n  _reduxForm: PropTypes.object\n};\n\n  var connector = connect(function
(state, ownProps) {\n  var name = ownProps.name,\n      _ownProps$_reduxForm = ownProps._reduxForm,\n
initialValues = _ownProps$_reduxForm.initialValues,\n      getFormState =
_ownProps$_reduxForm.getFormState;\n\n    var formState = getFormState(state);\n    var initial = getIn(formState, 'initial.' + name) || initialValues &&
getIn(initialValues, name);\n    var value = getIn(formState, 'values.' + name);\n    var submitting = getIn(formState,
'submitting');\n    var syncError = getSyncError(getIn(formState, 'syncErrors'), name);\n    var syncWarning =
getSyncWarning(getIn(formState, 'syncWarnings'), name);\n    var pristine = deepEqual(value, initial);\n    return {\n
  asyncError: getIn(formState, 'asyncErrors.' + name + '._error'),\n  dirty: !pristine,\n  pristine: pristine,\n
state: getIn(formState, 'fields.' + name),\n  submitError: getIn(formState, 'submitErrors.' + name + '._error'),\n
submitFailed: getIn(formState, 'submitFailed'),\n  submitting: submitting,\n  syncError: syncError,\n
syncWarning: syncWarning,\n  value: value,\n  length: size(value)\n};\n  }, function (dispatch, ownProps)
{\n  var name = ownProps.name,\n      _reduxForm = ownProps._reduxForm;\n\n    var arrayInsert = _reduxForm.arrayInsert,\n        arrayMove =
_reduxForm.arrayMove,\n        arrayPop = _reduxForm.arrayPop,\n        arrayPush = _reduxForm.arrayPush,\n
arrayRemove = _reduxForm.arrayRemove,\n        arrayRemoveAll = _reduxForm.arrayRemoveAll,\n        arrayShift
= _reduxForm.arrayShift,\n        arraySplice = _reduxForm.arraySplice,\n        arraySwap =
_reduxForm.arraySwap,\n        arrayUnshift = _reduxForm.arrayUnshift;\n\n    return _mapValues({\n  arrayInsert:
arrayInsert,\n  arrayMove: arrayMove,\n  arrayPop: arrayPop,\n  arrayPush: arrayPush,\n  arrayRemove:
arrayRemove,\n  arrayRemoveAll: arrayRemoveAll,\n  arrayShift: arrayShift,\n  arraySplice: arraySplice,\n
arraySwap: arraySwap,\n  arrayUnshift: arrayUnshift\n}, function (actionCreator) {\n  return
bindActionCreators(actionCreator.bind(null, name), dispatch);\n});\n  }, undefined, {\n  withRef:
true\n});\n\n  return connector(ConnectedFieldArray);\n};\n\n  export default createConnectedFieldArray;"\n\n
_extends = Object.assign || function (target) {\n  for (var i = 1; i < arguments.length; i++) {\n  var source =

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arguments[i];\n\n  for (var key in source) {\n    if (Object.prototype.hasOwnProperty.call(source, key)) {\n      target[key] = source[key];\n    }\n  }\n\n  return target;\n};\n\nvar _createClass = function () {\n  function\n  defineProperties(target, props) {\n    for (var i = 0; i < props.length; i++) {\n      var descriptor = props[i];\n      descriptor.enumerable = descriptor.enumerable || false;\n      descriptor.configurable = true;\n      if (\"value\" in\n      descriptor) descriptor.writable = true;\n      Object.defineProperty(target, descriptor.key, descriptor);\n    }\n  }\n\n  return function (Constructor, protoProps, staticProps) {\n    if (protoProps) defineProperties(Constructor.prototype,\n    protoProps);\n    if (staticProps) defineProperties(Constructor,\n    staticProps);\n    return Constructor;\n  };})();\n\nfunction _classCallCheck(instance, Constructor) {\n  if\n  (!(instance instanceof Constructor)) {\n    throw new TypeError(\"Cannot call a class as a function\");\n  }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n  if (!self) {\n    throw new ReferenceError(\"this hasn't\n    been initialised - super() hasn't been called\");\n  }\n\n  return call && (typeof call === \"object\" || typeof call ===\n  \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n  if (typeof superClass !== \"function\"&&\n  superClass !== null) {\n    throw new TypeError(\"Super expression must either be null or a function, not \" +\n    typeof superClass);\n  }\n\n  subClass.prototype = Object.create(superClass && superClass.prototype, {\n    constructor: {\n      value: subClass,\n      enumerable: false,\n      writable: true,\n      configurable: true\n    }\n  });\n\n  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass,\n  superClass) : subClass.__proto__ = superClass;\n}\n\nfunction _defineProperty(obj, key, value) {\n  if (key in obj)\n  {\n    Object.defineProperty(obj, key, {\n      value: value,\n      enumerable: true,\n      configurable: true,\n      writable: true\n    });\n  } else {\n    obj[key] = value;\n  }\n\n  return obj;\n}\n\nimport React, { Component,\n  createElement } from 'react';\nimport { polyfill } from 'react-lifecycles-compat';\nimport PropTypes from 'prop-\n  types';\nimport invariant from 'invariant';\nimport createConnectedFieldArray from\n  './ConnectedFieldArray';\nimport prefixName from './util/prefixName';\n\nvar toArray = function toArray(value) {\n  return Array.isArray(value) ? value : [value];\n}\n\nvar wrapError = function wrapError(fn, key) {\n  return fn &&\n  function () {\n    var validators = toArray(fn);\n\n    for (var i = 0; i < validators.length; i++) {\n      var result =\n      validators[i].apply(validators, arguments);\n\n      if (result) {\n        return _defineProperty({},\n        key, result);\n      }\n    }\n  }\n};\n\nvar createFieldArray = function createFieldArray(structure) {\n  var\n  ConnectedFieldArray = createConnectedFieldArray(structure);\n  var FieldArray = function (_Component) {\n    _inherits(FieldArray, _Component);\n\n    function FieldArray(props, context) {\n      _classCallCheck(this,\n      FieldArray);\n\n      var _this = _possibleConstructorReturn(this, (FieldArray.__proto__ ||\n      Object.getPrototypeOf(FieldArray)).call(this, props, context));\n      _this.saveRef = function (ref) {\n        _this.ref\n        = ref;\n      };\n\n      if (!context._reduxForm) {\n        throw new Error('FieldArray must be inside a component\n        decorated with reduxForm());\n      }\n\n      return _this;\n    }\n\n    _createClass(FieldArray, [{\n      key:\n      'componentDidMount',\n      value: function componentDidMount() {\n        var _this2 = this;\n\n        this.context._reduxForm.register(this.name, 'FieldArray', function () {\n          return\n          wrapError(_this2.props.validate,\n          '_error');\n        }, function () {\n          return wrapError(_this2.props.warn, '_warning');\n        });\n      }\n    }, {\n      key: 'componentWillReceiveProps',\n      value: function componentWillReceiveProps(nextProps, nextContext) {\n        var oldName = prefixName(this.context, this.props.name);\n        var newName = prefixName(nextContext,\n        nextProps.name);\n\n        if (oldName !== newName) {\n          // unregister old name\n          this.context._reduxForm.unregister(oldName); // register new name\n\n          this.context._reduxForm.register(newName, 'FieldArray');\n        }\n      }\n    }, {\n      key:\n      'componentWillUnmount',\n      value: function componentWillUnmount() {\n        this.context._reduxForm.unregister(this.name);\n      }\n    }, {\n      key: 'getRenderedComponent',\n      value:\n      function getRenderedComponent() {\n        invariant(this.props.withRef, 'If you want to access\n        getRenderedComponent(), ' + 'you must specify\n        a withRef prop to FieldArray');\n        return this.ref && this.ref.getWrappedInstance().getRenderedComponent();\n      }\n    }, {\n      key: 'render',\n      value: function render() {\n        return createElement(ConnectedFieldArray,\n        _extends({}, this.props, {\n          name: this.name,\n          _reduxForm: this.context._reduxForm,\n          ref:

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this.saveRef(n    });\n    }\n  }, {\n    key: 'name',\n    get: function get() {\n      return
prefixName(this.context, this.props.name);\n    }\n  }, {\n    key: 'dirty',\n    get: function get() {\n      return
!this.ref || this.ref.getWrappedInstance().dirty;\n    }\n  }, {\n    key: 'pristine',\n    get: function get() {\n
return !(this.ref && this.ref.getWrappedInstance().pristine);\n    }\n  }, {\n    key: 'value',\n    get: function
get() {\n      return this.ref ? this.ref.getWrappedInstance().value : undefined;\n    }\n  });\n  return
FieldArray;\n }(Component);\n\n  FieldArray.propTypes = {\n    name: PropTypes.string.isRequired,\n    component:
PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n    props:
PropTypes.object,\n    validate: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n
warn: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n    withRef:
PropTypes.bool\n };
  FieldArray.contextTypes = {\n    _reduxForm: PropTypes.object\n };\n
polyfill(FieldArray);\n  return FieldArray;\n};\n\nexport default createFieldArray;"
,"import createFieldArray from
'./createFieldArray';\nimport plain from './structure/plain';\nexport default createFieldArray(plain);"
,"import _toPath
from 'lodash-es/toPath';\n\nfunction createDeleteInWithCleanUp(structure) {\n  var shouldDeleteDefault = function
shouldDeleteDefault(structure) {\n    return function (state, path) {\n      return structure.getIn(state, path) !==
undefined;\n    }\n  };\n\n  var deepEqual = structure.deepEqual,\n
    empty = structure.empty,\n    getIn = structure.getIn,\n    deleteIn = structure.deleteIn,\n    setIn =
structure.setIn;\n  return function () {\n    var shouldDelete = arguments.length > 0 && arguments[0] !== undefined
? arguments[0] : shouldDeleteDefault;\n\n    var deleteInWithCleanUp = function deleteInWithCleanUp(state, path)
{\n      if (path[path.length - 1] === ']') {\n        // array path\n        var pathTokens = _toPath(path);\n
pathTokens.pop();\n        var parent = getIn(state, pathTokens.join('.'));\n        return parent ? setIn(state, path) :
state;\n      }\n\n      var result = state;\n\n      if (shouldDelete(structure)(state, path)) {\n        result = deleteIn(state,
path);\n      }\n\n      var dotIndex = path.lastIndexOf('.');\n      if (dotIndex > 0) {\n        var parentPath =
path.substring(0, dotIndex);\n        if (parentPath[parentPath.length - 1] !== ']') {\n          var _parent = getIn(result,
parentPath);\n\n          if (deepEqual(_parent, empty)) {\n            return deleteInWithCleanUp(result, parentPath);\n          }\n
}\n\n      return result;\n    };\n\n    return deleteInWithCleanUp;\n  };\n}\n\nexport default
createDeleteInWithCleanUp;"
,"function _defineProperty(obj, key, value) {\n  if (key in obj) {\n
Object.defineProperty(obj, key, {\n    value: value,\n    enumerable: true,\n    configurable: true,\n    writable:
true\n });\n } else {\n  obj[key] = value;\n }\n\n  return obj;\n}\n\nfunction _objectWithoutProperties(obj, keys)
{\n  var target = {};\n\n  for (var i in obj) {\n    if (keys.indexOf(i) >= 0) continue;\n    if
(!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n    target[i] = obj[i];\n  }\n\n  return target;\n}\n\nimport
{ ARRAY_INSERT, ARRAY_MOVE, ARRAY_POP, ARRAY_PUSH, ARRAY_REMOVE,
ARRAY_REMOVE_ALL, ARRAY_SHIFT, ARRAY_SPLICE, ARRAY_SWAP, ARRAY_UNSHIFT,
AUTOFILL, BLUR, CHANGE, CLEAR_ASYNC_ERROR, CLEAR_SUBMIT, CLEAR_SUBMIT_ERRORS,
DESTROY, FOCUS, INITIALIZE, prefix, REGISTER_FIELD, RESET, RESET_SECTION,
SET_SUBMIT_FAILED, SET_SUBMIT_SUCCEEDED, START_ASYNC_VALIDATION, START_SUBMIT,
STOP_ASYNC_VALIDATION, STOP_SUBMIT, SUBMIT, TOUCH, UNREGISTER_FIELD, UNTOUCH,
UPDATE_SYNC_ERRORS, CLEAR_FIELDS, UPDATE_SYNC_WARNINGS } from './actionTypes';\nimport
createDeleteInWithCleanUp from './deleteInWithCleanUp';\nimport plain from './structure/plain';\n\nvar
shouldDelete = function shouldDelete(_ref) {\n  var getIn = _ref.getIn;\n  return function (state, path) {\n    var
initialValuesPath = null;\n    if (path.startsWith('values')) {\n      initialValuesPath = path.replace('values',
'initial');\n    }\n\n    var initialValueComparison = initialValuesPath ? getIn(state, initialValuesPath) === undefined
: true;\n    return getIn(state, path) !== undefined && initialValueComparison;\n  };\n}\n\nvar isReduxFormAction
= function isReduxFormAction(action) {\n  return action && action.type && action.type.length > prefix.length
&& action.type.substring(0, prefix.length) === prefix;\n};\n\nfunction createReducer(structure) {\n  var
_behaviors;\n\n  var deepEqual = structure.deepEqual,\n    empty = structure.empty,\n    forEach =
structure.forEach,\n    getIn = structure.getIn,\n    setIn = structure.setIn,\n    deleteIn = structure.deleteIn,\n

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fromJS = structure.fromJS,\n    keys = structure.keys,\n    size = structure.size,\n    some = structure.some,\n    splice = structure.splice;\n    var deleteInWithCleanup = createDeleteInWithCleanup(structure)(shouldDelete);\n    var plainDeleteInWithCleanup = createDeleteInWithCleanup(plain)(shouldDelete);\n    var doSplice = function\n    doSplice(state, key, field, index, removeNum, value, force) {\n    var existing = getIn(state, key + '.' + field);\n    return existing || force ? setIn(state, key + '.' + field, splice(existing, index, removeNum, value)) : state;\n    };\n    var\n    doPlainSplice = function doPlainSplice(state, key, field, index, removeNum,\n    value, force) {\n    var slice = getIn(state, key);\n    var existing = plain.getIn(slice, field);\n    return existing || force\n    ? setIn(state, key, plain.setIn(slice, field, plain.splice(existing, index, removeNum, value))) : state;\n    };\n    var\n    rootKeys = ['values', 'fields', 'submitErrors', 'asyncErrors'];\n    var arraySplice = function arraySplice(state, field,\n    index, removeNum, value) {\n    var result = state;\n    var nonValuesValue = value != null ? empty : undefined;\n    result = doSplice(result, 'values', field, index, removeNum, value, true);\n    result = doSplice(result, 'fields', field,\n    index, removeNum, nonValuesValue);\n    result = doPlainSplice(result, 'syncErrors', field, index, removeNum,\n    undefined);\n    result = doPlainSplice(result, 'syncWarnings', field, index, removeNum, undefined);\n    result =\n    doSplice(result, 'submitErrors', field, index, removeNum, undefined);\n    result = doSplice(result, 'asyncErrors',\n    field, index, removeNum, undefined);\n    }\n    return result;\n    };\n    var behaviors = (_behaviors = {}, _defineProperty(_behaviors, ARRAY_INSERT,\n    function (state, _ref2) {\n    var _ref2$meta = _ref2.meta,\n        field = _ref2$meta.field,\n        index =\n        _ref2$meta.index,\n        payload = _ref2.payload;\n    return arraySplice(state, field, index, 0, payload);\n    }),\n    _defineProperty(_behaviors, ARRAY_MOVE, function (state, _ref3) {\n    var _ref3$meta = _ref3.meta,\n        field =\n        _ref3$meta.field,\n        from = _ref3$meta.from,\n        to = _ref3$meta.to;\n    var array = getIn(state, 'values.' +\n    field);\n    var length = array ? size(array) : 0;\n    var result = state;\n    if (length) {\n    rootKeys.forEach(function (key) {\n    var path = key + '.' + field;\n    if (getIn(result, path)) {\n    var\n    value = getIn(result, path + '[' + from + ']');\n    result = setIn(result, path, splice(getIn(result, path), from, 1));\n    //\n    remove\n    result = setIn(result, path, splice(getIn(result,\n    path), to, 0, value));\n    // insert\n    });\n    }\n    return result;\n    }),\n    _defineProperty(_behaviors,\n    ARRAY_POP, function (state, _ref4) {\n    var field = _ref4.meta.field;\n    var array = getIn(state, 'values.' +\n    field);\n    var length = array ? size(array) : 0;\n    return length ? arraySplice(state, field, length - 1, 1) : state;\n    }),\n    _defineProperty(_behaviors, ARRAY_PUSH, function (state, _ref5) {\n    var field = _ref5.meta.field,\n    payload = _ref5.payload;\n    var array = getIn(state, 'values.' + field);\n    var length = array ? size(array) : 0;\n    return arraySplice(state, field, length, 0, payload);\n    }),\n    _defineProperty(_behaviors, ARRAY_REMOVE, function\n    (state, _ref6) {\n    var _ref6$meta = _ref6.meta,\n        field = _ref6$meta.field,\n        index = _ref6$meta.index;\n    return arraySplice(state, field, index, 1);\n    }),\n    _defineProperty(_behaviors, ARRAY_REMOVE_ALL, function\n    (state, _ref7) {\n    var field = _ref7.meta.field;\n    var array = getIn(state, 'values.' + field);\n    var length = array ? size(array) : 0;\n    return length ?\n    arraySplice(state, field, 0, length) : state;\n    }),\n    _defineProperty(_behaviors, ARRAY_SHIFT, function (state, _ref8)\n    {\n    var field = _ref8.meta.field;\n    return arraySplice(state, field, 0, 1);\n    }),\n    _defineProperty(_behaviors,\n    ARRAY_SPLICE, function (state, _ref9) {\n    var _ref9$meta = _ref9.meta,\n        field = _ref9$meta.field,\n    index = _ref9$meta.index,\n        removeNum = _ref9$meta.removeNum,\n        payload = _ref9.payload;\n    return\n    arraySplice(state, field, index, removeNum, payload);\n    }),\n    _defineProperty(_behaviors, ARRAY_SWAP, function\n    (state, _ref10) {\n    var _ref10$meta = _ref10.meta,\n        field = _ref10$meta.field,\n        indexA =\n        _ref10$meta.indexA,\n        indexB = _ref10$meta.indexB;\n    var result = state;\n    rootKeys.forEach(function\n    (key) {\n    var valueA = getIn(result, key + '.' + field + '[' + indexA + ']');\n    var valueB = getIn(result, key + '.' + field + '[' + indexB + ']');\n    if (valueA !== undefined || valueB !==\n    undefined) {\n    result = setIn(result, key + '.' + field + '[' + indexA + ']', valueB);\n    result = setIn(result, key\n    + '.' + field + '[' + indexB + ']', valueA);\n    }\n    });\n    return result;\n    }),\n    _defineProperty(_behaviors,\n    ARRAY_UNSHIFT, function (state, _ref11) {\n    var field = _ref11.meta.field,\n    payload = _ref11.payload;\n    return\n    arraySplice(state, field, 0, 0, payload);\n    }),\n    _defineProperty(_behaviors, AUTOFILL, function (state,\n    _ref12) {\n    var field = _ref12.meta.field,\n    payload = _ref12.payload;\n    var result = state;\n    result =

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deleteInWithCleanup(result, 'asyncErrors.' + field);\n  result = deleteInWithCleanup(result, 'submitErrors.' +
field);\n  result = setIn(result, 'fields.' + field + '.autofilled', true);\n  result = setIn(result, 'values.' + field,
payload);\n  return result;\n  }}, _defineProperty(_behaviors,
  BLUR, function (state, _ref13) {\n    var _ref13$meta = _ref13.meta,\n        field = _ref13$meta.field,\n        touch =
_ref13$meta.touch,\n        payload = _ref13.payload;\n    var result = state;\n    var initial = getIn(result, 'initial.' +
field);\n    if (initial === undefined && payload === "") {\n      result = deleteInWithCleanup(result, 'values.' +
field);\n    } else if (payload !== undefined) {\n      result = setIn(result, 'values.' + field, payload);\n    }\n    if
(field === getIn(result, 'active')) {\n      result = deleteIn(result, 'active');\n    }\n    result = deleteIn(result, 'fields.'
+ field + '.active');\n    if (touch) {\n      result = setIn(result, 'fields.' + field + '.touched', true);\n      result =
setIn(result, 'anyTouched', true);\n    }\n    return result;\n  }}, _defineProperty(_behaviors, CHANGE, function
(state, _ref14) {\n    var _ref14$meta = _ref14.meta,\n        field = _ref14$meta.field,\n        touch =
_ref14$meta.touch,\n
    persistentSubmitErrors = _ref14$meta.persistentSubmitErrors,\n    payload = _ref14.payload;\n    var result =
state;\n    var initial = getIn(result, 'initial.' + field);\n    if (initial === undefined && payload === "") {\n      result
= deleteInWithCleanup(result, 'values.' + field);\n    } else if (payload !== undefined) {\n      result = setIn(result,
'values.' + field, payload);\n    }\n    result = deleteInWithCleanup(result, 'asyncErrors.' + field);\n    if
(!persistentSubmitErrors) {\n      result = deleteInWithCleanup(result, 'submitErrors.' + field);\n    }\n    result =
deleteInWithCleanup(result, 'fields.' + field + '.autofilled');\n    if (touch) {\n      result = setIn(result, 'fields.' +
field + '.touched', true);\n      result = setIn(result, 'anyTouched', true);\n    }\n    return result;\n  }},
_defineProperty(_behaviors, CLEAR_SUBMIT, function (state) {\n    return deleteIn(state, 'triggerSubmit');\n  }},
_defineProperty(_behaviors, CLEAR_SUBMIT_ERRORS,
  function (state) {\n    var result = state;\n    result = deleteInWithCleanup(result, 'submitErrors');\n    result =
deleteIn(result, 'error');\n    return result;\n  }}, _defineProperty(_behaviors, CLEAR_ASYNC_ERROR, function
(state, _ref15) {\n    var field = _ref15.meta.field;\n    return deleteIn(state, 'asyncErrors.' + field);\n  }},
_defineProperty(_behaviors, CLEAR_FIELDS, function (state, _ref16) {\n    var _ref16$meta = _ref16.meta,\n        keepTouched = _ref16$meta.keepTouched,\n        persistentSubmitErrors = _ref16$meta.persistentSubmitErrors,\n        fields = _ref16$meta.fields;\n    var result = state;\n    fields.forEach(function (field) {\n      result =
deleteInWithCleanup(result, 'values.' + field);\n      result = deleteInWithCleanup(result, 'asyncErrors.' + field);\n    }\n    if (!persistentSubmitErrors) {\n      result = deleteInWithCleanup(result, 'submitErrors.' + field);\n    }\n    result =
deleteInWithCleanup(result, 'fields.' + field
+ '.autofilled');\n    if (!keepTouched) {\n      result = deleteIn(result, 'fields.' + field + '.touched');\n    }\n  });\n  var anyTouched = some(keys(getIn(result, 'registeredFields')), function (key) {\n    return getIn(result,
'fields.' + key + '.touched');\n  });\n  result = anyTouched ? setIn(result, 'anyTouched', true) : deleteIn(result,
'anyTouched');\n  return result;\n  }}, _defineProperty(_behaviors, FOCUS, function (state, _ref17) {\n    var field =
_ref17.meta.field;\n    var result = state;\n    var previouslyActive = getIn(state, 'active');\n    result = deleteIn(result,
'fields.' + previouslyActive + '.active');\n    result = setIn(result, 'fields.' + field + '.visited', true);\n    result =
setIn(result, 'fields.' + field + '.active', true);\n    result = setIn(result, 'active', field);\n    return result;\n  }},
_defineProperty(_behaviors, INITIALIZE, function (state, _ref18) {\n    var payload = _ref18.payload,\n        _ref18$meta = _ref18.meta,\n
    keepDirty = _ref18$meta.keepDirty,\n    keepSubmitSucceeded = _ref18$meta.keepSubmitSucceeded,\n    updateUnregisteredFields = _ref18$meta.updateUnregisteredFields,\n    keepValues = _ref18$meta.keepValues;\n    var mapData = fromJS(payload);\n    var result = empty; // clean all field state\n    // persist old warnings, they will
get recalculated if the new form values are different from the old values\n    var warning = getIn(state,
'warning');\n    if (warning) {\n      result = setIn(result, 'warning', warning);\n    }\n    var syncWarnings =
getIn(state, 'syncWarnings');\n    if (syncWarnings) {\n      result = setIn(result, 'syncWarnings', syncWarnings);\n    }
// persist old errors, they will get recalculated if the new form values are different from the old values\n    var
error = getIn(state, 'error');\n    if (error) {\n      result = setIn(result, 'error', error);\n    }\n    var syncErrors =
getIn(state, 'syncErrors');\n    if (syncErrors)

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{\n  result = setIn(result, 'syncErrors', syncErrors);\n  }\n\n  var registeredFields = getIn(state,
'registeredFields');\n\n  if (registeredFields) {\n    result = setIn(result, 'registeredFields', registeredFields);\n  }\n\n  var previousValues = getIn(state, 'values');\n  var previousInitialValues = getIn(state, 'initial');\n  var
newInitialValues = mapData;\n  var newValues = previousValues;\n\n  if (keepDirty && registeredFields) {\n
if (!deepEqual(newInitialValues, previousInitialValues)) {\n    /\n    // Keep the value of dirty fields while
updating the value of\n    // pristine fields. This way, apps can reinitialize forms while\n    // avoiding stomping
on user edits.\n    /\n    // Note 1: The initialize action replaces all initial values\n    // regardless of
keepDirty.\n    /\n    // Note 2: When a field is dirty, keepDirty is enabled, and the field\n    // value is the
same as the new initial
value for the field, the\n    // initialize action causes the field to become pristine. That effect\n    // is what we
want.\n    /\n    var overwritePristineValue = function overwritePristineValue(name) {\n    var
previousInitialValue = getIn(previousInitialValues, name);\n    var previousValue = getIn(previousValues,
name);\n\n    if (deepEqual(previousValue, previousInitialValue)) {\n    // Overwrite the old pristine value
with the new pristine value\n    var newInitialValue = getIn(newInitialValues, name); // This check prevents
any 'setIn' call that would create useless\n    // nested objects, since the path to the new field value would\n
// evaluate to the same (especially for undefined values)\n    if (getIn(newValues, name) !==
newInitialValue) {\n    newValues = setIn(newValues, name, newInitialValue);\n    }\n    }\n
};\n\n  if (!updateUnregisteredFields) {\n
    forEach(keys(registeredFields), function (name) {\n    return overwritePristineValue(name);\n    });\n
  }\n\n  forEach(keys(newInitialValues), function (name) {\n    var previousInitialValue =
getIn(previousInitialValues, name);\n\n    if (typeof previousInitialValue === 'undefined') {\n    // Add new
values at the root level.\n    var newInitialValue = getIn(newInitialValues, name);\n    newValues =
setIn(newValues, name, newInitialValue);\n    }\n\n    if (updateUnregisteredFields) {\n
overwritePristineValue(name);\n    }\n    });\n  }\n  } else {\n    newValues = newInitialValues;\n  }\n\n
if (keepValues) {\n    forEach(keys(previousValues), function (name) {\n    var previousValue =
getIn(previousValues, name);\n    newValues = setIn(newValues, name, previousValue);\n    });\n  }\n\n
forEach(keys(previousInitialValues), function (name) {\n    var previousInitialValue
= getIn(previousInitialValues, name);\n    newInitialValues = setIn(newInitialValues, name,
previousInitialValue);\n    });\n  }\n\n  if (keepSubmitSucceeded && getIn(state, 'submitSucceeded')) {\n
result = setIn(result, 'submitSucceeded', true);\n  }\n\n  result = setIn(result, 'values', newValues);\n  result =
setIn(result, 'initial', newInitialValues);\n  return result;\n  }}, _defineProperty(_behaviors, REGISTER_FIELD,
function (state, _ref19) {\n  var _ref19$payload = _ref19.payload,\n  name = _ref19$payload.name,\n  type
= _ref19$payload.type;\n  var key = 'registeredFields[\\' + name + '\\'];\n  var field = getIn(state, key);\n\n  if
(field) {\n    var count = getIn(field, 'count') + 1;\n    field = setIn(field, 'count', count);\n  } else {\n    field =
fromJS({\n    name: name,\n    type: type,\n    count: 1\n  });\n  }\n\n  return setIn(state, key, field);\n  }},
_defineProperty(_behaviors,
RESET, function (state) {\n  var result = empty;\n  var registeredFields = getIn(state, 'registeredFields');\n\n  if
(registeredFields) {\n    result = setIn(result, 'registeredFields', registeredFields);\n  }\n\n  var values =
getIn(state, 'initial');\n\n  if (values) {\n    result = setIn(result, 'values', values);\n    result = setIn(result, 'initial',
values);\n  }\n\n  return result;\n  }}, _defineProperty(_behaviors, RESET_SECTION, function (state, _ref20) {\n
var sections = _ref20.meta.sections;\n  var result = state;\n  sections.forEach(function (section) {\n    result =
deleteInWithCleanUp(result, 'asyncErrors.' + section);\n    result = deleteInWithCleanUp(result, 'submitErrors.' +
section);\n    result = deleteInWithCleanUp(result, 'fields.' + section);\n    var values = getIn(state, 'initial.' +
section);\n    result = values ? setIn(result, 'values.' + section, values) : deleteInWithCleanUp(result, 'values.' +
section);\n  });\n\n  var anyTouched = some(keys(getIn(result, 'registeredFields')), function (key) {\n    return getIn(result, 'fields.' +
key + '.touched');\n  });\n  result = anyTouched ? setIn(result, 'anyTouched', true) : deleteIn(result,
'anyTouched');\n  return result;\n  }}, _defineProperty(_behaviors, SUBMIT, function (state) {\n  return

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setIn(state, 'triggerSubmit', true);\n }), _defineProperty(_behaviors, START_ASYNC_VALIDATION, function
(state, _ref21) {\n  var field = _ref21.meta.field;\n  return setIn(state, 'asyncValidating', field || true);\n }),
_defineProperty(_behaviors, START_SUBMIT, function (state) {\n  return setIn(state, 'submitting', true);\n }),
_defineProperty(_behaviors, STOP_ASYNC_VALIDATION, function (state, _ref22) {\n  var payload =
_ref22.payload;\n  var result = state;\n  result = deleteIn(result, 'asyncValidating');\n  if (payload &&
Object.keys(payload).length) {\n    var _error = payload._error,\n        fieldErrors =
_objectWithoutProperties(payload,
['_error']);\n    if (_error) {\n      result = setIn(result, 'error', _error);\n    }\n    if
(Object.keys(fieldErrors).length) {\n      result = setIn(result, 'asyncErrors', fromJS(fieldErrors));\n    }\n  } else
{\n    result = deleteIn(result, 'error');\n    result = deleteIn(result, 'asyncErrors');\n  }\n  return result;\n }),
_defineProperty(_behaviors, STOP_SUBMIT, function (state, _ref23) {\n  var payload = _ref23.payload;\n  var
result = state;\n  result = deleteIn(result, 'submitting');\n  result = deleteIn(result, 'submitFailed');\n  result =
deleteIn(result, 'submitSucceeded');\n  if (payload && Object.keys(payload).length) {\n    var _error =
payload._error,\n        fieldErrors = _objectWithoutProperties(payload, ['_error']);\n    if (_error) {\n      result =
setIn(result, 'error', _error);\n    } else {\n      result = deleteIn(result, 'error');\n    }\n    if
(Object.keys(fieldErrors).length)
{\n      result = setIn(result, 'submitErrors', fromJS(fieldErrors));\n    } else {\n      result = deleteIn(result,
'submitErrors');\n    }\n    result = setIn(result, 'submitFailed', true);\n  } else {\n    result = deleteIn(result,
'error');\n    result = deleteIn(result, 'submitErrors');\n  }\n  return result;\n }), _defineProperty(_behaviors,
SET_SUBMIT_FAILED, function (state, _ref24) {\n  var fields = _ref24.meta.fields;\n  var result = state;\n
result = setIn(result, 'submitFailed', true);\n  result = deleteIn(result, 'submitSucceeded');\n  result =
deleteIn(result, 'submitting');\n  fields.forEach(function (field) {\n    return result = setIn(result, 'fields.' + field +
'.touched', true);\n  });\n  if (fields.length) {\n    result = setIn(result, 'anyTouched', true);\n  }\n  return
result;\n }), _defineProperty(_behaviors, SET_SUBMIT_SUCCEEDED, function (state) {\n  var result = state;\n
result = deleteIn(result, 'submitFailed');\n
  result = setIn(result, 'submitSucceeded', true);\n  return result;\n }), _defineProperty(_behaviors, TOUCH,
function (state, _ref25) {\n  var fields = _ref25.meta.fields;\n  var result = state;\n  fields.forEach(function (field)
{\n    return result = setIn(result, 'fields.' + field + '.touched', true);\n  });\n  result = setIn(result, 'anyTouched',
true);\n  return result;\n }), _defineProperty(_behaviors, UNREGISTER_FIELD, function (state, _ref26) {\n  var
_ref26$payload = _ref26.payload,\n      name = _ref26$payload.name,\n      destroyOnUnmount =
_ref26$payload.destroyOnUnmount;\n  var result = state;\n  var key = 'registeredFields[\\\" + name + '\\\"]';\n  var
field = getIn(result, key);\n  if (!field) {\n    return result;\n  }\n  var count = getIn(field, 'count') - 1;\n  if
(count <= 0 && destroyOnUnmount) {\n    // Note: Cannot use deleteWithCleanup here because of the flat nature
of registeredFields\n    result
= deleteIn(result, key);\n    if (deepEqual(getIn(result, 'registeredFields'), empty)) {\n      result =
deleteIn(result, 'registeredFields');\n    }\n    var syncErrors = getIn(result, 'syncErrors');\n    if (syncErrors)
{\n      syncErrors = plainDeleteInWithCleanup(syncErrors, name);\n      if (plain.deepEqual(syncErrors,
plain.empty)) {\n        result = deleteIn(result, 'syncErrors');\n      } else {\n        result = setIn(result, 'syncErrors',
syncErrors);\n      }\n    }\n    var syncWarnings = getIn(result, 'syncWarnings');\n    if (syncWarnings) {\n
syncWarnings = plainDeleteInWithCleanup(syncWarnings, name);\n    if (plain.deepEqual(syncWarnings,
plain.empty)) {\n      result = deleteIn(result, 'syncWarnings');\n    } else {\n      result = setIn(result,
'syncWarnings', syncWarnings);\n    }\n  }\n  result = deleteInWithCleanup(result, 'submitErrors.' +
name);\n  result = deleteInWithCleanup(result,
'asyncErrors.' + name);\n  } else {\n    field = setIn(field, 'count', count);\n    result = setIn(result, key, field);\n
}\n  return result;\n }), _defineProperty(_behaviors, UNTOUCH, function (state, _ref27) {\n  var fields =
_ref27.meta.fields;\n  var result = state;\n  fields.forEach(function (field) {\n    return result = deleteIn(result,
'fields.' + field + '.touched');\n  });\n  var anyTouched = some(keys(getIn(result, 'registeredFields')), function (key)
{\n    return getIn(result, 'fields.' + key + '.touched');\n  });\n  result = anyTouched ? setIn(result, 'anyTouched',

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true) : deleteIn(result, 'anyTouched');\n  return result;\n  }}, _defineProperty(_behaviors,
UPDATE_SYNC_ERRORS, function (state, _ref28) {\n  var _ref28$payload = _ref28.payload,\n  syncErrors =
_ref28$payload.syncErrors,\n  error = _ref28$payload.error;\n  var result = state;\n\n  if (error) {\n  result =
setIn(result, 'error', error);\n  result
= setIn(result, 'syncError', true);\n  } else {\n  result = deleteIn(result, 'error');\n  result = deleteIn(result,
'syncError');\n  }\n\n  if (Object.keys(syncErrors).length) {\n  result = setIn(result, 'syncErrors', syncErrors);\n
} else {\n  result = deleteIn(result, 'syncErrors');\n  }\n\n  return result;\n  }}, _defineProperty(_behaviors,
UPDATE_SYNC_WARNINGS, function (state, _ref29) {\n  var _ref29$payload = _ref29.payload,\n
syncWarnings = _ref29$payload.syncWarnings,\n  warning = _ref29$payload.warning;\n  var result = state;\n\n
if (warning) {\n  result = setIn(result, 'warning', warning);\n  } else {\n  result = deleteIn(result, 'warning');\n
}\n\n  if (Object.keys(syncWarnings).length) {\n  result = setIn(result, 'syncWarnings', syncWarnings);\n  } else
{\n  result = deleteIn(result, 'syncWarnings');\n  }\n\n  return result;\n  }}, _behaviors);\n\n  var reducer =
function reducer() {\n  var
state = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : empty;\n  var action =
arguments[1];\n  var behavior = behaviors[action.type];\n  return behavior ? behavior(state, action) : state;\n
};\n\n  var byForm = function byForm(reducer) {\n  return function () {\n  var state = arguments.length > 0 &&
arguments[0] !== undefined ? arguments[0] : empty;\n  var action = arguments.length > 1 && arguments[1] !==
undefined ? arguments[1] : {\n  type: 'NONE'\n  };\n  var form = action && action.meta &&
action.meta.form;\n\n  if (!form || !isReduxFormAction(action)) {\n  return state;\n  }\n\n  if (action.type
=== DESTROY && action.meta && action.meta.form) {\n  return action.meta.form.reduce(function (result,
form) {\n  return deleteInWithCleanup(result, form);\n  }, state);\n  }\n\n  var formState = getIn(state,
form);\n  var result = reducer(formState, action);\n  return result === formState
? state : setIn(state, form, result);\n  };\n  };\n  /**\n  * Adds additional functionality to the reducer\n  */\n\n
function decorate(target) {\n  target.plugin = function (reducers) {\n  var _this = this; // use 'function' keyword to
enable 'this'\n\n  return decorate(function () {\n  var state = arguments.length > 0 && arguments[0] !==
undefined ? arguments[0] : empty;\n  var action = arguments.length > 1 && arguments[1] !== undefined ?
arguments[1] : {\n  type: 'NONE'\n  };\n\n  var callPlugin = function callPlugin(processed, key) {\n
var previousState = getIn(processed, key);\n  var nextState = reducers[key](previousState, action, getIn(state,
key));\n  return nextState !== previousState ? setIn(processed, key, nextState) : processed;\n  };\n\n  var
processed = _this(state, action); // run through redux-form reducer\n\n  var form = action && action.meta &&
action.meta.form;\n\n  if (form) {\n  // this is an action aimed at forms, so only give it to the specified form's plugin\n
return
reducers[form] ? callPlugin(processed, form) : processed;\n  } else {\n  // this is not a form-specific action,
so send it to all the plugins\n  return Object.keys(reducers).reduce(callPlugin, processed);\n  }\n  });\n
};\n\n  return target;\n  };\n\n  return decorate(byForm(reducer));\n  }\n\n  \nexport default createReducer;";\nimport
createReducer from './createReducer';\nimport plain from './structure/plain';\nexport default
createReducer(plain);";\nimport invariant from 'invariant';\nimport plain from './structure/plain';\n\nvar
createFormValueSelector = function createFormValueSelector(_ref) {\n  var getIn = _ref.getIn;\n  return function
(form, getFormState) {\n  invariant(form, 'Form value must be specified');\n\n  var nonNullGetFormState =
getFormState || function (state) {\n  return getIn(state, 'form');\n  };\n\n  return function (state) {\n  for (var _len = arguments.length, fields = Array(_len > 1 ? _len - 1 : 0), _key = 1;
_key < _len; _key++) {\n  fields[_key - 1] = arguments[_key];\n  }\n\n  invariant(fields.length, 'No fields
specified');\n  return fields.length === 1 ? // only selecting one field, so return its value\n
getIn(nonNullGetFormState(state), form + '.values.' + fields[0]) : // selecting many fields, so return an object of field
values\n  fields.reduce(function (accumulator, field) {\n  var value = getIn(nonNullGetFormState(state), form
+ '.values.' + field);\n  return value === undefined ? accumulator : plain.setIn(accumulator, field, value);\n  },
{});\n  };\n  };\n  };\n\n  \nexport default createFormValueSelector;";\nimport createFormValueSelector from
'./createFormValueSelector';\nimport plain from './structure/plain';\nexport default

```



```
createFormValueSelector(plain);"], "sourceRoot": ""}
```

Found in path(s):

```
* /opt/cola/permits/1701385382_1685525723.1625257/0/mockserver-netty-5-14-0-sources-1-jar/org/mockserver/dashboard/static/js/2.d40871cb.chunk.js.map
```

No license file was found, but licenses were detected in source scan.

```
/opt/cola/permits/1701385382_1685525723.1625257/0/mockserver-netty-5-14-0-sources-1-jar/org/mockserver/dashboard/AveriaSansLibre-Regular.ttf: binary file matches
```

Found in path(s):

```
* /bin/grep
```

1.497 swagger-parser 1.0.61

1.497.1 Available under license :

Apache-2.0

1.498 swagger-parser-core 2.1.2

1.498.1 Available under license :

Apache-2.0

1.499 swagger-parser-v2-converter 2.1.2

1.499.1 Available under license :

Apache-2.0

1.500 mockserver-core 5.14.0

1.500.1 Available under license :

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- */

Found in path(s):

- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/XmlExampleSerializer.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/DoubleExample.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/Example.java
- *
- /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/ArrayExample.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/JsonNodeExampleSerializer.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/DecimalExample.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/AbstractExample.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/FloatExample.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/StringExample.java
- *
- /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/ExampleBuilder.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/JsonExampleDeserializer.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/IntegerExample.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/BooleanExample.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/BigIntegerExample.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/LongExample.java
- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/examples/models/ObjectExample.java

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license:

Found in path(s):

- * /opt/cola/permits/1701385291_1685525712.1988056/0/mockserver-core-5-14-0-sources-2-jar/org/mockserver/openapi/mock-server-openapi-embedded-model.yaml

1.501 swagger-parser-v3 2.1.2

1.501.1 Available under license :

Apache-2.0

1.502 jmespath-java 1.12.330

1.502.1 Available under license :

No license file was found, but licenses were detected in source scan.

<name>Apache License, Version 2.0</name>

Found in path(s):

* /opt/cola/permits/1701385315_1685525726.656383/0/jmespath-java-1-12-330-jar/META-INF/maven/com.amazonaws/jmespath-java/pom.xml

1.503 aws-java-sdk-kms 1.12.330

1.503.1 Available under license :

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1.504 swagger-parser 2.1.2

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1.505 mockserver-client-java 5.14.0

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1.506 swagger-compat-spec-parser 1.0.61

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/opt/cola/permits/1701385284_1685525710.1254845/0/swagger-compat-spec-parser-1-0-61-1-
jar/io/swagger/models/resourcelisting/ApiInfo.class: binary file matches

Found in path(s):

* /bin/grep

1.507 j2objc-annotations 2.8

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```

Found in path(s):

* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/OnDealloc.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/J2ObjCIncompatible.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-

```
jar/com/google/j2objc/annotations/LoopTranslation.java
*
/opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/RetainedLocalRef.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/ReflectionSupport.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/Property.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/WeakOuter.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/RetainedWith.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/ObjectiveCName.java
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```

Found in path(s):

```
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/Weak.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/AutoreleasePool.java
```

1.508 postgresql 42.6.0

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1.509 guava 32.0.1-jre

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1.510 snappy 0.4

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1.511 libnss-nis 2.17

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@subheading END OF TERMS AND CONDITIONS

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@c Local Variables:

@c ispell-local-pdict: "ispell-dict"

@c End:

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operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least

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d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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^L

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1.512 libnss-nisplus 2.17

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We call this license the @dfn{Lesser} General Public License because it does @emph{Less} to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less

of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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@subheading END OF TERMS AND CONDITIONS

@page

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smallexample

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@var{signature of Ty Coon}, 1 April 1990

Ty Coon, President of Vice

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1.513 python 2.7.5-93.el7_9

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release | Derived from | Year | Owner | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 | | 1991-1995 | CWI | yes |
| 1.3 thru 1.5.2 | 1.2 | 1995-1999 | CNRI | yes |
| 1.6 | 1.5.2 | 2000 | CNRI | no |
| 2.0 | 1.6 | 2000 | BeOpen.com | no |
| 1.6.1 | 1.6 | 2001 | CNRI | yes (2) |
| 2.1 | 2.0+1.6.1 | 2001 | PSF | no |
| 2.0.1 | 2.0+1.6.1 | 2001 | PSF | yes |
| 2.1.1 | 2.1+2.0.1 | 2001 | PSF | yes |
| 2.2 | 2.1.1 | 2001 | PSF | yes |
| 2.1.2 | 2.1.1 | 2002 | PSF | yes |
| 2.1.3 | | | | |
| 2.1.2 | 2002 | PSF | yes | |
| 2.2.1 | 2.2 | 2002 | PSF | yes |
| 2.2.2 | 2.2.1 | 2002 | PSF | yes |

| | | | | |
|-------|-------|-----------|-----|-----|
| 2.2.3 | 2.2.2 | 2003 | PSF | yes |
| 2.3 | 2.2.2 | 2002-2003 | PSF | yes |
| 2.3.1 | 2.3 | 2002-2003 | PSF | yes |
| 2.3.2 | 2.3.1 | 2002-2003 | PSF | yes |
| 2.3.3 | 2.3.2 | 2002-2003 | PSF | yes |
| 2.3.4 | 2.3.3 | 2004 | PSF | yes |
| 2.3.5 | 2.3.4 | 2005 | PSF | yes |
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| 2.5.3 | 2.5.2 | 2008 | PSF | yes |
| 2.6 | 2.5 | 2008 | PSF | yes |
| 2.6.1 | 2.6 | 2008 | PSF | yes |
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| 2.6.5 | 2.6.4 | 2010 | PSF | yes |
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1.516 error_prone_annotations 2.20.0

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Found in path(s):

* /opt/cola/permits/1743275143_1689175756.0938716/0/error-prone-annotations-2-20-0-jar/META-INF/maven/com.google.errorprone/error_prone_annotations/pom.xml

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Manifest-Version: 1.0
Created-By: Maven JAR Plugin 3.2.2
Build-Jdk-Spec: 17
Automatic-Module-Name: com.google.errorprone.annotations
Bundle-Description: Error Prone is a static analysis tool for Java that catches common programming mistakes at compile-time.
Bundle-DocURL: https://errorprone.info/error_prone_annotations
Bundle-License: "Apache 2.0";link="http://www.apache.org/licenses/LICENSE-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: error-prone annotations
Bundle-SCM: url="https://github.com/google/error-prone/error_prone_annotations",connection="scm:git:https://github.com/google/error-prone.git/error_prone_annotations",developer-connection="scm:git:git@github.com:google/error-prone.git/error_prone_annotations",tag=HEAD
Bundle-SymbolicName: com.google.errorprone.annotations
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Bundle-Version: 2.20.0
Export-Package: com.google.errorprone.annotations;uses:="javax.lang.model.element";version="2.20.0",com.google.errorprone.annotations.concurrent;version="2.20.0"
Import-Package: javax.lang.model.element
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Found in path(s):

* /opt/cola/permits/1743275143_1689175756.0938716/0/error-prone-annotations-2-20-0-jar/META-INF/MANIFEST.MF

1.517 bouncy-castle 1.76

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Any executables

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* `configure.ac`, `Makefile.am`: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

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* `atf-c/ui.c`: The `format_paragraph` and `format_text` functions were derived from the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5cff2bb5b6.

Author: Julio Merino <jmmv@NetBSD.org>

* `atf-c++/detail/io.hpp`, `atf-c++/detail/io.cpp`, `atf-c++/detail/io_test.cpp`: These files were derived from the `file_handle`, `systembuf`, `pipe` and `pistream` classes and tests found in the Boost.Process library.

Author: Julio Merino <jmmv84@gmail.com>

* `admin/check-style.sh`,
`admin/check-style-common.awk`,
`admin/check-style-cpp.awk`, `admin/check-style-shell.awk`: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

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=====
vim: filetype=text:textwidth=75:expandtab:shiftwidth=2:softtabstop=2
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-->

<!-- Generate ISC copyright comments from Docbook copyright metadata. -->

```
<xsl:stylesheet version="1.0"
```

```
  xmlns:xsl="http://www.w3.org/1999/XSL/Transform"
```

```
  xmlns:xi="http://www.w3.org/2001/XInclude"
```

```
  xmlns:db="http://docbook.org/ns/docbook">
```

```
  <xsl:template name="isc.copyright.format">
```

```
    <xsl:param name="text"/>
```

```
    <xsl:value-of select="$isc.copyright.leader"/>
```

```
    <xsl:value-of select="normalize-space(substring-before($text, '&#10;'))"/>
```

```
    <xsl:text>&#10;</xsl:text>
```



```

<xsl:variable name="rest" select="substring-after($text, '&#10;')"/>
<xsl:if test="translate($rest, '&#9;&#32;', '')">

  <xsl:call-template name="isc.copyright.format">
    <xsl:with-param name="text" select="$rest"/>
  </xsl:call-template>
</xsl:if>
</xsl:template>

<xsl:variable name="isc.copyright.text">
  <xsl:text>
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  </xsl:text>
</xsl:variable>

<xsl:variable name="isc.copyright">
  <xsl:call-template name="isc.copyright.format">
    <xsl:with-param name="text">
      <xsl:for-each select="book/info/copyright | refentry/docinfo/copyright">
        <xsl:text>Copyright (C) </xsl:text>
        <xsl:call-template name="copyright.years">
          <xsl:with-param name="years" select="year"/>
        </xsl:call-template>
        <xsl:text> </xsl:text>
        <xsl:value-of select="holder"/>
        <xsl:value-of select="$isc.copyright.breakline"/>
        <xsl:text>&#10;</xsl:text>
      </xsl:for-each>
      <xsl:value-of
        select="$isc.copyright.text"/>
    </xsl:with-param>
  </xsl:call-template>
</xsl:variable>
</xsl:stylesheet>

<!--
- Local variables:
- mode: sgml
- End:
-->
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```

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1.522 commons-compress 1.24.0

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1.523 kotlin 1.9.10

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```
* /opt/cola/permits/1815024093_1696602312.9668024/0/kotlin-1-9-10-2-tgz/package/kotlin.js
```

1.524 avro 1.11.3

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1.525 zt 1.14

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/opt/cola/permits/1820506552_1697149599.2539036/0/zt-zip-1-14-sources-5-jar/org/zeroturnaround/zip/commons/FilenameUtils.java

* /opt/cola/permits/1820506552_1697149599.2539036/0/zt-zip-1-14-sources-5-jar/org/zeroturnaround/zip/commons/FileUtilsV2_2.java

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* /opt/cola/permits/1820506552_1697149599.2539036/0/zt-zip-1-14-sources-5-jar/org/zeroturnaround/zip/timestamps/TimestampStrategyFactory.java

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*
/opt/cola/permits/1820506552_1697149599.2539036/0/zt-zip-1-14-sources-5-jar/org/zeroturnaround/zip/extra/AsiExtraField.java
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```
jar/org/zeroturnaround/zip/extra/ZipLong.java
* /opt/cola/permits/1820506552_1697149599.2539036/0/zt-zip-1-14-sources-5-
jar/org/zeroturnaround/zip/extra/ZipConstants.java
* /opt/cola/permits/1820506552_1697149599.2539036/0/zt-zip-1-14-sources-5-
jar/org/zeroturnaround/zip/extra/ZipExtraField.java
* /opt/cola/permits/1820506552_1697149599.2539036/0/zt-zip-1-14-sources-5-
jar/org/zeroturnaround/zip/extra/UnrecognizedExtraField.java
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1.526 libpng 1.6.38

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jopt-simple v5.0.4

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*

* Author: Jim Fulton, MIT The Open Group

*

* Xlib Extension-Writing Utilities

*

* This package contains utilities for writing the client API for various

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- lib/gssapi/generic/gssapi_err_generic.et
- lib/gssapi/mechglue/g_accept_sec_context.c
- lib/gssapi/mechglue/g_acquire_cred.c
- lib/gssapi/mechglue/g_canon_name.c
- lib/gssapi/mechglue/g_compare_name.c
- lib/gssapi/mechglue/g_context_time.c
- lib/gssapi/mechglue/g_delete_sec_context.c
- lib/gssapi/mechglue/g_dsp_name.c
- lib/gssapi/mechglue/g_dsp_status.c
- lib/gssapi/mechglue/g_dup_name.c
- lib/gssapi/mechglue/g_exp_sec_context.c
- lib/gssapi/mechglue/g_export_name.c
- lib/gssapi/mechglue/g_glue.c
- lib/gssapi/mechglue/g_imp_name.c
- lib/gssapi/mechglue/g_imp_sec_context.c
- lib/gssapi/mechglue/g_init_sec_context.c
- lib/gssapi/mechglue/g_initialize.c
- lib/gssapi/mechglue/g_inquire_context.c
- lib/gssapi/mechglue/g_inquire_cred.c
- lib/gssapi/mechglue/g_inquire_names.c
- lib/gssapi/mechglue/g_process_context.c
- lib/gssapi/mechglue/g_rel_buffer.c
- lib/gssapi/mechglue/g_rel_cred.c
- lib/gssapi/mechglue/g_rel_name.c
- lib/gssapi/mechglue/g_rel_oid_set.c
- lib/gssapi/mechglue/g_seal.c
- lib/gssapi/mechglue/g_sign.c
- lib/gssapi/mechglue/g_store_cred.c
- lib/gssapi/mechglue/g_unseal.c

lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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The Unicode Standard, Unicode Character Database, Version 10.0.0

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This is the Debian prepackaged version of "unzip", Info-Zip's fast, portable, zipfile decompression utility.

This package is currently maintained by Santiago Vila <sanvila@debian.org> and built from sources obtained from:

<ftp://ftp.info-zip.org/pub/infozip/src/unzip60.tgz>

The changes were fairly minimal, and consisted solely of adding various debian/* files to the distribution, plus several miscellaneous fixes as reflected in the Debian changelog.

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Upstream-Name: xxhash

Source: <https://github.com/Cyan4973/xxHash>

Comment: The library files `xxhash.c` and `xxhash.h` are BSD licensed.

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Upstream-Name: GnuPG - The GNU Privacy Guard (modern version)

Upstream-Contact: GnuPG development mailing list <gnupg-devel@gnupg.org>

Source: <https://gnupg.org/download/>

Files: *

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agent/command-ssh.c

agent/gpg-agent.c

common/homedir.c

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- * added Debian GNU/Linux package maintenance system files
- * at times, bug fixes awaiting inclusion in the upstream source

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This is the Debian GNU/Linux prepackaged version of the Python programming language. Python was written by Guido van Rossum <guido@cwil.nl> and others.

This package was put together by Klee Dienes <klee@debian.org> from sources from `ftp.python.org:/pub/python`, based on the Debianization by the previous maintainers Bernd S. Brentrup <bsb@uni-muenster.de> and Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final 2.3 version is released.

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related

Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release | Derived from | Year | Owner | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 | 1991-1995 | CWI | yes | |
| 1.3 thru 1.5.2 | 1.2 | 1995-1999 | CNRI | yes |
| 1.6 | 1.5.2 | 2000 | CNRI | no |
| 2.0 | 1.6 | 2000 | BeOpen.com | no |
| 1.6.1 | 1.6 | 2001 | CNRI | yes (2) |
| 2.1 | 2.0+1.6.1 | 2001 | PSF | no |
| 2.0.1 | 2.0+1.6.1 | 2001 | PSF | yes |
| 2.1.1 | 2.1+2.0.1 | 2001 | PSF | yes |
| 2.2 | 2.1.1 | 2001 | PSF | yes |
| 2.1.2 | 2.1.1 | 2002 | PSF | yes |
| 2.1.3 | 2.1.2 | 2002 | PSF | yes |
| 2.2.1 | 2.2 | 2002 | PSF | yes |
| 2.2.2 | 2.2.1 | 2002 | PSF | yes |
| 2.2.3 | 2.2.2 | 2003 | PSF | yes |
| 2.3 | 2.2.2 | 2002-2003 | PSF | yes |
| 2.3.1 | 2.3 | 2002-2003 | PSF | yes |
| 2.3.2 | 2.3.1 | 2002-2003 | PSF | yes |
| 2.3.3 | 2.3.2 | 2002-2003 | PSF | yes |
| 2.3.4 | 2.3.3 | 2004 | PSF | yes |
| 2.3.5 | 2.3.4 | 2005 | PSF | yes |
| 2.4 | 2.3 | 2004 | PSF | yes |
| 2.4.1 | 2.4 | 2005 | PSF | yes |
| 2.4.2 | 2.4.1 | 2005 | PSF | yes |
| 2.4.3 | 2.4.2 | 2006 | PSF | yes |
| 2.4.4 | 2.4.3 | 2006 | PSF | yes |
| 2.5 | 2.4 | 2006 | PSF | yes |
| 2.5.1 | 2.5 | 2007 | PSF | yes |
| 2.5.2 | 2.5.1 | 2008 | PSF | yes |
| 2.5.3 | 2.5.2 | 2008 | PSF | yes |
| 2.6 | 2.5 | 2008 | PSF | yes |
| 2.6.1 | 2.6 | 2008 | PSF | yes |
| 2.6.2 | 2.6.1 | 2009 | PSF | yes |
| 2.6.3 | 2.6.2 | 2009 | PSF | yes |
| 2.6.4 | 2.6.3 | 2009 | | |
| | PSF | yes | | |
| 3.0 | 2.6 | 2008 | PSF | yes |

| | | | | |
|-------|-------|------|-----|-----|
| 3.0.1 | 3.0 | 2009 | PSF | yes |
| 3.1 | 3.0.1 | 2009 | PSF | yes |
| 3.1.1 | 3.1 | 2009 | PSF | yes |

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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Upstream-Contact: Thorsten Kukuk <kukuk@thkukuk.de>

Source: <https://github.com/thkukuk/libnsl>

Files: debian/*

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Files: AUTHORS

configure.ac

config.h.in

libnsl.pc.in

Makefile.am

NEWS

README

src/Makefile.am

src/do_ypcall.c

src/internal.h

src/libnsl.map

src/nisplus/nis_error.c

src/taddr2host.c

src/taddr2ipstr.c

src/taddr2port.c

src/yp_first.c

src/yp_get_default_domain.c

src/yp_maplist.c

src/yp_master.c

src/yp_match.c

src/yp_next.c

src/yp_order.c

src/ypbinderr_string.c

src/yperr_string.c

src/ypprot_err.c

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Files: src/libc-lock.h

src/nisplus/nis_add.c

src/nisplus/nis_addmember.c

src/nisplus/nis_call.c

src/nisplus/nis_callback.c

src/nisplus/nis_checkpoint.c

src/nisplus/nis_clone_dir.c

src/nisplus/nis_clone_obj.c
src/nisplus/nis_clone_res.c
src/nisplus/nis_creategroup.c
src/nisplus/nis_defaults.c
src/nisplus/nis_destroygroup.c
src/nisplus/nis_domain_of.c
src/nisplus/nis_domain_of_r.c
src/nisplus/nis_file.c
src/nisplus/nis_findserv.c
src/nisplus/nis_free.c
src/nisplus/nis_getservlist.c
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src/nisplus/nis_lookup.c
src/nisplus/nis_mkdir.c
src/nisplus/nis_modify.c
src/nisplus/nis_ping.c
src/nisplus/nis_print.c
src/nisplus/nis_print_group_entry.c
src/nisplus/nis_remove.c
src/nisplus/nis_removemember.c
src/nisplus/nis_rmdir.c
src/nisplus/nis_server.c
src/nisplus/nis_subr.c
src/nisplus/nis_table.c
src/nisplus/nis_util.c
src/nisplus/nis_verifygroup.c
src/nisplus/nis_xdr.c
src/nisplus/nis_xdr.h
src/rpcsvc/nislib.h
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Files: src/rpcsvc/nis_callback.h

src/rpcsvc/nis_callback.x
src/rpcsvc/nis_object.x
src/rpcsvc/nis_tags.h
src/rpcsvc/nis.h
src/rpcsvc/nis.x
src/rpcsvc/yp.h
src/rpcsvc/yp.x
src/rpcsvc/yp_prot.h
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m4/host-cpu-c-abi.m4
m4/iconv.m4
m4/intlmacosx.m4
m4/lib-ld.m4

m4/lib-link.m4
m4/lib-prefix.m4
m4/libtool.m4
m4/ltoptions.m4
m4/ltsugar.m4
m4/ltversion.m4
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po/Makevars
po/POTFILES.in
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po/boldquot.sed
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Comment:

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Files: regen/ebcdic.pl
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Comment:
* Some of the tables are adapted from
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Files:

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vms/vms.c

vms/vmsish.h

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Files:

dist/autouse/*

dist/base/*

dist/constant/*

dist/Devel-SelfStubber/*

dist/Dumpvalue/*

dist/Env/*

cpan/ExtUtils-Manifest/*

dist/I18N-Collate/*

dist/Safe/*

ext/Fcntl/*

ext/FileCache/*

ext/GDBM_File/*

ext/IPC-Open3/*

ext/NDBM_File/*

ext/ODBM_File/*

ext/Opcode/*

ext/PerlIO-encoding/*

ext/PerlIO-scalar/*

ext/PerlIO-via/*

ext/POSIX/*

ext/re/*

cpan/Socket/*

ext/Sys-Hostname/*

ext/Tie-Hash-NamedCapture/*

ext/Tie-Memoize/*

ext/VMS-DCLsym/*

ext/VMS-Stdio/*

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Files:

cpan/autodie/lib/autodie/exception/system.pm

cpan/autodie/lib/autodie/exception.pm

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cpan/autodie/lib/autodie/Scope/GuardStack.pm

cpan/autodie/lib/autodie/Util.pm

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cpan/Compress-Raw-Bzip2/bzip2-src/README states:

Note that the files bzip2.c, bzip2recover.c, bzlib.c & decompress.c have been modified to allow them to build with a C++ compiler.

The file bzip2-src/bzip2-cpp.patch contains the patch that was used to modify the original source.

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cpan/CPAN/scripts/cpan

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Files:

cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_0.pod

cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_1.pod

cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_2.pod

cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_3.pod

cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_4.pod

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dist/Devel-PPPport/parts/inc/01_test
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Files:

cpan/File-Fetch/*

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cpan/Module-Load/*

cpan/Module-Load-Conditional/*

cpan/Module-Loaded/*

cpan/Params-Check/*

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Files:

cpan/Locale-Maketext-Simple/t/po_with_i_default/i_default.po

cpan/Locale-Maketext-Simple/t/po_with_i_default/fr.po

cpan/Locale-Maketext-Simple/t/po_with_i_default/en.po

cpan/Locale-Maketext-Simple/t/po_without_i_default/en.po

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Files:

cpan/podlators/t/data/snippets/README

cpan/podlators/t/data/basic.cap

cpan/podlators/t/data/basic.clr

cpan/podlators/t/data/basic.man
cpan/podlators/t/data/basic.ovr
cpan/podlators/t/data/basic.pod
cpan/podlators/t/data/basic.txt

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Files:

cpan/podlators/t/docs/pod-spelling.t
cpan/podlators/t/docs/pod.t
cpan/podlators/t/docs/synopsis.t
cpan/podlators/t/lib/Test/RRA.pm
cpan/podlators/t/lib/Test/RRA/Config.pm
cpan/podlators/t/style/minimum-version.t
cpan/podlators/t/style/module-version.t
cpan/podlators/t/style/strict.t

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Files:

cpan/podlators/t/lib/Test/RRA/ModuleVersion.pm
cpan/podlators/t/docs/spdx-license.t
cpan/podlators/t/style/obsolete-strings.t
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Files: cpan/podlators/t/man/no-encode.t

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support/man2html.c

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* at the Eindhoven University of Technology. Email: rcb5@win.tue.nl

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Upstream-Name: DejaVu fonts

Upstream-Author: Stepan Roh <src@users.sourceforge.net> (original author),

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Source: <https://dejavu-fonts.github.io/>

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Upstream-Name: Zstd

Source: <https://github.com/facebook/zstd>

Files-Excluded: appveyor.yml

build/*

programs/windres/*

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.buckversion

.buckconfig

.circleci/*

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Files: *

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Upstream-Contact: Colin Watson <cjwatson@debian.org>

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It was downloaded from <https://www.gnupg.org/ftp/gcrypt/gnutls/>

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Upstream-Contact: Tatsuhiro Tsujikawa <t-tujikawa@users.sourceforge.net>

Source: <https://github.com/tatsuhiro-t/nghttp2>

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## ASM Bytecode Manipulation Framework v6.0
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Upstream-Contact: Bruno Haible <bruno@clisp.org>

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Local-Date: Fri, 06 Jun 2003 13:18:52 -0400

Date: Fri, 6 Jun 2003 10:18:52 -0700
From: Juan Gomez <juang@us.ibm.com>
To: Stephen Frost <sfrost@debian.org>
X-Mailer: Lotus Notes Release 5.0.2a (Intl) 23 November 1999
Subject: Re: Juan C. Gomez license in OpenLDAP Source

Stephen,

"There is no restriction on modifications and derived works" on the work I did for the openldap server as long as this is consistent with the openldap license. Please forward this email to Kurt so he does the appropriate changes to the files to reflect this.

Regards, Juan

MA

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Local-Date: Thu, 05 Jun 2003 16:53:32 -0400
Date: Thu, 5 Jun 2003 16:53:32 -0400 (EDT)
From: Mark Adamson <adamson@andrew.cmu.edu>
To: Stephen Frost <sfrost@debian.org>
Subject: Re: Mark Adamson license in OpenLDAP source

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After discussing this license with the OpenLDAP Foundation we received clarification on it:

* To: Stephen Frost <sfrost@snowman.net>

* Subject: Re: OpenLDAP Licenseing issues

* From: "Kurt D. Zeilenga" <Kurt@OpenLDAP.org>

* Date: Wed, 28 May 2003 10:55:44 -0700
* Cc: Steve Langasek <vorlon@netexpress.net>,debian-legal@lists.debian.org, openldap-devel@OpenLDAP.org
* In-reply-to: <20030528162613.GB8524@ns.snowman.net>
* Message-id: <5.2.0.9.0.20030528094229.02924780@127.0.0.1>
* Old-return-path: <Kurt@OpenLDAP.org>

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Regards, Kurt

Harfbuzz v2.8

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xwd v1.0.7

```
### xwd utility
```

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```

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misc/unix/getopt.c,
file_io/unix/mktemp.c, strings/apr_strings.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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It was downloaded from <ftp://ftp.gnu.org/gnu/findutils>

Debian maintainer history: The original package was put together by Ian Murdock <imurdock@debian.org>, afterwards Kevin Dalley <kevind@rahul.net> took over. 2003-07 Andreas Metzler <ametzler@debian.org> followed.

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The idea for -print0 and xargs -0 came from

Dan Bernstein <brnstnd@kramden.acf.nyu.edu>.

Improvements have been made by James Youngman <jay@gnu.org>.

* GNU xargs

was originally written by Mike Rendell, with enhancements by David MacKenzie. Modifications by James Youngman Dmitry V. Levin

* GNU locate and its associated utilities were originally written by James Woods, with enhancements by David MacKenzie, James Youngman and Bas van Gompel.

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It has been packaged by Marco d'Itri <md@linux.it>.

Original sources were obtained from:

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The deflate format used by zlib was defined by Phil Katz. The deflate and zlib specifications were written by Peter Deutsch. Thanks to all the people who reported problems and suggested various improvements in zlib; they are too numerous to cite here.

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

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Since Nov 27 1996, it was maintained by Guy Maor <maor@debian.org>. He rewrote most of it.

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called

ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to

BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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| Release | Derived from | Year | Owner | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 | | 1991-1995 | CWI | yes |
| 1.3 thru 1.5.2 | 1.2 | 1995-1999 | CNRI | yes |
| 1.6 | 1.5.2 | 2000 | CNRI | no |
| 2.0 | 1.6 | 2000 | BeOpen.com | no |
| 1.6.1 | 1.6 | 2001 | CNRI | yes (2) |
| 2.1 | 2.0+1.6.1 | 2001 | PSF | no |
| 2.0.1 | 2.0+1.6.1 | 2001 | PSF | yes |
| 2.1.1 | 2.1+2.0.1 | 2001 | PSF | yes |
| 2.2 | 2.1.1 | 2001 | PSF | yes |
| 2.1.2 | 2.1.1 | 2002 | PSF | yes |
| 2.1.3 | 2.1.2 | 2002 | PSF | yes |
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Mersenne Twister

The `'_random'` module includes code based on a download from `'http://www.math.keio.ac.jp/~matumoto/MT2002/emt19937ar.html'`. The following are the verbatim comments from the original code:

A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`
or `init_by_array(init_key, key_length)`.

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Any feedback is very welcome.

<http://www.math.keio.ac.jp/matumoto/emt.html>

email: matumoto@math.keio.ac.jp

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The `socket` module uses the functions, `getaddrinfo`, and `getnameinfo`, which are coded in separate source files from the WIDE Project, <http://www.wide.ad.jp/about/index.html>.

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Modified by Jack Jansen, CWI, July 1995:

- Use binascii module to do the actual line-by-line conversion between ascii and binary. This results in a 1000-fold speedup. The C version is still 5 times faster, though.
- Arguments more compliant with python standard

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3.0 (December 2000)

.
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.
@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

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Files: openbsd-compat/bsd-sprintf.c

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Files: openbsd-compat/sigact.*

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Files: debian/*

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This is the Debian GNU/Linux prepackaged version of the GNU compiler collection, containing Ada, C, C++, D, Fortran 95, Go, Objective-C, Objective-C++, and Modula-2 compilers, documentation, and support libraries. In addition, Debian provides the gm2 compiler, either in the same source package, or built from a separate same source package.

Packaging is done by the Debian GCC Maintainers
<debian-gcc@lists.debian.org>, with sources obtained from:

<ftp://gcc.gnu.org/pub/gcc/releases/> (for full releases)

<svn://gcc.gnu.org/svn/gcc/> (for prereleases)

<ftp://sourceware.org/pub/newlib/> (for newlib)

<git://git.savannah.gnu.org/gm2.git> (for Modula-2)

The current gcc-9 source package is taken from the SVN gcc-9-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language, library, and documentation as follows:

| Language | Compiler package | Library package | Documentation |
|---------------|------------------|-----------------|------------------|
| ----- | | | |
| Ada | | | |
| | gnat-9 | libgnat-9 | gnat-9-doc |
| BRIG | gccbrig-9 | libhsail-rt0 | |
| C | gcc-9 | | gcc-9-doc |
| C++ | g++-9 | libstdc++6 | libstdc++6-9-doc |
| D | gdc-9 | | |
| Fortran 95 | gfortran-9 | libgfortran3 | gfortran-9-doc |
| Go | gccgo-9 | libgo0 | |
| Objective C | gobjc-9 | libobjc2 | |
| Objective C++ | gobjc++-9 | | |
| Modula-2 | gm2-9 | libgm2 | |

For some language run-time libraries, Debian provides source files, development files, debugging symbols and libraries containing position-independent code in separate packages:

| Language | Sources | Development | Debugging | Position-Independent |
|----------|-----------------|------------------|------------------|----------------------|
| ----- | | | | |
| C++ | | libstdc++6-9-dev | libstdc++6-9-dbg | libstdc++6-9-pic |
| D | libphobos-9-dev | | | |

Additional packages include:

All languages:

libgcc1, libgcc2, libgcc4

GCC intrinsics (platform-dependent)

gcc-9-base Base files common to all compilers

gcc-9-soft-float Software floating point (ARM only)

gcc-9-source The sources with patches

Ada:

libgnatvsn-dev, libgnatvsn9 GNAT version library

C:

cpp-9, cpp-9-doc GNU C Preprocessor

libssp0-dev, libssp0 GCC stack smashing protection library

libquadmath0 Math routines for the __float128 type

fixincludes Fix non-ANSI header files

C, C++ and Fortran 95:

libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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gcc/emults.c, gcc/gbl-ctors.h, gcc/gcov-io.h, gcc/libgcov.c,
gcc/tssystem.h, gcc/typeclass.h).

- libatomic
- libdecnumber
- libgomp
- libitm
- libssp
- libstdc++-v3
- libobjc
- libgfortran
- The libgnat-9 Ada support library and libgnatvsn library.
- Various config files
in gcc/config/ used in runtime libraries.
- libvtv

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LLVM Team

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Version 3.1, 31 March 2009

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libquadmath/math:

atanq.c, expm1q.c, j0q.c, j1q.c, log1pq.c, logq.c:
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coshq.c, erfq.c, jnq.c, lgammaq.c, powq.c, roundq.c:

Changes for 128-bit __float128 are

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ldexpq.c:

- * Conversion to long double by Ulrich Drepper,
- * Cygnus Support, drepper@cygnus.com.

cosq_kernel.c, expq.c, sincos_table.c, sincosq.c, sincosq_kernel.c, sinq_kernel.c, truncq.c:

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isinfq.c:

- * Written by J.T. Conklin <jtc@netbsd.org>.
- * Change for long double by Jakub Jelinek <jj@ultra.linux.cz>
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log10q.c:

Cephes Math Library Release 2.2: January, 1991

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Adapted for glibc November, 2001

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D:

gdc-9 GNU D Compiler
libphobos-9-dev D standard runtime library

The D source package is made up of the following components.

The D front-end for GCC:

- d/*

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The DMD Compiler implementation of the D programming language:
- `d/dmd/*`

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The Zlib data compression library:
- `d/phobos/etc/c/zlib/*`

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The Phobos standard runtime library:
- `d/phobos/*`

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gcc/gm2/ulm-lib-gm2/std/M2RTS.mod:

gcc/gm2/ulm-lib-gm2/std/Storage.mod:

gcc/gm2/ulm-lib-gm2/std/RTEExceptions.mod:

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./gm2-libs/Builtins.mod:
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mpi/hppa1.1/mpih-mul1.S, mpi/Makefile.am, tests/prime.c,
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<brennan@whidbey.com>

This package was put together by Chris Fearnley <cjf@netaxs.com>,
from sources obtained from:
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A. HISTORY OF THE SOFTWARE

=====

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release | Derived from | Year | Owner | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 | | 1991-1995 | CWI | yes |
| 1.3 thru 1.5.2 | 1.2 | 1995-1999 | CNRI | yes |
| 1.6 | 1.5.2 | 2000 | CNRI | no |
| 2.0 | 1.6 | 2000 | BeOpen.com | no |
| 1.6.1 | 1.6 | 2001 | CNRI | yes (2) |

| | | | | |
|---------------|-----------|----------|-----|-----|
| 2.1 | 2.0+1.6.1 | 2001 | PSF | no |
| 2.0.1 | 2.0+1.6.1 | 2001 | PSF | yes |
| 2.1.1 | 2.1+2.0.1 | 2001 | PSF | yes |
| 2.1.2 | 2.1.1 | 2002 | PSF | yes |
| 2.1.3 | 2.1.2 | 2002 | PSF | yes |
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Files: tirc/rpc/svc_mt.h

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Files: src/getpeereid.c

Copyright: 2001 Dima Dorfman.

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Files: tirc/un-namespace.h

Copyright: 2001 Daniel Eischen <deischen@FreeBSD.org>.

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Files: tirc/rpc/rpcent.h

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Files: src/epoll_sub.c

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Files: tirc/rpc/clnt.h

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Files: tirc/rpc/xdr.h

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Files: tirpc/rpc/clnt_soc.h
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Written by: Philip Hazel
Email local part: ph10
Email domain:
cam.ac.uk

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Source: <https://github.com/rockdaboot/libpsl>

Files: *

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Files: debian/*

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Files: src/psl-make-dafsa src/lookup_string_in_fixed_set.c

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jQuery v3.5.1

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```

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Files: imap-send.c

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2002-2004, Oswald Buddenhagen <ossi@users.sf.net>
2004, Theodore Y. Ts'o <tytso@mit.edu>
2006, Mike McCormack

Name: git-imap-send - drops patches into an imap Drafts folder
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Files: perl/Git.pm

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Upstream-Name: lz4

Source: <https://github.com/Cyan4973/lz4>

Files: *

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Upstream-Name: sysvinit

Upstream-Contact: sysvinit-devel@nongnu.org

Source: <https://download.savannah.gnu.org/releases/sysvinit/>

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Upstream-Name: XZ Utils

Upstream-Contact:

Lasse Collin <lasse.collin@tukaani.org>

<https://tukaani.org/xz/lists.html>

Source:

<https://tukaani.org/xz>

<https://git.tukaani.org/xz.git>

Comment:

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Comment:

From: Lasse Collin <lasse.collin@tukaani.org>

To: Jonathan Nieder <jrnieder@gmail.com>

Subject: Re: XZ utils for Debian

Date: Sun, 19 Jul 2009 13:28:23 +0300

Message-Id: <200907191328.23816.lasse.collin@tukaani.org>

.
[...]

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Files: dos/config.h

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Other-Authors: Roland McGrath, Akim Demaille, Paul Eggert,
David Mackenzie, Bruno Haible, and many others.

Origin: configure.ac from XZ Utils,
visibility.m4 serial 1 (gettext-0.15),
Autoconf 2.52g

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configure.ac:

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Files: po/Makevars

Origin: gettext-runtime/po/Makevars (gettext-0.12)

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Upstream-Name: brotli

Source: <https://github.com/google/brotli>

Files: *

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file_io/unix/mktemp.c, strings/apr_strings.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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Upstream-Name: libassuan

Upstream-Contact: Werner Koch <wk@gnupg.org>

Source: <https://gnupg.org/ftp/gcrypt/libassuan/>

Files: *

Makefile.am

src/Makefile.am

src/assuan-buffer.c

src/assuan-error.c
src/assuan-inquire.c
src/assuan-io.c
src/assuan-listen.c
src/assuan-pipe-server.c
src/assuan-socket-connect.c
src/assuan-socket-server.c
src/assuan-socket.c
src/assuan-uds.c
src/client.c
src/context.c
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src/memrchr.c
src/posix-fd-t.inc.h
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src/posix-sock-nonce.inc.h
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src/posix-types.inc.h
src/putc_unlocked.c
src/server.c
src/setenv.c
src/stpcpy.c
src/system-posix.c
src/system-w32.c
src/system-w32ce.c
src/system.c
src/w32-fd-t.inc.h
src/w32-includes.inc.h
src/w32-sock-nonce.inc.h
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aclocal.m4
build-aux/git-log-footer
configure
INSTALL
m4/gnupg-pth.m4
m4/ltoptions.m4
m4/ltsugar.m4
m4/ltversion.m4
m4/lt~obsolete.m4
m4/onceonly.m4

m4/socklen.m4

m4/sys_socket_h.m4

m4/Makefile.in

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src/gpgcemgr.c

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tests/ce-creatpipe.c

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Written by: Philip Hazel
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This package was put together by Yann Dirson <dirson@debian.org>.

from sources obtained from a mirror of:
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This package was debianized by Colin Walters <walters@debian.org> on Thu, 3 Jul 2003 17:10:57 -0400.

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Independent JPEG Group: JPEG release 6b

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Files:

include/*.h

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libmisc/*.c

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This is the Debian GNU/Linux prepackaged version of the GNU compiler collection, containing Ada, C, C++, D, Fortran 95, Go, Objective-C, Objective-C++, and Modula-2 compilers, documentation, and support libraries. In addition, Debian provides the gm2 compiler, either in the same source package, or built from a separate same source package.

Packaging is done by the Debian GCC Maintainers <debian-gcc@lists.debian.org>, with sources obtained from:

<ftp://gcc.gnu.org/pub/gcc/releases/> (for full releases)

<svn://gcc.gnu.org/svn/gcc/> (for prereleases)

<ftp://sourceware.org/pub/newlib/> (for newlib)

<git://git.savannah.gnu.org/gm2.git> (for Modula-2)

The current gcc-10 source package is taken from the SVN gcc-10-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language, library, and documentation as follows:

| Language | Compiler package | Library package | Documentation |
|----------|------------------|-----------------|---------------|
|----------|------------------|-----------------|---------------|

| | | | |
|---------------|-------------|--------------|-------------------|
| Ada | gnat-10 | libgnat-10 | gnat-10-doc |
| BRIG | gccbrig-10 | libhsail-rt0 | |
| C | gcc-10 | | gcc-10-doc |
| C++ | g++-10 | libstdc++6 | libstdc++6-10-doc |
| D | gdc-10 | | |
| Fortran 95 | gfortran-10 | libgfortran5 | gfortran-10-doc |
| Go | gccgo-10 | libgo0 | |
| Objective C | gobjc-10 | libobjc4 | |
| Objective C++ | gobjc++-10 | | |
| Modula-2 | gm2-10 | libgm2 | |

For some language run-time libraries, Debian provides source files, development files, debugging symbols and libraries containing position-independent code in separate packages:

| Language | Sources | Development | Debugging | Position-Independent |
|----------|---------|-------------|-----------|----------------------|
|----------|---------|-------------|-----------|----------------------|

| | | | | |
|-----|------------------|-------------------|-------------------|--|
| C++ | | libstdc++6-10-dbg | libstdc++6-10-pic | |
| D | libphobos-10-dev | | | |

Additional packages include:

All languages:

| | |
|-------------------|-------------------------------------|
| libgcc1, | |
| libgcc2, libgcc4 | GCC intrinsics (platform-dependent) |
| gcc-10-base | Base files common to all compilers |
| gcc-10-soft-float | Software floating point (ARM only) |
| gcc-10-source | The sources with patches |

Ada:

libgnat-util10-dev, libgnat-util10 GNAT version library

C:

| | |
|----------------------|---------------------------------------|
| cpp-10, cpp-10-doc | GNU C Preprocessor |
| libssp0-dev, libssp0 | GCC stack smashing protection library |
| libquadmath0 | Math routines for the __float128 type |
| fixincludes | Fix non-ANSI header files |

C, C++ and Fortran 95:

libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can

also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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- libatomic
- libdecnumber
- libgomp
- libitm
- libssp
- libstdc++-v3
- libobjc
- libgfortran
- The libgnat-10 Ada support library and libgnat-util10 library.
- Various config files in gcc/config/ used in runtime libraries.
- libvtv

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libquadmath/math:

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ldexpq.c:

- * Conversion to long double by Ulrich Drepper,
- * Cygnus Support, drepper@cygnus.com.

cosq_kernel.c, expq.c, sincos_table.c, sincosq.c, sincosq_kernel.c, sinq_kernel.c, truncq.c:

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log10q.c:

Cephes Math Library Release 2.2: January, 1991

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Adapted for glibc November, 2001

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D:

gdc-10 GNU D Compiler
libphobos-10-dev D standard runtime library

The D source package is made up of the following components.

The D front-end for GCC:

- d/*

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The DMD Compiler implementation of the D programming language:

- d/dmd/*

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The Zlib data compression library:

- d/phobos/etc/c/zlib/*

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The Phobos standard runtime library:

- d/phobos/*

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gcc/m2/gm2-libiberty:

gcc/m2/mc-boot/:

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gcc/m2/gm2-libs-ch:

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Mesa 3-D Graphics Library v21.0.3

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```
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* Utility class for { @link ByteBuffer } that encodes and decodes to and from
* [Base64](https://en.wikipedia.org/wiki/Base64) notation.
*

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* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/json/JsonObjectDecoder.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/Bzip2Constants.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/MessageAggregationException.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitWriter.java

*

/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/Bzip2Encoder.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-

```
jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/FastLz.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
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```
Found in path(s):
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/META-
INF/maven/io.netty.netty-codec/pom.xml
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```

```

/**
 * A decoder that splits the received {@link ByteBuf}s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 *
 * <p>
 * {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 *
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 *
 * The value of the length field in this example is <tt>12 (0x0C)</tt> which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.
 *
 * <pre>
 * <b>lengthFieldOffset</b> = <b>0</b>
 * <b>lengthFieldLength</b> = <b>2</b>
 * lengthAdjustment = 0
 * initialBytesToStrip = 0 (= do not strip header)
 *
 * BEFORE DECODE (14 bytes)    AFTER DECODE (14 bytes)
 * +-----+-----+ +-----+-----+
 * | Length | Actual Content
 * |---->| Length | Actual Content |
 * | 0x000C | "HELLO, WORLD" | | 0x000C | "HELLO, WORLD" |
 * +-----+-----+ +-----+-----+
 * </pre>
 *
 * <h3>2 bytes length field at offset 0, strip header</h3>
 *
 * Because we can get the length of the content by calling
 * {@link ByteBuf#readableBytes()}, you might want to strip the length
 * field by specifying <tt>initialBytesToStrip</tt>. In this example, we
 * specified <tt>2</tt>, that is same with the length of the length field, to
 * strip the first two bytes.
 *
 * <pre>
 * lengthFieldOffset = 0
 * lengthFieldLength = 2
 * lengthAdjustment = 0
 * <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
 *
 * BEFORE DECODE (14 bytes)    AFTER DECODE (12 bytes)
 * +-----+-----+ +-----+

```

```

* | Length | Actual Content |---->| Actual Content |
* | 0x000C | "HELLO, WORLD" | | "HELLO, WORLD" |
* +-----+-----+ +-----+
* </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>. Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.

```

```

* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip = 0
*

```

```

* BEFORE DECODE (14 bytes)      AFTER DECODE (14 bytes)

```

```

* +-----+-----+ +-----+
* | Length | Actual Content |---->| Length | Actual
* Content |
* | 0x000E | "HELLO, WORLD" | | 0x000E | "HELLO, WORLD" |
* +-----+-----+ +-----+
* </pre>
*

```

```

* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*

```

```

* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.

```

```

* <pre>
* <b>lengthFieldOffset</b> = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b> = <b>3</b>
* lengthAdjustment = 0
* initialBytesToStrip = 0
*

```

```

* BEFORE DECODE (17 bytes)      AFTER DECODE (17 bytes)

```

```

* +-----+-----+-----+ +-----+-----+-----+
* | Header 1 | Length | Actual Content |---->| Header 1 | Length | Actual Content |
* | 0xCAFE | 0x00000C | "HELLO, WORLD" |
* | 0xCAFE | 0x00000C | "HELLO, WORLD" |
* +-----+-----+-----+ +-----+-----+-----+
* </pre>

```

```

*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 3
* <b>lengthAdjustment</b> = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)          AFTER DECODE (17 bytes)
* +-----+-----+-----+-----+ +-----+-----+-----+-----+
* | Length | Header 1 | Actual Content |----->| Length | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" | | 0x00000C | 0xCAFE | "HELLO,
* WORLD" |
* +-----+-----+-----+-----+ +-----+-----+-----+-----+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 +
* LEN)
*
* BEFORE DECODE (16 bytes)          AFTER DECODE (13 bytes)
* +-----+-----+-----+-----+ +-----+-----+-----+-----+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" | | 0xFE | "HELLO, WORLD" |
* +-----+-----+-----+-----+ +-----+-----+-----+-----+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>

```

```

*
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because
the length field already includes the whole header length.
* <pre>
* lengthFieldOffset = 1
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>
*
* BEFORE DECODE (16 bytes)          AFTER DECODE (13 bytes)
* +-----+-----+-----+-----+-----+ +-----+-----+
* | HDR1 | Length | HDR2 | Actual Content |---->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |   | 0xFE | "HELLO, WORLD" |
* +-----+-----+-----+-----+-----+ +-----+-----+
* </pre>
* @see LengthFieldPrepender
*/

```

Found in path(s):

```

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java

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```

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/SnappyOptions.java

```

```

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-

```

jar/io/netty/handler/codec/compression/EncoderUtil.java

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* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-

jar/io/netty/handler/codec/EmptyHeaders.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-

jar/io/netty/handler/codec/Headers.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-

jar/io/netty/handler/codec/DefaultHeaders.java

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* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-

jar/io/netty/handler/codec/LineBasedFrameDecoder.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-

jar/io/netty/handler/codec/DecoderException.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/EncoderException.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/package-info.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/Snappy.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/string/package-info.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/ZlibUtil.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/bytes/package-info.java
*

/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/ReplayingDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/CodecException.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/MessageToByteEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/base64/package-info.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/Delimiters.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/TooLongFrameException.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-

jar/io/netty/handler/codec/package-info.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/serialization/package-info.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/CompressionException.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/MessageToMessageCodec.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/ZlibDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/MessageAggregator.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/CorruptedFrameException.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/compression/DecompressionException.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/protobuf/package-info.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/DecoderResult.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
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Found in path(s):

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/UnsupportedValueConverter.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java

*

/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java

* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-

```
jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/ProtocolDetectionState.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/HeadersUtils.java
*
/opt/cola/permits/1820904464_1697192357.6491582/0/netty-codec-4-1-100-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
```

1.531 netty-resolver 4.1.100.Final

1.531.1 Available under license :

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Found in path(s):

```
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-
jar/io/netty/resolver/ResolvedAddressTypes.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-
jar/io/netty/resolver/HostsFileEntries.java
```

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Found in path(s):

* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/InetAddressResolver.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/DefaultHostsFileEntriesResolver.java
*
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/AddressResolver.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/CompositeNameResolver.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/DefaultNameResolver.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/InetSocketAddressResolver.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/DefaultAddressResolverGroup.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/AbstractAddressResolver.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/HostsFileParser.java

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Found in path(s):

* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/META-INF/maven/io.netty/netty-resolver/pom.xml

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Found in path(s):

* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-jar/io/netty/resolver/RoundRobinInetAddressResolver.java

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Found in path(s):

* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-

```
jar/io/netty/resolver/NameResolver.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-
jar/io/netty/resolver/SimpleNameResolver.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-
jar/io/netty/resolver/package-info.java
*
/opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-
jar/io/netty/resolver/NoopAddressResolverGroup.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-
jar/io/netty/resolver/AddressResolverGroup.java
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-
jar/io/netty/resolver/NoopAddressResolver.java
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```

```
Found in path(s):
* /opt/cola/permits/1820904471_1697192352.9256797/0/netty-resolver-4-1-100-final-sources-
jar/io/netty/resolver/HostsFileEntriesProvider.java
```

1.532 netty 4.1.100.Final

1.532.1 Available under license :

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- */

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- * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/ReflectionUtil.java
- * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/PriorityQueue.java
- * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/LongAdderCounter.java
- *
- /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/NettyRuntime.java
- * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/logging/LocationAwareSlf4JLogger.java
- * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/SuppressForbidden.java
- * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/ObjectCleaner.java
- * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/UncheckedBooleanSupplier.java
- * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/EmptyPriorityQueue.java

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```
<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
  <modelVersion>4.0.0</modelVersion>
```

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  <artifactId>jctools-core</artifactId>
  <groupId>org.jctools</groupId>
  <version>3.1.0</version>
  <name>Java Concurrency Tools Core Library</name>
  <description>Java Concurrency Tools Core Library</description>
  <packaging>bundle</packaging>
```

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  <dependencies>
    <dependency>
      <groupId>org.hamcrest</groupId>
      <artifactId>hamcrest-all</artifactId>
      <version>${hamcrest.version}</version>
      <scope>test</scope>
    </dependency>
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<dependency>
  <groupId>junit</groupId>
  <artifactId>junit</artifactId>
  <version>${junit.version}</version>
  <scope>test</scope>
</dependency>

<dependency>
  <groupId>com.google.guava</groupId>
  <artifactId>guava-testlib</artifactId>
  <version>${guava-testlib.version}</version>
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</dependency>
</dependencies>
<build>
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    <plugin>
      <groupId>org.apache.maven.plugins</groupId>
      <artifactId>maven-surefire-plugin</artifactId>
      <version>3.0.0-M3</version>
      <configuration>
        <includes>
          <include>*</include>
        </includes>
      </configuration>
    </plugin>
    <plugin>
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      <artifactId>maven-bundle-plugin</artifactId>
      <version>4.2.1</version>
      <extensions>>true</extensions>
      <configuration>
        <instructions>
          <Import-Package>sun.misc;resolution:=optional</Import-Package>
        </instructions>
      </configuration>
    </plugin>
    <plugin>
      <groupId>org.apache.maven.plugins</groupId>
      <artifactId>maven-source-plugin</artifactId>
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          <phase>verify</phase>
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            <goal>jar-no-fork</goal>
          </goals>
        </execution>
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  </plugins>
</build>

```

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    </goals>
  </execution>
</executions>
</plugin>
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  <artifactId>maven-javadoc-plugin</artifactId>
  <version>3.1.1</version>
  <configuration>
    <additionalOptions>
      <additionalOption>-Xdoclint:none</additionalOption>
    </additionalOptions>
    <source>8</source>
  </configuration>
  <executions>
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      <goals>
        <goal>jar</goal>
      </goals>
    </execution>
  </executions>
</plugin>
</plugins>
</build>

<distributionManagement>
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    <id>bintray-jctools-jctools</id>
    <name>jctools-jctools</name>
    <url>https://api.bintray.com/maven/jctools/jctools/jctools-core/;publish=1</url>
  </repository>
</distributionManagement>

<url>https://github.com/JCTools</url>
<inceptionYear>2013</inceptionYear>

<licenses>
  <license>
    <name>Apache
    License, Version 2.0</name>
    <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
    <distribution>repo</distribution>
  </license>
</licenses>

<scm>
  <url>https://github.com/JCTools/JCTools</url>

```

```
<connection>scm:git:https://github.com/JCTools/JCTools</connection>
<tag>HEAD</tag>
</scm>

<developers>
<developer>
<url>https://github.com/nitsanw</url>
</developer>
<developer>
<url>https://github.com/mjpt777</url>
</developer>
<developer>
<url>https://github.com/RichardWarburton</url>
</developer>
<developer>
<url>https://github.com/kay</url>
</developer>
<developer>
<url>https://github.com/franz1981</url>
</developer>
</developers>

<prerequisites>
<maven>3.5.0</maven>
</prerequisites>

<properties>
<project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
<java.version>1.6</java.version>
<java.test.version>1.8</java.test.version>

<maven.compiler.source>${java.version}</maven.compiler.source>
<maven.compiler.target>${java.version}</maven.compiler.target>
<maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
<maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>

<hamcrest.version>1.3</hamcrest.version>
<junit.version>4.12</junit.version>
<guava-testlib.version>21.0</guava-testlib.version>
</properties>
</project>
```

Found

in path(s):

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/META-INF/maven/org.jctools/jctools-core/pom.xml

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```
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
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Found in path(s):

```
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/NetUtilSubstitutions.java
```

```
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/NetUtilInitializations.java
```

```
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/DomainWildcardMappingBuilder.java
```

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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/ThreadLocalRandom.java

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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/IntegerHolder.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/ResourceLeakHint.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/Mapping.java

*

/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/AsciiString.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/UnpaddedInternalThreadLocalMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/FastThreadLocal.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/DomainNameMapping.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/NativeLibraryLoader.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/InternalThreadLocalMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/PromiseAggregator.java
*

/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/ThreadDeathWatcher.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/PromiseNotifier.java

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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/ThreadExecutorMap.java

*

/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/svm/PlatformDependentSubstitution.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/svm/CleanerJava6Substitution.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/svm/UnsafeRefArrayAccessSubstitution.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/Hidden.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/svm/package-info.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/ReferenceCountUpdater.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/ObjectPool.java

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INF/native-image/io.netty/netty-common/native-image.properties

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jar/io/netty/util/CharsetUtil.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/concurrent/DefaultEventExecutor.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/package-info.java

*

/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/logging/Slf4JLogger.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/concurrent/EventExecutorGroup.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/logging/InternalLogLevel.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/logging/Log4JLoggerFactory.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/AbstractConstant.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/SystemPropertyUtil.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/DefaultAttributeMap.java
*
/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/MultithreadEventExecutorGroup.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/IllegalReferenceCountException.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/SucceededFuture.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/AttributeKey.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/Timeout.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/Constant.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/GlobalEventExecutor.java
*
/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/Signal.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/logging/AbstractInternalLogger.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/SingleThreadEventExecutor.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/logging/CommonsLoggerFactory.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/package-info.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/logging/Slf4JLoggerFactory.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/Attribute.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/HashedWheelTimer.java
*
/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/AttributeMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/logging/JdkLoggerFactory.java


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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/NetUtil.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/DefaultEventExecutorGroup.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/Timer.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/logging/InternalLoggerFactory.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/EventExecutor.java
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/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/FailedFuture.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/TimerTask.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/PlatformDependent.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/BlockingOperationException.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/StringUtil.java
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/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/logging/CommonsLogger.java

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jar/io/netty/util/internal/logging/FormattingTuple.java

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/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/logging/MessageFormatter.java

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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/logging/Log4J2Logger.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/ThrowableUtil.java

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/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/RejectedExecutionHandler.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/ConstantTimeUtils.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/IntSupplier.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/OutOfDirectMemoryError.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/RejectedExecutionHandlers.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/UnorderedThreadPoolEventExecutor.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/UnaryPromiseNotifier.java

*

/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/NonStickyEventExecutorGroup.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/PromiseNotificationUtil.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/MacAddressUtil.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/EventExecutorChooserFactory.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/PromiseCombiner.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/BooleanSupplier.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/UnstableApi.java
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/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/logging/Log4J2LoggerFactory.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/DefaultEventExecutorChooserFactory.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/OrderedEventExecutor.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/SocketUtils.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/NativeLibraryUtil.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/DomainNameMappingBuilder.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/ResourceLeakDetectorFactory.java

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jar/io/netty/util/collection/ShortObjectMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/collection/ByteObjectMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

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jar/io/netty/util/collection/ShortCollections.java
*
/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/collection/CharObjectMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/collection/IntCollections.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/collection/LongCollections.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/collection/CharObjectHashMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/collection/LongObjectMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/collection/IntObjectHashMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
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*
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jar/io/netty/util/collection/CharCollections.java
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jar/io/netty/util/collection/IntObjectMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/collection/LongObjectHashMap.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/collection/ByteCollections.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/ObjectUtil.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/collection/ShortObjectHashMap.java
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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/FastThreadLocalThread.java
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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/CleanerJava9.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/FastThreadLocalRunnable.java
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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/EmptyArrays.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/ThreadPoolExecutor.java

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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/ImmediateExecutor.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/ScheduledFuture.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/DefaultPromise.java

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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/Recycler.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/package-info.java

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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/AppendableCharSequence.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/concurrent/AbstractFuture.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/Version.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/GenericProgressiveFutureListener.java
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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
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/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/concurrent/AbstractEventExecutor.java
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jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpSCChunkedAtomicArrayQueue.java
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 jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/BaseMpSCLinkedAtomicArrayQueue.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/spec/Preference.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/util/PortableJvmInfo.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/SpSCChunkedArrayQueue.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/MpMCUnboundedXaddArrayQueue.java
 *
 /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/spec/ConcurrentQueueSpec.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingHashMap.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/SupportsIterator.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeLongArrayAccess.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/MpSCLinkedQueue.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/util/InternalAPI.java
 *
 /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/MpSCUnboundedXaddArrayQueue.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeRefArrayAccess.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/ConcurrentCircularArrayQueue.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingIdentityHashMap.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/MpSCChunkedArrayQueue.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpSCGrowableAtomicArrayQueue.java
 *
 /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
 jar/io/netty/util/internal/shaded/org/jctools/queues/SpSCUnboundedArrayQueue.java
 * /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeJvmInfo.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpscLinkedAtomicQueue.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpscUnboundedAtomicArrayQueue.java
*
/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/IndexedQueueSizeUtil.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscUnboundedAtomicArrayQueue.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpmcUnboundedXaddChunk.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpscBlockingConsumerArrayQueue.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
*
/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/RangeUtil.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/BaseSpscLinkedArrayQueue.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/BaseLinkedAtomicQueue.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/SpmcArrayQueue.java
* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/maps/ConcurrentAutoTable.java
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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/ByteProcessorUtils.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/internal/ResourcesUtil.java

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io.netty.util.internal.Hidden\$NettyBlockHoundIntegration

Found in path(s):

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/META-INF/services/reactor.blockhound.integration.BlockHoundIntegration

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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-jar/io/netty/util/concurrent/ThreadProperties.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/DefaultPriorityQueue.java

*

/opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/LongCounter.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/PriorityQueueNode.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/DomainMappingBuilder.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/HashingStrategy.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/AsyncMapping.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/concurrent/AbstractScheduledEventExecutor.java

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* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/internal/MathUtil.java

* /opt/cola/permits/1820904486_1697192360.8623555/0/netty-common-4-1-100-final-sources-

jar/io/netty/util/ByteProcessor.java

1.533 netty-transport 4.1.100.Final

1.533.1 Available under license :

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Manifest-Version: 1.0

Implementation-Title: Netty/Transport

Bundle-Description: Netty is an asynchronous event-driven network appl

ication framework for rapid development of maintainable high perfo

rmance protocol servers and clients.
Automatic-Module-Name: io.netty.transport
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0>
Bundle-SymbolicName: io.netty.transport
Implementation-Version: 4.1.100.Final
Built-By: norman
Bnd-LastModified: 1696948198155
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: <https://netty.io/>
Bundle-Vendor: The Netty Project
Import-Package: io.netty.bootstrap,io.netty.buffer;version="[4.1,5)",io.netty.channel,io.netty.channel.nio,io.netty.channel.oio,io.netty.channel.socket,io.netty.resolver;version="[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-6.3.1.202206071316
Implementation-Vendor: The Netty Project
Export-Package: io.netty.bootstrap;uses:="io.netty.channel,io.netty.resolver,io.netty.util";version="4.1.100",io.netty.channel;uses:="io.netty.bootstrap,io.netty.buffer,io.netty.util,io.netty.util.concurrent";version="4.1.100",io.netty.channel.embedded;uses:="io.netty.channel";version="4.1.100",io.netty.channel.group;uses:="io.netty.channel,io.netty.util.concurrent";version="4.1.100",io.netty.channel.internal;version="4.1.100",io.netty.channel.local;uses:="io.netty.channel";version="4.1.100",io.netty.channel.nio;uses:="io.netty.buffer,io.netty.channel,io.netty.util,io.netty.util.concurrent";version="4.1.100",io.netty.channel.oio;uses:="io.netty.buffer,io.netty.channel";version="4.1.100",io.netty.channel.pool;uses:="io.netty.bootstrap,io.netty.channel,io.netty.util.concurrent";version="4.1.100",io.netty.channel.socket;uses:="io.netty.buffer,io.netty.channel,io.netty.util";version="4.1.100",io.netty.channel.socket.nio;uses:="io.netty.buffer,io.netty.channel,io.netty.channel.nio,io.netty.channel.socket";version="4.1.100",io.netty.channel.socket.oio;uses:="io.netty.buffer,io.netty.channel,io.netty.channel.oio,io.netty.channel.socket";version="4.1.100"
Bundle-Name: Netty/Transport
Bundle-Version: 4.1.100.Final
Build-Jdk-Spec: 1.8
Created-By: Apache Maven Bundle Plugin 5.1.8
Build-Jdk: 1.8.0_382
Implementation-URL: <https://netty.io/netty-transport/>

Found in path(s):

* /opt/cola/permits/1820904472_1697534654.900729/0/netty-transport-4-1-100-final-jar/META-

INF/MANIFEST.MF

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```
* /opt/cola/permits/1820904472_1697534654.900729/0/netty-transport-4-1-100-final-jar/META-INF/maven/io.netty/netty-transport/pom.xml
```

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```
* /opt/cola/permits/1820904472_1697534654.900729/0/netty-transport-4-1-100-final-jar/META-INF/native-image/io.netty/netty-transport/native-image.properties
```

1.534 jaxb-core 4.0.0

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- * <https://github.com/eclipse-ee4j/jaxb-dtd-parser>
- * <https://github.com/eclipse-ee4j/jaxb-fi>
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* Source:
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* Source: <https://mvnrepository.com/artifact/org.apache.maven/maven-core/3.5.2>

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* License: Apache-2.0
* Project: <https://maven.apache.org/plugin-tools/maven-plugin-annotations/>
* Source:
<https://github.com/apache/maven-plugin-tools/tree/master/maven-plugin-annotations>

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maven-resolver-transport-file (1.1.1)

* License: Apache-2.0
* Project: <https://maven.apache.org/resolver/maven-resolver-transport-file/>
* Source:

<https://github.com/apache/maven-resolver/tree/master/maven-resolver-transport-file>

maven-resolver-util (1.1.1)

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maven-settings

(3.5.2)

* License: Apache-2.0

* Source:

<https://mvnrepository.com/artifact/org.apache.maven/maven-settings/3.5.2>

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* Source: <https://github.com/codehaus-plexus/plexus-archiver>

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* Source: http://sourceforge.net/project/showfiles.php?group_id=29449

testng (6.14.2)

* License: Apache-2.0 AND (MIT OR GPL-1.0+)

* Project: <https://testng.org/doc/index.html>

* Source: <https://github.com/cbeust/testng>

wagon-http-lightweight (3.0.0)

* License: Pending

*

Project: <https://maven.apache.org/wagon/>

* Source:

<https://mvnrepository.com/artifact/org.apache.maven.wagon/wagon-http-lightweight/3.0.0>

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1.535 netty-handler 4.1.100.Final

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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslHandshakeCompletionEvent.java

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```

Found in path(s):

```
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/META-INF/maven/io.netty/netty-handler/pom.xml
```

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Found in path(s):

```
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/flow/FlowControlHandler.java
```

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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslCertificateCompressionAlgorithm.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/BouncyCastlePemReader.java

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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslContextBuilder.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java

*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ClientAuth.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-

jar/io/netty/handler/ssl/util/LazyJavaxX509Certificate.java

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jar/io/netty/handler/pcap/State.java

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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/META-

INF/native-image/io.netty/netty-handler/native-image.properties

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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilter.java

* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRuleComparator.java

*

/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactoryBuilder.java

* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslClosedEngineException.java

* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/address/ResolveAddressHandler.java

* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslHandshakeTimeoutException.java

* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/logging/ByteBufFormat.java

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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslSessionCache.java

* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslEngine.java

*

/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/GroupsConverter.java

* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslUtils.java

* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/BouncyCastle.java

* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslAsyncPrivateKeyMethod.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslContextOption.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslProtocols.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslSessionId.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslContextOption.java

*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/Ciphers.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/AsyncRunnable.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslClientSessionCache.java

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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ocsp/OcspClientHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslClientHelloHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/Conscrypt.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/AbstractSniHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OptionalSslHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslUtils.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SniCompletionEvent.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslEngine.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ocsp/package-info.java
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jar/io/netty/handler/ssl/StacklessSSLHandshakeException.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/EnhancingX509ExtendedTrustManager.java
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jar/io/netty/handler/pcap/EthernetPacket.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/pcap/PcapWriter.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/pcap/PcapWriteHandler.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/pcap/package-info.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/pcap/PcapHeaders.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/pcap/TCPpacket.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/pcap/UDPPacket.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/pcap/IPPacket.java
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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/timeout/ReadTimeoutHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/logging/package-info.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/stream/package-info.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/timeout/IdleStateEvent.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/stream/ChunkedStream.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/package-info.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/timeout/WriteTimeoutException.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/timeout/package-info.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/timeout/IdleState.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/util/package-info.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/stream/ChunkedInput.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/stream/ChunkedWriteHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/timeout/IdleStateHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/stream/ChunkedNioStream.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
```

```
jar/io/netty/handler/timeout/TimeoutException.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/logging/LogLevel.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/timeout/ReadTimeoutException.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/stream/ChunkedNioFile.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/NotSslRecordException.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/timeout/WriteTimeoutHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/stream/ChunkedFile.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/logging/LoggingHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/SslHandler.java
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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/util/SelfSignedCertificate.java
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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/IdentityCipherSuiteFilter.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ipfilter/UniqueIpFilter.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslContext.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslEngine.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslApplicationProtocolNegotiator.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/PemReader.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ipfilter/IpFilterRule.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslProvider.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ipfilter/RuleBasedIpFilter.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslServerContext.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/JettyAlpnSslEngine.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SupportedCipherSuiteFilter.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/util/OpenJdkSelfSignedCertGenerator.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/CipherSuiteConverter.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/util/LazyX509Certificate.java
*

/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/CipherSuiteFilter.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/Java7SslParametersUtils.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslServerSessionContext.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ipfilter/IpFilterRuleType.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ipfilter/package-info.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/JdkBaseApplicationProtocolNegotiator.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslNpnApplicationProtocolNegotiator.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SniHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SslUtils.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ipfilter/AbstractRemoteAddressFilter.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/JdkSslClientContext.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/JdkSslContext.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/JdkSslEngine.java
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/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/util/ThreadLocalInsecureRandom.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/JettyNpnSslEngine.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSsl.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslDefaultApplicationProtocolNegotiator.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslSessionStats.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/util/SimpleTrustManagerFactory.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolConfig.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/JdkNpnApplicationProtocolNegotiator.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-

jar/io/netty/handler/ssl/JdkAlpnApplicationProtocolNegotiator.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactory.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/JdkDefaultApplicationProtocolNegotiator.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/JdkSslServerContext.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolUtil.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/util/BouncyCastleSelfSignedCertGenerator.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/JdkApplicationProtocolNegotiator.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ipfilter/IpSubnetFilterRule.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/OpenSslContext.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/OpenSslSessionContext.java
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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/PemX509Certificate.java
*
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/flush/package-info.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/PemEncoded.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/Java8SslUtils.java

* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslCertificateException.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/PemValue.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/PemPrivateKey.java
*

/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslServerContext.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/flow/package-info.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/DelegatingSslContext.java

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*

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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/traffic/TrafficCounter.java
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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java  
*  
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java  
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslSession.java  
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKey.java  
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslCachingX509KeyManagerFactory.java  
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java  
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java  
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/DefaultOpenSslKeyMaterial.java  
*  
/opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterial.java  
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
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* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/util/KeyManagerFactoryWrapper.java
*
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jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/address/DynamicAddressConnectHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/util/SimpleKeyManagerFactory.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/PseudoRandomFunction.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
jar/io/netty/handler/ssl/SslMasterKeyHandler.java
* /opt/cola/permits/1824197368_1697526507.6772025/0/netty-handler-4-1-100-final-sources-
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```

1.536 netty-transport-native-unix-common

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* /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/ErrorsStaticallyReferencedJniMethods.java
*
/opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/Limits.java
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* /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/SocketWritableByteChannel.java
* /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/PeerCredentials.java
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*

/opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/DomainDatagramChannelConfig.java

* /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/SegmentedDatagramPacket.java

* /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/DomainDatagramPacket.java

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 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/netty_unix_errors.h
 - *
 - /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/netty_unix_filedescriptor.h
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/netty_unix_socket.h
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/DomainSocketReadMode.java
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/netty_unix_filedescriptor.c
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/DomainSocketAddress.java
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/netty_unix_socket.c
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/UnixChannel.java
 - *
 - /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/netty_unix_errors.c
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/DatagramSocketAddress.java
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/Errors.java
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/ServerDomainSocketChannel.java
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/DomainSocketChannel.java
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/DomainSocketChannelConfig.java
 - * /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/Socket.java
 - *
 - /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/NativeInetAddress.java
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sources-jar/io/netty/channel/unix/PreferredDirectByteBufferAllocator.java
* /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-
sources-jar/io/netty/channel/unix/Buffer.java
*
/opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-
jar/netty_unix_buffer.h
* /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-
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* /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-
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sources-jar/io/netty/channel/unix/package-info.java

*

/opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/Unix.java

* /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/IovArray.java

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* /opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/netty_unix_jni.h

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/opt/cola/permits/1824197187_1697526505.2585757/0/netty-transport-native-unix-common-4-1-100-final-sources-jar/io/netty/channel/unix/RawUnixChannelOption.java
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1.537 netty-transport-classes-epoll

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*/
/**
 * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.

 */
/**
 * Set the {@code TCP_QUICKACK} option on the socket.
 * See <a href="https://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
 * for more details.
 */

```

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* /opt/cola/permits/1824197247_1697526509.5122175/0/netty-transport-classes-epoll-4-1-100-final-sources-
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jar/io/netty/channel/epoll/EpollSocketChannel.java
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jar/io/netty/channel/epoll/EpollEventLoopGroup.java
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jar/io/netty/channel/epoll/package-info.java
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jar/io/netty/channel/epoll/EpollEventLoop.java
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jar/io/netty/channel/epoll/EpollDomainDatagramChannelConfig.java
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/**

* Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.

* Keys can only be set on, not read to prevent a potential leak, as they are confidential.

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jar/io/netty/channel/epoll/EpollMode.java
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* /opt/cola/permits/1824197247_1697526509.5122175/0/netty-transport-classes-epoll-4-1-100-final-sources-
jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
* /opt/cola/permits/1824197247_1697526509.5122175/0/netty-transport-classes-epoll-4-1-100-final-sources-
jar/io/netty/channel/epoll/LinuxSocket.java
```

1.538 netty-codec-http 4.1.100.Final

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/*

* Adaptation of <https://bjoern.hoehrmann.de/utf-8/decoder/dfa/>

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jar/io/netty/handler/codec/http/CombinedHttpHeaders.java
*
/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HttpUtil.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HttpScheme.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/cookie/ClientCookieEncoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/cookie/CookieHeaderNames.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/rtsp/RtspEncoder.java
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jar/io/netty/handler/codec/rtsp/RtspDecoder.java
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jar/io/netty/handler/codec/http/cookie/CookieUtil.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/cookie/DefaultCookie.java
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jar/io/netty/handler/codec/http/cookie/ServerCookieDecoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/cookie/CookieDecoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/CookieUtil.java
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jar/io/netty/handler/codec/http/HttpExpectationFailedEvent.java
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jar/io/netty/handler/codec/http/cookie/Cookie.java
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/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/cookie/ServerCookieEncoder.java
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jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionData.java
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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameCodec.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/ClientCookieEncoder.java
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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockRawDecoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/spdy/SpdyProtocolException.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/ServerCookieEncoder.java
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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilterProvider.java

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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/CorruptedWebSocketFrameException.java

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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket13FrameDecoder.java
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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/TooLongHttpContentException.java
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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/multipart/Attribute.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshakerFactory.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/BinaryWebSocketFrame.java
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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/TextWebSocketFrame.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/HttpServerCodec.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractMemoryHttpData.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-

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jar/io/netty/handler/codec/http/multipart/HttpPostMultipartRequestDecoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/rtsp/RtspMethods.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HttpRequest.java
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/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HttpObjectDecoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HttpClientCodec.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/spdy/SpdyHttpHeaders.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/websocketx/package-info.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/multipart/DefaultHttpDataFactory.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/multipart/DiskAttribute.java
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/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/rtsp/package-info.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HttpMethod.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/multipart/HttpPostRequestDecoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/rtsp/RtspResponseStatuses.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/rtsp/RtspVersions.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker13.java
*
/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HttpContentDecoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/multipart/MemoryAttribute.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HTTPHeaderDateFormat.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/multipart/DiskFileUpload.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/multipart/MixedAttribute.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/rtsp/RtspHeaders.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HttpContentCompressor.java

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/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/package-info.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/multipart/HttpData.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketVersion.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/multipart/HttpPostRequestEncoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/multipart/HttpDataFactory.java
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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySettingsFrame.java
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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker00.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/rtsp/RtspObjectDecoder.java
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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/DefaultHttpMessage.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/HttpResponseEncoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/HttpRequestDecoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/HttpContentEncoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/CookieDecoder.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/HttpMessage.java
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/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/multipart/package-info.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/HttpObject.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/spdy/package-info.java

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* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/DefaultLastHttpContent.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpEncoder.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/multipart/InternalAttribute.java

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/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/ContinuationWebSocketFrame.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket00FrameEncoder.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpResponseStreamIdHandler.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/QueryStringDecoder.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker08.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/multipart/MixedFileUpload.java

*

/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/QueryStringEncoder.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/DefaultHttpContent.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/HttpObjectAggregator.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/rtsp/RtspObjectEncoder.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/HttpContent.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/HttpResponseDecoder.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/websocketx/PingWebSocketFrame.java

*

/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/multipart/MemoryFileUpload.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/rtsp/RtspRequestDecoder.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/spdy/SpdySession.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/multipart/HttpPostStandardRequestDecoder.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-jar/io/netty/handler/codec/http/HttpConstants.java

* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-

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jar/io/netty/handler/codec/http/DefaultHttpObject.java
* /opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HttpHeaders.java
*
/opt/cola/permits/1824197347_1697526480.4248974/0/netty-codec-http-4-1-100-final-sources-
jar/io/netty/handler/codec/http/HttpVersion.java
```

1.539 netty-handler-proxy 4.1.100.Final

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* /opt/cola/permits/1824197326_1697526531.3224494/0/netty-handler-proxy-4-1-100-final-sources-jar/META-
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* /opt/cola/permits/1824197326_1697526531.3224494/0/netty-handler-proxy-4-1-100-final-sources-jar/io/netty/handler/proxy/ProxyHandler.java

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/opt/cola/permits/1824197326_1697526531.3224494/0/netty-handler-proxy-4-1-100-final-sources-jar/io/netty/handler/proxy/package-info.java

* /opt/cola/permits/1824197326_1697526531.3224494/0/netty-handler-proxy-4-1-100-final-sources-jar/io/netty/handler/proxy/Socks4ProxyHandler.java

* /opt/cola/permits/1824197326_1697526531.3224494/0/netty-handler-proxy-4-1-100-final-sources-jar/io/netty/handler/proxy/Socks5ProxyHandler.java

* /opt/cola/permits/1824197326_1697526531.3224494/0/netty-handler-proxy-4-1-100-final-sources-jar/io/netty/handler/proxy/ProxyConnectionEvent.java

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1.540 netty-codec-socks 4.1.100.Final

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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v4/package-info.java

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/opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/package-info.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ServerEncoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/AbstractSocks5Message.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialResponseDecoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthRequestDecoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/AbstractSocksMessage.java
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*
/opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5ClientEncoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandResponseDecoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5Message.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v4/AbstractSocks4Message.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequestDecoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ClientEncoder.java
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/opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4Message.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponseDecoder.java
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*
/opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/SocksMessage.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v4/DefaultSocks4CommandResponse.java
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandStatus.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksMessageEncoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksInitResponse.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v4/DefaultSocks4CommandRequest.java
*
/opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandRequest.java
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5CommandRequest.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5InitialResponse.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksAuthRequestDecoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5PasswordAuthRequest.java
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5PasswordAuthResponse.java
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/UnknownSocksRequest.java
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/package-info.java

* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponse.java
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandType.java
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*
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5InitialRequest.java
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthRequest.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequest.java
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksAuthResponseDecoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksCmdResponseDecoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksCommonUtils.java
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksAuthRequest.java
*
/opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/UnknownSocksResponse.java
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jar/io/netty/handler/codec/socksx/v5/Socks5AddressDecoder.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5AddressEncoder.java
*
/opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/META-
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthStatus.java
*
/opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksAddressType.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksAuthScheme.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksRequestType.java
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* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/SocksVersion.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksSubnegotiationVersion.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandStatus.java
*
/opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksCmdType.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksAuthStatus.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksMessageType.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AuthMethod.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socks/SocksResponseType.java
* /opt/cola/permits/1824197353_1697526488.7772381/0/netty-codec-socks-4-1-100-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AddressType.java

1.541 jackson-databind 2.15.3

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1.542 jackson-annotations 2.15.3

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- * /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/commonMain/okio/Timeout.kt
- * /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/nonJvmMain/okio/RealBufferedSink.kt
- *
- /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/nonJvmMain/okio/Buffer.kt
- * /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/commonMain/okio/BufferedSink.kt
- * /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/nonJvmMain/okio/Timeout.kt
- * /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/commonMain/okio/Buffer.kt
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- * /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/nonJvmMain/okio/Sink.kt
- * /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/nonJvmMain/okio/BufferedSource.kt
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- /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/commonMain/okio/Source.kt
- * /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/commonMain/okio/BufferedSource.kt
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jar/nonJvmMain/okio/RealBufferedSource.kt
* /opt/cola/permits/1825538429_1697657800.9267037/0/okio-3-6-0-sources-jar/commonMain/okio/Segment.kt
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1.546 jackson-datatype-jsr310 2.15.3

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Upstream-Name: liblz4

Upstream-Contact: Yann Collet <Cyan4973@github.com>

Source: <https://github.com/lz4/lz4>

Files: *

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Upstream-Name: liblz4

Upstream-Contact: Yann Collet <Cyan4973@github.com>

Source: <https://github.com/lz4/lz4>

Files: *

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1.551 lz4 1.9.1

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Upstream-Name: liblz4

Upstream-Contact: Yann Collet <Cyan4973@github.com>

Source: <https://github.com/lz4/lz4>

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1.552 jackson-coreutils 2.0

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1.553 hibernate-validator 6.2.4.Final

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Found in path(s):

```
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```
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```

```
* /opt/cola/permits/1827301020_1697881535.137695/0/proto-google-common-protos-2-22-0-jar/google/api/monitoring.proto
```

* /opt/cola/permits/1827301020_1697881535.137695/0/proto-google-common-protos-2-22-0-jar/google/type/expr.proto
* /opt/cola/permits/1827301020_1697881535.137695/0/proto-google-common-protos-2-22-0-jar/google/api/resource.proto
* /opt/cola/permits/1827301020_1697881535.137695/0/proto-google-common-protos-2-22-0-jar/google/api/visibility.proto
* /opt/cola/permits/1827301020_1697881535.137695/0/proto-google-common-protos-2-22-0-jar/google/type/money.proto
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jar/google/type/decimal.proto
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jar/google/type/interval.proto
*
/opt/cola/permits/1827301020_1697881535.137695/0/proto-google-common-protos-2-22-0-
jar/google/api/control.proto

1.555 grpc-protobuf 1.58.0

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Eclipse

The following artifacts are EPL.

- * org.eclipse.jetty.orbit:org.eclipse.jdt.core

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- * org.eclipse.jetty.orbit:javafx.security.auth.message

The following artifacts are EPL and CDDL 1.0.

- * org.eclipse.jetty.orbit:javafx.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.557 jetty-continuation 9.4.53.v20231009

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* org.eclipse.jetty.orbit;javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

* javax.servlet:javax.servlet-api

* javax.annotation:javax.annotation-api

* javax.transaction:javax.transaction-api

* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

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<http://openjdk.java.net/legal/gplv2+ce.html>

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org.ow2.asm:asm-commons

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org.apache.taglibs:taglibs-standard-spec

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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org.eclipse.jetty.toolchain:jetty-schemas

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org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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Eclipse

The following artifacts are EPL.

- * org.eclipse.jetty.orbit:org.eclipse.jdt.core

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- * org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

- * org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

Apache

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org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.560 jackson-jaxrs 2.15.3

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

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1.561 jackson-datatype-guava 2.15.3

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1.562 jackson-jaxrs-base 2.15.3

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1.563 protobuf-java 3.24.0

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Manifest-Version: 1.0

Created-By: mergejars

Bnd-LastModified: 1691516384489

Bundle-Description: Core Protocol Buffers library. Protocol Buffers are a way of encoding structured data in an efficient yet extensible format

.

Bundle-DocURL: <https://developers.google.com/protocol-buffers/>

Bundle-License: <https://opensource.org/licenses/BSD-3-Clause>

Bundle-ManifestVersion: 2

Bundle-Name: Protocol Buffers [Core]

Bundle-SymbolicName: com.google.protobuf

Bundle-Version: 3.24.0

Export-Package: com.google.protobuf;version="3.24.0",com.google.protobuf.compiler;version="3.24.0";uses:="com.google.protobuf"

Import-Package: com.google.protobuf;version="[3.24,4)",sun.misc;resolution:=optional

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-6.4.0.202211291949

Target-Label: //java/core:lite_runtime_only

Found in path(s):

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/META-INF/MANIFEST.MF

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Found in path(s):

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/google/protobuf/empty.proto

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/google/protobuf/type.proto

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/google/protobuf/wrappers.proto

*

/opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/google/protobuf/field_mask.proto

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/google/protobuf/api.proto

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/google/protobuf/timestamp.proto

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/google/protobuf/any.proto

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-

jar/google/protobuf/source_context.proto

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/google/protobuf/struct.proto

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/google/protobuf/duration.proto

* /opt/cola/permits/1832453431_1698286596.8640304/0/protobuf-java-3-24-0-jar/google/protobuf/descriptor.proto

1.564 jetty-util-ajax 9.4.53.v20231009

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Eclipse

The following artifacts are EPL.

* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javafx.security.auth.message

The following artifacts are EPL and CDDL 1.0.

* org.eclipse.jetty.orbit:javafx.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

* javax.servlet:javax.servlet-api

* javax.annotation:javax.annotation-api

* javax.transaction:javax.transaction-api

* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with

classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.565 jetty 9.4.53.v20231009

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- * org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

- * org.eclipse.jetty.orbit:javac.security.auth.message

The following artifacts are EPL and CDDL 1.0.

- * org.eclipse.jetty.orbit:javac.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

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- org.ow2.asm:asm-commons
- org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.566 jetty-security 9.4.53.v20231009

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- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

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org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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1.567 jackson-module-guice 2.15.3

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1.568 nimbus-jose-jwt 9.24.2

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1.569 libcxxabi 10.0.1

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; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py

; RUN: llc < %s -mtriple=aarch64-- | FileCheck %s

; A shuffle mask with all undef elements is always legal.

```
define <4 x i32> @PR41535(<2 x i32> %p1, <2 x i32> %p2) {
; CHECK-LABEL: PR41535:
; CHECK:      // %bb.0:
; CHECK-NEXT:  ext v0.8b, v0.8b, v1.8b, #4
; CHECK-NEXT:  mov v0.d[1], v0.d[0]
; CHECK-NEXT:  ret
%cat1 = shufflevector <2 x i32> %p1, <2 x i32> undef, <4 x i32> <i32 undef, i32 1, i32 undef, i32 undef>
%cat2 = shufflevector <2 x i32> %p2, <2 x i32> undef, <4 x i32> <i32 0, i32 undef, i32 undef, i32 undef>
%r = shufflevector <4 x i32> %cat1, <4 x i32> %cat2, <4 x i32> <i32 undef, i32 undef, i32 1, i32 4>
ret <4 x i32> %r
}
```

; RUN: llc < %s -mtriple=s390x-linux-gnu -mcpu=zEC12 -verify-machineinstrs | FileCheck %s

;

; Test that early if conversion produces LOCR with operands of the right

; register classes.

```
define void @autogen_SD4739(i8*) {
; CHECK-NOT: Expected a GR32Bit register, but got a GRX32Bit register
```

BB:

```
%L34 = load i8, i8* %0
```

```
%Cmp56 = icmp sgt i8 undef, %L34
```

```
br label %CF246
```

```
CF246:                                ; preds = %CF246, %BB
```

```
%S1163 = select i1 %Cmp56, i8 %L34, i8 undef
```

```
br i1 undef, label %CF246, label %CF248
```

```
CF248:                                ; preds = %CF248, %CF246
```

```
store i8 %S1163, i8* %0
```

```
br label %CF248
```

```
}
```

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 */

; RUN: opt %s -inline -S | FileCheck %s

```
define internal void @innerSmall() "min-legal-vector-width"="128" {
  ret void
}
```

```
define internal void @innerLarge() "min-legal-vector-width"="512" {
  ret void
}
```

```
define internal void @innerNoAttribute() {
  ret void
}
```

; We should not add an attribute during inlining. No attribute means unknown.

; Inlining doesn't change the fact that we don't know anything about this

; function.

```
define void @outerNoAttribute() {
  call void @innerLarge()
  ret void
}
```

```
define void @outerConflictingAttributeSmall() "min-legal-vector-width"="128" {
  call void @innerLarge()
  ret void
}
```

```
define void @outerConflictingAttributeLarge() "min-legal-vector-width"="512" {
```

```
call void @innerSmall()
ret void
}
```

```
; We should remove the attribute after inlining since the callee's
; vector width requirements are unknown.
```

```
define void @outerAttribute() "min-legal-vector-width"="128" {
  call void @innerNoAttribute()
  ret void
}
```

```
; CHECK: define void @outerNoAttribute() {
; CHECK:
define void @outerConflictingAttributeSmall() #0
; CHECK: define void @outerConflictingAttributeLarge() #0
; CHECK: define void @outerAttribute() {
; CHECK: attributes #0 = { "min-legal-vector-width"="512" }
```

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```
; RUN: llc -march=hexagon < %s
```

```
; REQUIRES: asserts
```

```
; The two loads based on %struct.0, loading two different data types
; cause LSR to assume type "void" for the memory type. This would then
; cause an assert in isLegalAddressingMode. Make sure we no longer crash.
```

```
target triple = "hexagon"
```

```

%struct.0 = type { i8*, i8, %union.anon.0 }
%union.anon.0 = type { i8* }

define hidden fastcc void @fred() unnamed_addr #0 {
entry:
br i1 undef, label %while.end, label %while.body.lr.ph

while.body.lr.ph:
; preds = %entry
br label %while.body

while.body:
; preds = %exit.2, %while.body.lr.ph
%lshr.iv = phi %struct.0* [ %cgep22, %exit.2 ], [ undef, %while.body.lr.ph ]
switch i32 undef, label %exit [
i32 1, label %sw.bb.i
i32 2, label %sw.bb3.i
]

sw.bb.i:
; preds = %while.body
unreachable

sw.bb3.i:
; preds = %while.body
unreachable

exit:
; preds = %while.body
switch i32 undef, label %exit.2 [
i32 1, label %sw.bb.i17
i32 2, label %sw.bb3.i20
]

sw.bb.i17:
; preds = %exit
%0 = bitcast %struct.0* %lshr.iv to i32*
%1 = load i32, i32* %0, align 4
unreachable

sw.bb3.i20:
; preds = %exit
%2 = bitcast %struct.0* %lshr.iv to i8**
%3 = load i8*, i8** %2, align 4
unreachable

exit.2:
; preds = %exit
%cgep22 = getelementptr %struct.0, %struct.0* %lshr.iv, i32 1
br label %while.body

while.end:
; preds = %entry
ret void
}

```

attributes #0 = { nounwind optsize "target-cpu"="hexagonv55" }

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```
; RUN: llc -mtriple=aarch64-apple-ios %s -o - | FileCheck %s
```

```
define <16 x double> @test_sitofp_fixed(<16 x i32> %in) {  
; CHECK-LABEL: test_sitofp_fixed:
```

```
    ; First, extend each i32 to i64  
; CHECK-DAG: sshll2.2d [[BLOCK0_HI:v[0-9]+]], v0, #0  
; CHECK-DAG: sshll2.2d [[BLOCK1_HI:v[0-9]+]], v1, #0  
; CHECK-DAG: sshll2.2d [[BLOCK2_HI:v[0-9]+]], v2, #0  
; CHECK-DAG: sshll2.2d [[BLOCK3_HI:v[0-9]+]], v3, #0  
; CHECK-DAG: sshll.2d [[BLOCK0_LO:v[0-9]+]], v0, #0  
; CHECK-DAG: sshll.2d [[BLOCK1_LO:v[0-9]+]], v1, #0  
; CHECK-DAG: sshll.2d [[BLOCK2_LO:v[0-9]+]], v2, #0  
; CHECK-DAG: sshll.2d [[BLOCK3_LO:v[0-9]+]], v3, #0
```

```
    ; Next, convert each to double.  
; CHECK-DAG: scvtf.2d v0, [[BLOCK0_LO]]  
; CHECK-DAG: scvtf.2d v1, [[BLOCK0_HI]]  
; CHECK-DAG: scvtf.2d v2, [[BLOCK1_LO]]  
; CHECK-DAG: scvtf.2d v3, [[BLOCK1_HI]]
```

```

; CHECK-DAG: scvtf.2d v4, [[BLOCK2_LO]]
; CHECK-DAG: scvtf.2d v5, [[BLOCK2_HI]]
; CHECK-DAG: scvtf.2d v6, [[BLOCK3_LO]]
; CHECK-DAG: scvtf.2d v7, [[BLOCK3_HI]]

; CHECK: ret
%flt = sitofp <16 x i32>
%in to <16 x double>
%res = fdiv <16 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0,
double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0>
ret <16 x double> %res
}

; This one is small enough to satisfy isSimple, but still illegally large.
define <4 x double> @test_sitofp_fixed_shortish(<4 x i64> %in) {
; CHECK-LABEL: test_sitofp_fixed_shortish:

; CHECK-DAG: scvtf.2d v0, v0
; CHECK-DAG: scvtf.2d v1, v1

; CHECK: ret
%flt = sitofp <4 x i64> %in to <4 x double>
%res = fdiv <4 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0>
ret <4 x double> %res
}
; NOTE: Assertions have been autogenerated by utils/update_analyze_test_checks.py
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx2 | FileCheck %s --check-
prefixes=CHECK,VEC256,AVX
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -
mattr=+avx512vl,+avx512bw,+avx512dq,+prefer-256-bit | FileCheck %s --check-
prefixes=CHECK,VEC256,SKX256
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -
mattr=+avx512vl,+avx512bw,+avx512dq,-prefer-256-bit | FileCheck %s --check-prefixes=CHECK,VEC512

define void @zext256() "min-legal-vector-width"="256" {
; VEC256-LABEL: 'zext256'
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %A = zext <8 x i16> undef to <8 x
i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; VEC256-NEXT:
Cost Model: Found an estimated cost of 4 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void

```

```

;
; VEC512-LABEL: 'zext256'
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x
i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = zext <8 x i16>
undef to <8 x i64>
%B = zext <8 x i32> undef to <8 x i64>
%C = zext <16 x i8> undef to <16 x i32>
%D = zext <16 x i16> undef to <16 x i32>
%E = zext <32 x i8> undef to <32 x i16>
ret void
}

define void @zext512() "min-legal-vector-width"="512" {
; AVX-LABEL: 'zext512'
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'zext512'
; SKX256-NEXT: Cost Model: Found an estimated cost of
1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; VEC512-LABEL: 'zext512'
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x

```

```

i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; VEC512-NEXT: Cost Model: Found
an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = zext <8 x i16> undef to <8 x i64>
%B = zext <8 x i32> undef to <8 x i64>
%C = zext <16 x i8> undef to <16 x i32>
%D = zext <16 x i16> undef to <16 x i32>
%E = zext <32 x i8> undef to <32 x i16>
ret void
}

define void @sext256() "min-legal-vector-width"="256" {
; VEC256-LABEL: 'sext256'
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = sext <8 x i16> undef to <8 x
i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x
i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D
= sext <16 x i8> undef to <16 x i32>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = sext <16 x i16> undef to <16 x
i32>
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x
i16>
; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; VEC512-LABEL: 'sext256'
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x
i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x
i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x
i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x
i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1
for instruction: %F = sext <32 x i8> undef to <32 x i16>
; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;

```

```

%A = sext <8 x i8> undef to <8 x i64>
%B = sext <8 x i16> undef to <8 x i64>
%C = sext <8 x i32> undef to <8 x i64>
%D = sext <16 x i8> undef to <16 x i32>
%E = sext <16 x i16> undef to <16 x i32>
%F = sext <32 x i8> undef to <32 x i16>
ret void
}

```

```

define void @sext512() "min-legal-vector-width"="512" {
; AVX-LABEL: 'sext512'
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E =
sext <16 x i16> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'sext512'
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction:
ret void
;
; VEC512-LABEL: 'sext512'
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x
i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x
i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x
i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x
i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x
i16>
; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void

```

```

;
%A = sext <8 x i8> undef to <8 x i64>
%B = sext <8 x i16> undef to <8 x i64>
%C = sext <8 x i32> undef to <8 x i64>
%D = sext <16 x i8> undef to <16 x i32>
%E = sext <16 x i16>
undef to <16 x i32>
%F = sext <32 x i8> undef to <32 x i16>
ret void
}
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#
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#   Name <email address>
#
# Please keep the list sorted.

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```
; RUN: opt -consthoist -S -o - %s | FileCheck %s
```

```
target datalayout = "e-m:e-p:32:32-i64:64-v128:64:128-a:0:32-n32-S64"
```

```
target triple = "thumbv6m-none--musleabi"
```

```
; Check that for i8 type, the maximum legal offset is 31.
```

```
; Also check that a constant used as value to be stored rather than
```

```
; pointer in a store instruction is hoisted.
```

```
; CHECK: foo_i8
```

```
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874720 to i32
```

```
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
```

```
; CHECK-DAG: %[[C3:const[0-9]?]] = bitcast i32 805873720 to i32
```

```
; CHECK-DAG: %[[C4:const[0-9]?]] = bitcast i32 805873688 to i32
```

```
; CHECK: %0 = inttoptr i32 %[[C2]] to i8*
```

```
; CHECK-NEXT: %1 = load volatile i8, i8* %0
```

```
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
```

```
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i8*
```

```
; CHECK-NEXT: %3 = load volatile i8, i8* %2
```

```
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 31
```

```
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i8*
```

```
; CHECK-NEXT: %5 = load volatile i8, i8*
```

```
%4
```

```
; CHECK-NEXT: %6 = inttoptr i32 %[[C1]] to i8*
```

```
; CHECK-NEXT: %7 = load volatile i8, i8* %6
```

```
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C1]], 7
```

```
; CHECK-NEXT: %8 = inttoptr i32 %[[M3]] to i8*
```

```
; CHECK-NEXT: %9 = load volatile i8, i8* %8
```

```
; CHECK-NEXT: %10 = inttoptr i32 %[[C4]] to i8*
```

```
; CHECK-NEXT: store i8 %9, i8* %10
```

```
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C4]], 31
```

```
; CHECK-NEXT: %11 = inttoptr i32 %[[M4]] to i8*
```

```
; CHECK-NEXT: store i8 %7, i8* %11
```

```
; CHECK-NEXT: %12 = inttoptr i32 %[[C3]] to i8*
```

```
; CHECK-NEXT: store i8 %5, i8* %12
```

```
; CHECK-NEXT: %[[M5:const_mat[0-9]?]] = add i32 %[[C3]], 7
```

```
; CHECK-NEXT: %13 = inttoptr i32 %[[M5]] to i8*
```

```
; CHECK-NEXT: store i8 %3, i8* %13
```

```
; CHECK-NEXT: %[[M6:const_mat[0-9]?]] = add i32 %[[C1]], 80
```

```
; CHECK-NEXT: %14 = inttoptr i32 %[[M6]] to i8*
```

```
; CHECK-NEXT: store i8* %14, i8** @goo
```

```
@goo = global i8* undef
```

```
define void @foo_i8() {  
entry:  
%0 = load volatile i8, i8* inttoptr (i32 805874688 to i8*)  
%1 = load volatile  
i8, i8* inttoptr (i32 805874692 to i8*)  
%2 = load volatile i8, i8* inttoptr (i32 805874719 to i8*)  
%3 = load volatile i8, i8* inttoptr (i32 805874720 to i8*)  
%4 = load volatile i8, i8* inttoptr (i32 805874727 to i8*)  
store i8 %4, i8* inttoptr(i32 805873688 to i8*)  
store i8 %3, i8* inttoptr(i32 805873719 to i8*)  
store i8 %2, i8* inttoptr(i32 805873720 to i8*)  
store i8 %1, i8* inttoptr(i32 805873727 to i8*)  
store i8* inttoptr(i32 805874800 to i8*), i8** @goo  
ret void  
}
```

```
; Check that for i16 type, the maximum legal offset is 62.
```

```
; CHECK: foo_i16
```

```
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874752 to i32
```

```
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
```

```
; CHECK: %0 = inttoptr i32 %[[C2]] to i16*
```

```
; CHECK-NEXT: %1 = load volatile i16, i16* %0, align 2
```

```
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
```

```
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i16*
```

```
; CHECK-NEXT: %3 = load volatile i16, i16* %2, align 2
```

```
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add i32
```

```
%[[C2]], 32
```

```
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i16*
```

```
; CHECK-NEXT: %5 = load volatile i16, i16* %4, align 2
```

```
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C2]], 62
```

```
; CHECK-NEXT: %6 = inttoptr i32 %[[M3]] to i16*
```

```
; CHECK-NEXT: %7 = load volatile i16, i16* %6, align 2
```

```
; CHECK-NEXT: %8 = inttoptr i32 %[[C1]] to i16*
```

```
; CHECK-NEXT: %9 = load volatile i16, i16* %8, align 2
```

```
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C1]], 22
```

```
; CHECK-NEXT: %10 = inttoptr i32 %[[M4]] to i16*
```

```
; CHECK-NEXT: %11 = load volatile i16, i16* %10, align 2
```

```
define void @foo_i16() {
```

```
entry:
```

```
%0 = load volatile i16, i16* inttoptr (i32 805874688 to i16*), align 2
```

```
%1 = load volatile i16, i16* inttoptr (i32 805874692 to i16*), align 2
```

```
%2 = load volatile i16, i16* inttoptr (i32 805874720 to i16*), align 2
```

```
%3 = load volatile i16, i16* inttoptr (i32 805874750 to i16*), align 2
```

```

%4 = load volatile i16, i16* inttoptr (i32 805874752 to i16*), align 2
%5 = load volatile i16, i16* inttoptr (i32 805874774
to i16*), align 2
ret void
}

```

```

; Check that for i32 type, the maximum legal offset is 124.
; CHECK: foo_i32
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874816 to i32
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to i32*
; CHECK-NEXT: %1 = load volatile i32, i32* %0, align 4
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i32*
; CHECK-NEXT: %3 = load volatile i32, i32* %2, align 4
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 124
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i32*
; CHECK-NEXT: %5 = load volatile i32, i32* %4, align 4
; CHECK-NEXT: %6 = inttoptr i32 %[[C1]] to i32*
; CHECK-NEXT: %7 = load volatile i32, i32* %6, align 4
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C1]], 8
; CHECK-NEXT: %8 = inttoptr i32 %[[M3]] to i32*
; CHECK-NEXT: %9 = load volatile i32, i32* %8, align 4
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C1]],
12
; CHECK-NEXT: %10 = inttoptr i32 %[[M4]] to i32*
; CHECK-NEXT: %11 = load volatile i32, i32* %10, align 4

```

```

define void @foo_i32() {
entry:
%0 = load volatile i32, i32* inttoptr (i32 805874688 to i32*), align 4
%1 = load volatile i32, i32* inttoptr (i32 805874692 to i32*), align 4
%2 = load volatile i32, i32* inttoptr (i32 805874812 to i32*), align 4
%3 = load volatile i32, i32* inttoptr (i32 805874816 to i32*), align 4
%4 = load volatile i32, i32* inttoptr (i32 805874824 to i32*), align 4
%5 = load volatile i32, i32* inttoptr (i32 805874828 to i32*), align 4
ret void
}

```

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; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py

; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 -mattr=prefer-256-bit | FileCheck %s --check-prefixes=CHECK,CHECK-AVX512

; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 -mattr=prefer-256-bit,avx512vbmi |


```

FileCheck %s --check-prefixes=CHECK,CHECK-VBMI
; Make sure CPUs default to prefer-256-bit. avx512vnni isn't interesting as it just adds an isel peephole for
vpmaddwd+vpadd
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 | FileCheck %s --check-
prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=cascadelake | FileCheck %s --
check-prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=cooperlake | FileCheck %s --
check-prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=cannonlake | FileCheck %s --check-
prefixes=CHECK,CHECK-VBMI
;
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=icelake-client | FileCheck %s --
check-prefixes=CHECK,CHECK-VBMI
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=icelake-server | FileCheck %s --
check-prefixes=CHECK,CHECK-VBMI
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=tigerlake | FileCheck %s --check-
prefixes=CHECK,CHECK-VBMI

```

; This file primarily contains tests for specific places in X86ISelLowering.cpp that needed be made aware of the legalizer not allowing 512-bit vectors due to prefer-256-bit even though AVX512 is enabled.

```

define void @add256(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="256" {
; CHECK-LABEL: add256:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpadd 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT: vpadd (%rsi), %ymm0, %ymm0
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-NEXT: vmovdqa %ymm1,
32(%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%d = load <16 x i32>, <16 x i32>* %a
%e = load <16 x i32>, <16 x i32>* %b
%f = add <16 x i32> %d, %e
store <16 x i32> %f, <16 x i32>* %c
ret void
}

```

```

define void @add512(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="512" {
; CHECK-LABEL: add512:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT: vpadd (%rsi), %zmm0, %zmm0
; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT: vzeroupper

```



```

; CHECK-LABEL: pmaddwd_32_512:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT:  vpmaddwd (%rsi), %zmm0, %zmm0
; CHECK-NEXT:  vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%A = load <32 x i16>, <32 x i16>* %APtr
%B = load <32 x i16>, <32 x i16>* %BPtr
%a = sext <32 x i16> %A to <32 x i32>
%b = sext <32 x i16> %B to <32 x i32>
%m = mul nsw <32 x i32> %a, %b
%odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32
12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
%even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32
13,
i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
%ret = add <16 x i32> %odd, %even
store <16 x i32> %ret, <16 x i32>* %CPtr
ret void
}

```

```

define void @psubus_64i8_max_256(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-
width"="256" {

```

```

; CHECK-LABEL: psubus_64i8_max_256:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
; CHECK-NEXT:  vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:  vpsubusb 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT:  vpsubusb (%rsi), %ymm0, %ymm0
; CHECK-NEXT:  vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:  vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%x = load <64 x i8>, <64 x i8>* %xptr
%y = load <64 x i8>, <64 x i8>* %yptr
%cmp = icmp ult <64 x i8> %x, %y
%max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
%res = sub <64 x i8> %max, %y
store <64 x i8> %res, <64 x i8>* %zptr
ret void
}

```

```

define void @psubus_64i8_max_512(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr)
"min-legal-vector-width"="512" {

```

```

; CHECK-LABEL: psubus_64i8_max_512:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vmovdqa64 (%rdi), %zmm0

```

```

; CHECK-NEXT: vpsubusb (%rsi), %zmm0, %zmm0
; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <64 x i8>, <64 x i8>* %xptr
%y = load <64 x i8>, <64 x i8>* %yptr
%cmp = icmp ult <64 x i8> %x, %y
%max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
%res = sub <64 x i8> %max, %y
store <64 x i8> %res, <64 x i8>* %zptr
ret void
}

```

```

define i32 @_Z9test_charPcS_i_256(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="256" {

```

```

; CHECK-LABEL: _Z9test_charPcS_i_256:
; CHECK: # %bb.0: # %entry
; CHECK-NEXT: movl %edx, %eax
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: xorl %ecx, %ecx
; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
; CHECK-NEXT: vpxor %xmm2, %xmm2, %xmm2
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB8_1: # %vector.body
; CHECK-NEXT:
# =>This Inner Loop Header: Depth=1
; CHECK-NEXT: vpmovsxbw (%rdi,%rcx), %ymm3
; CHECK-NEXT: vpmovsxbw 16(%rdi,%rcx), %ymm4
; CHECK-NEXT: vpmovsxbw (%rsi,%rcx), %ymm5
; CHECK-NEXT: vpmaddwd %ymm3, %ymm5, %ymm3
; CHECK-NEXT: vpadd %ymm1, %ymm3, %ymm1
; CHECK-NEXT: vpmovsxbw 16(%rsi,%rcx), %ymm3
; CHECK-NEXT: vpmaddwd %ymm4, %ymm3, %ymm3
; CHECK-NEXT: vpadd %ymm2, %ymm3, %ymm2
; CHECK-NEXT: addq $32, %rcx
; CHECK-NEXT: cmpq %rcx, %rax
; CHECK-NEXT: jne .LBB8_1
; CHECK-NEXT: # %bb.2: # %middle.block
; CHECK-NEXT: vpadd %ymm0, %ymm1, %ymm1
; CHECK-NEXT: vpadd %ymm0, %ymm2, %ymm0
; CHECK-NEXT: vpadd %ymm0, %ymm1, %ymm0
; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm1
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpsltd {{.*#+}} xmm1 = xmm0[2,3,0,1]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpsltd {{.*#+}} xmm1 = xmm0[1,1,2,3]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vmovd %xmm0,

```

```

%eax
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
entry:
%3 = zext i32 %2 to i64
br label %vector.body

vector.body:
%index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
%vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
%4 = getelementptr inbounds i8, i8* %0, i64 %index
%5 = bitcast i8* %4 to <32 x i8>*
%wide.load = load <32 x i8>, <32 x i8>* %5, align 1
%6 = sext <32 x i8> %wide.load to <32 x i32>
%7 = getelementptr inbounds i8, i8* %1, i64 %index
%8 = bitcast i8* %7 to <32 x i8>*
%wide.load14 = load <32 x i8>, <32 x i8>* %8, align 1
%9 = sext <32 x i8> %wide.load14 to <32 x i32>
%10 = mul nsw <32 x i32> %9, %6
%11 = add nsw <32 x i32> %10, %vec.phi
%index.next = add i64 %index, 32
%12 = icmp eq i64 %index.next, %3
br i1 %12, label %middle.block, label %vector.body

middle.block:
%rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32> undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20,
i32 21, i32 22,
i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef>
%bin.rdx1 = add <32 x i32> %11, %rdx.shuf1
%rdx.shuf = shufflevector <32 x i32> %bin.rdx1, <32 x i32> undef, <32 x i32> <i32 8, i32 9, i32 10, i32 11, i32
12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <32 x i32> %bin.rdx1, %rdx.shuf
%rdx.shuf15 = shufflevector <32 x i32> %bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15
%rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx18 = add <32 x i32> %bin.rdx32, %rdx.shuf17
%rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> undef, <32 x i32> <i32 1, i32 undef, i32 undef,

```

```

i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef>
%bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19
%13 = extractelement <32 x i32> %bin.rdx20, i32 0
ret i32 %13
}

```

```

define i32 @_Z9test_charPcS_i_512(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-
width"="512" {

```

```

; CHECK-LABEL: _Z9test_charPcS_i_512:
; CHECK:    # %bb.0: # %entry
; CHECK-NEXT:  movl %edx, %eax
; CHECK-NEXT:  vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT:  xorl %ecx, %ecx
; CHECK-NEXT:  vpxor %xmm1, %xmm1, %xmm1
; CHECK-NEXT:  .p2align 4, 0x90
; CHECK-NEXT: .LBB9_1: # %vector.body
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
; CHECK-NEXT: vpmovsxbw (%rdi,%rcx), %zmm2
; CHECK-NEXT: vpmovsxbw (%rsi,%rcx), %zmm3
; CHECK-NEXT: vpmaddwd %zmm2, %zmm3, %zmm2
; CHECK-NEXT: vpadd %zmm1, %zmm2, %zmm1
; CHECK-NEXT: addq $32, %rcx
; CHECK-NEXT: cmpq %rcx, %rax
; CHECK-NEXT: jne .LBB9_1
; CHECK-NEXT:
; CHECK-NEXT: # %bb.2: # %middle.block
; CHECK-NEXT: vpadd %zmm0, %zmm1, %zmm0
; CHECK-NEXT: vextracti64x4 $1, %zmm0, %ymm1
; CHECK-NEXT: vpadd %zmm1, %zmm0, %zmm0
; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm1
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpsltd {{.*#+}} xmm1 = xmm0[2,3,0,1]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpsltd {{.*#+}} xmm1 = xmm0[1,1,2,3]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vmovd %xmm0, %eax
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
entry:
%3 = zext i32 %2 to i64
br label %vector.body

```

```

vector.body:
%index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
%vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]

```

```

%4 = getelementptr inbounds i8, i8* %0, i64 %index
%5 = bitcast i8* %4 to <32 x i8>*
%wide.load = load <32 x i8>, <32 x i8>* %5, align 1
%6 = sext <32 x i8> %wide.load to <32 x i32>
%7 = getelementptr inbounds i8, i8* %1, i64 %index
%8 = bitcast i8* %7 to <32 x i8>*
%wide.load14 = load <32 x i8>, <32 x i8>* %8, align 1
%9 = sext <32 x i8> %wide.load14 to <32 x i32>
%10 = mul nsw <32 x i32> %9, %6
%11 = add nsw <32 x i32> %10, %vec.phi
%index.next = add i64 %index, 32
%12 = icmp eq i64 %index.next, %3
br i1 %12, label %middle.block, label %vector.body

```

middle.block:

```

%rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32> undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20,
i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef>
%bin.rdx1 = add <32 x i32> %11, %rdx.shuf1
%rdx.shuf = shufflevector <32 x i32> %bin.rdx1, <32 x i32> undef, <32 x i32> <i32 8, i32 9, i32 10, i32 11, i32
12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <32 x i32> %bin.rdx1, %rdx.shuf
%rdx.shuf15 = shufflevector <32 x i32> %bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15
%rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx18 = add <32 x i32> %bin.rdx32, %rdx.shuf17
%rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> undef, <32 x i32> <i32 1, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19
%13 = extractelement <32 x i32> %bin.rdx20, i32 0
ret i32 %13
}

```

```
@a = global [1024 x i8] zeroinitializer, align 16
```

```
@b = global [1024 x i8] zeroinitializer, align 16
```



```

define i32 @sad_16i8_256() "min-legal-vector-width"="256" {
; CHECK-LABEL: sad_16i8_256:
; CHECK:      # %bb.0: # %entry
; CHECK-NEXT: vpxor %xmm0, %xmm0,
%xmm0
; CHECK-NEXT: movq $-1024, %rax # imm = 0xFC00
; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB10_1: # %vector.body
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
; CHECK-NEXT: vmovdqu a+1024(%rax), %xmm2
; CHECK-NEXT: vpsadbw b+1024(%rax), %xmm2, %xmm2
; CHECK-NEXT: vpadd %ymm1, %ymm2, %ymm1
; CHECK-NEXT: addq $4, %rax
; CHECK-NEXT: jne .LBB10_1
; CHECK-NEXT: # %bb.2: # %middle.block
; CHECK-NEXT: vpadd %ymm0, %ymm1, %ymm0
; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm1
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpsltd {{.*#+}} %xmm1 = %xmm0[2,3,0,1]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpsltd {{.*#+}} %xmm1 = %xmm0[1,1,2,3]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vmovd %xmm0, %eax
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
entry:
br label %vector.body

vector.body:
%index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
%vec.phi
= phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
%0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
%1 = bitcast i8* %0 to <16 x i8*>
%wide.load = load <16 x i8>, <16 x i8*> %1, align 4
%2 = zext <16 x i8> %wide.load to <16 x i32>
%3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
%4 = bitcast i8* %3 to <16 x i8*>
%wide.load1 = load <16 x i8>, <16 x i8*> %4, align 4
%5 = zext <16 x i8> %wide.load1 to <16 x i32>
%6 = sub nsw <16 x i32> %2, %5
%7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
%8 = sub nsw <16 x i32> zeroinitializer, %6
%9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
%10 = add nsw <16 x i32> %9, %vec.phi
%index.next = add i64 %index, 4

```

```

%11 = icmp eq i64 %index.next, 1024
br i1 %11, label %middle.block, label %vector.body

middle.block:
%.lcssa = phi
<16 x i32> [ %10, %vector.body ]
%rdx.shuf = shufflevector <16 x i32> %.lcssa, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12,
i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <16 x i32> %.lcssa, %rdx.shuf
%rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef>
%bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
%rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef>
%bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
%rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef>
%bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
%12 = extractelement <16 x i32> %bin.rdx4, i32 0
ret i32 %12
}

```

```

define i32 @sad_16i8_512() "min-legal-vector-width"="512" {
; CHECK-LABEL: sad_16i8_512:
; CHECK:      # %bb.0: # %entry
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: movq $-1024, %rax # imm = 0xFC00
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB11_1: # %vector.body
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
; CHECK-NEXT: vmovdqu a+1024(%rax), %xmm1
; CHECK-NEXT: vpsadbw b+1024(%rax), %xmm1, %xmm1
; CHECK-NEXT: vpadd %zmm0, %zmm1, %zmm0
; CHECK-NEXT: addq $4, %rax
; CHECK-NEXT: jne .LBB11_1
; CHECK-NEXT: # %bb.2: # %middle.block
; CHECK-NEXT: vextracti64x4 $1, %zmm0, %ymm1
; CHECK-NEXT: vpadd %zmm1, %zmm0, %zmm0
; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm1
; CHECK-NEXT:
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpsltd { {.*#+} } xmm1 = xmm0[2,3,0,1]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpsltd { {.*#+} } xmm1 = xmm0[1,1,2,3]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0

```

```

; CHECK-NEXT: vmovd %xmm0, %eax
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
entry:
br label %vector.body

vector.body:
%index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
%vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
%0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
%1 = bitcast i8* %0 to <16 x i8>*
%wide.load = load <16 x i8>, <16 x i8>* %1, align 4
%2 = zext <16 x i8> %wide.load to <16 x i32>
%3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
%4 = bitcast i8* %3 to <16 x i8>*
%wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
%5 = zext <16 x i8> %wide.load1 to <16 x i32>
%6 = sub nsw <16 x i32> %2, %5
%7 = icmp sgt <16 x i32>
%6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
i32 -1>
%8 = sub nsw <16 x i32> zeroinitializer, %6
%9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
%10 = add nsw <16 x i32> %9, %vec.phi
%index.next = add i64 %index, 4
%11 = icmp eq i64 %index.next, 1024
br i1 %11, label %middle.block, label %vector.body

middle.block:
%.lcssa = phi <16 x i32> [ %10, %vector.body ]
%rdx.shuf = shufflevector <16 x i32> %.lcssa, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12,
i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <16 x i32> %.lcssa, %rdx.shuf
%rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx2 = add <16
x i32> %bin.rdx, %rdx.shuf2
%rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
%rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
%12 = extractelement <16 x i32> %bin.rdx4, i32 0
ret i32 %12

```

```

}

define void @sbto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: sbto16f32_256:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vpmovw2m %ymm0, %k0
; CHECK-NEXT:  kshiftrw $8, %k0, %k1
; CHECK-NEXT:  vpmovm2d %k1, %ymm0
; CHECK-NEXT:  vcvt dq2ps %ymm0, %ymm0
;
; CHECK-NEXT:  vpmovm2d %k0, %ymm1
; CHECK-NEXT:  vcvt dq2ps %ymm1, %ymm1
; CHECK-NEXT:  vmovaps %ymm1, (%rdi)
; CHECK-NEXT:  vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @sbto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: sbto16f32_512:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vpmovw2m %ymm0, %k0
; CHECK-NEXT:  vpmovm2d %k0, %zmm0
; CHECK-NEXT:  vcvt dq2ps %zmm0, %zmm0
; CHECK-NEXT:  vmovaps %zmm0, (%rdi)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @sbto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: sbto16f64_256:
;
; CHECK:    # %bb.0:
; CHECK-NEXT:  vpmovw2m %ymm0, %k0
; CHECK-NEXT:  kshiftrw $8, %k0, %k1
; CHECK-NEXT:  vpmovm2d %k1, %ymm0
; CHECK-NEXT:  vcvt dq2pd %xmm0, %ymm1
; CHECK-NEXT:  vextracti128 $1, %ymm0, %xmm0
; CHECK-NEXT:  vcvt dq2pd %xmm0, %ymm0
; CHECK-NEXT:  vpmovm2d %k0, %ymm2

```

```

; CHECK-NEXT:   vcvtdq2pd %xmm2, %ymm3
; CHECK-NEXT:   vextracti128 $1, %ymm2, %xmm2
; CHECK-NEXT:   vcvtdq2pd %xmm2, %ymm2
; CHECK-NEXT:   vmovaps %ymm2, 32(%rdi)
; CHECK-NEXT:   vmovaps %ymm3, (%rdi)
; CHECK-NEXT:   vmovaps %ymm0, 96(%rdi)
; CHECK-NEXT:   vmovaps %ymm1, 64(%rdi)
; CHECK-NEXT:   vzeroupper
; CHECK-NEXT:   retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x double>
store <16 x double> %1, <16 x double>* %res
ret void
}

define void @sbto16f64_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: sbto16f64_512:
; CHECK:      # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT:
vpmovm2d %k0, %zmm0
; CHECK-NEXT: vcvtdq2pd %ymm0, %zmm1
; CHECK-NEXT: vextracti64x4 $1, %zmm0, %ymm0
; CHECK-NEXT: vcvtdq2pd %ymm0, %zmm0
; CHECK-NEXT: vmovaps %zmm0, 64(%rdi)
; CHECK-NEXT: vmovaps %zmm1, (%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x double>
store <16 x double> %1, <16 x double>* %res
ret void
}

define void @ubto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: ubto16f32_256:
; CHECK:      # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: kshiftrw $8, %k0, %k1
; CHECK-NEXT: vpmovm2d %k1, %ymm0
; CHECK-NEXT: vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT: vcvtdq2ps %ymm0, %ymm0
; CHECK-NEXT: vpmovm2d %k0, %ymm1
; CHECK-NEXT: vpsrld $31, %ymm1, %ymm1
; CHECK-NEXT: vcvtdq2ps %ymm1, %ymm1
; CHECK-NEXT: vmovaps %ymm1, (%rdi)
; CHECK-NEXT: vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT: vzeroupper

```

```

;
CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = uitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @ubto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: ubto16f32_512:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vpmovw2m %ymm0, %k0
; CHECK-NEXT:  vpmovm2d %k0, %zmm0
; CHECK-NEXT:  vpsrld $31, %zmm0, %zmm0
; CHECK-NEXT:  vcvt dq2ps %zmm0, %zmm0
; CHECK-NEXT:  vmovaps %zmm0, (%rdi)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = uitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @ubto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: ubto16f64_256:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vpmovw2m %ymm0, %k0
; CHECK-NEXT:  kshiftrw $8, %k0, %k1
; CHECK-NEXT:  vpmovm2d %k1, %ymm0
; CHECK-NEXT:
; CHECK-NEXT:  vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT:  vcvt dq2pd %xmm0, %ymm1
; CHECK-NEXT:  vextracti128 $1, %ymm0, %xmm0
; CHECK-NEXT:  vcvt dq2pd %xmm0, %ymm0
; CHECK-NEXT:  vpmovm2d %k0, %ymm2
; CHECK-NEXT:  vpsrld $31, %ymm2, %ymm2
; CHECK-NEXT:  vcvt dq2pd %xmm2, %ymm3
; CHECK-NEXT:  vextracti128 $1, %ymm2, %xmm2
; CHECK-NEXT:  vcvt dq2pd %xmm2, %ymm2
; CHECK-NEXT:  vmovaps %ymm2, 32(%rdi)
; CHECK-NEXT:  vmovaps %ymm3, (%rdi)
; CHECK-NEXT:  vmovaps %ymm0, 96(%rdi)
; CHECK-NEXT:  vmovaps %ymm1, 64(%rdi)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = uitofp <16 x i1> %mask to <16 x double>

```

```

store <16 x double> %1, <16 x double>* %res
ret void
}

define void @ubto16f64_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: ubto16f64_512:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vpmovw2m %ymm0, %k0
; CHECK-NEXT:  vpmovm2d %k0, %zmm0
; CHECK-NEXT:  vpsrld $31, %zmm0, %zmm0
;
; CHECK-NEXT:  vcvtdq2pd %ymm0, %zmm1
; CHECK-NEXT:  vextracti64x4 $1, %zmm0, %ymm0
; CHECK-NEXT:  vcvtdq2pd %ymm0, %zmm0
; CHECK-NEXT:  vmovaps %zmm0, 64(%rdi)
; CHECK-NEXT:  vmovaps %zmm1, (%rdi)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = uitofp <16 x i1> %mask to <16 x double>
store <16 x double> %1, <16 x double>* %res
ret void
}

define <16 x i16> @test_16f32toub_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-
width"="256" {
; CHECK-LABEL: test_16f32toub_256:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vcvttps2dq (%rdi), %ymm1
; CHECK-NEXT:  vpslld $31, %ymm1, %ymm1
; CHECK-NEXT:  vpmovd2m %ymm1, %k0
; CHECK-NEXT:  vcvttps2dq 32(%rdi), %ymm1
; CHECK-NEXT:  vpslld $31, %ymm1, %ymm1
; CHECK-NEXT:  vpmovd2m %ymm1, %k1
; CHECK-NEXT:  kunpckbw %k0, %k1, %k1
; CHECK-NEXT:  vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:  retq
%a = load <16 x float>, <16 x float>* %ptr
%mask =
fptoui <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

define <16 x i16> @test_16f32toub_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-
width"="512" {
; CHECK-LABEL: test_16f32toub_512:
; CHECK:    # %bb.0:

```

```

; CHECK-NEXT:   vcvttps2dq (%rdi), %zmm1
; CHECK-NEXT:   vpslld $31, %zmm1, %zmm1
; CHECK-NEXT:   vpmovd2m %zmm1, %k1
; CHECK-NEXT:   vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:   retq
%a = load <16 x float>, <16 x float>* %ptr
%mask = fptoui <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-
width"="256" {
; CHECK-LABEL: test_16f32tosb_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:  vcvttps2dq (%rdi), %ymm1
; CHECK-NEXT:  vpmovd2m %ymm1, %k0
; CHECK-NEXT:  vcvttps2dq 32(%rdi),
%ymm1
; CHECK-NEXT:  vpmovd2m %ymm1, %k1
; CHECK-NEXT:  kunpckbw %k0, %k1, %k1
; CHECK-NEXT:  vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:  retq
%a = load <16 x float>, <16 x float>* %ptr
%mask = fptosi <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-
width"="512" {
; CHECK-LABEL: test_16f32tosb_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:  vcvttps2dq (%rdi), %zmm1
; CHECK-NEXT:  vpmovd2m %zmm1, %k1
; CHECK-NEXT:  vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:  retq
%a = load <16 x float>, <16 x float>* %ptr
%mask = fptosi <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

define void @mul256(<64 x i8>* %a, <64 x i8>* %b, <64 x i8>* %c) "min-legal-vector-width"="256" {
; CHECK-AVX512-LABEL:
mul256:
; CHECK-AVX512:   # %bb.0:
; CHECK-AVX512-NEXT:  vmovdqa (%rdi), %ymm0

```



```

; CHECK-AVX512-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-AVX512-NEXT: vmovdqa (%rsi), %ymm2
; CHECK-AVX512-NEXT: vmovdqa 32(%rsi), %ymm3
; CHECK-AVX512-NEXT: vpunpckhbw {{.*#+}} ymm4 =
ymm3[8],ymm0[8],ymm3[9],ymm0[9],ymm3[10],ymm0[10],ymm3[11],ymm0[11],ymm3[12],ymm0[12],ymm3[13
],ymm0[13],ymm3[14],ymm0[14],ymm3[15],ymm0[15],ymm3[24],ymm0[24],ymm3[25],ymm0[25],ymm3[26],ymm
m0[26],ymm3[27],ymm0[27],ymm3[28],ymm0[28],ymm3[29],ymm0[29],ymm3[30],ymm0[30],ymm3[31],ymm0[
31]
; CHECK-AVX512-NEXT: vpunpckhbw {{.*#+}} ymm5 =
ymm1[8],ymm0[8],ymm1[9],ymm0[9],ymm1[10],ymm0[10],ymm1[11],ymm0[11],ymm1[12],ymm0[12],ymm1[13
],ymm0[13],ymm1[14],ymm0[14],ymm1[15],ymm0[15],ymm1[24],ymm0[24],ymm1[25],ymm0[25],ymm1[26],ymm
m0[26],ymm1[27],ymm0[27],ymm1[28],ymm0[28],ymm1[29],ymm0[29],ymm1[30],ymm0[30],ymm1[31],ymm0[
31]
; CHECK-AVX512-NEXT: vpmullw %ymm4, %ymm5, %ymm4
; CHECK-AVX512-NEXT: vmovdqa {{.*#+}}
ymm5 = [255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-AVX512-NEXT: vpand %ymm5, %ymm4, %ymm4
; CHECK-AVX512-NEXT: vpunpcklbw {{.*#+}} ymm3 =
ymm3[0],ymm0[0],ymm3[1],ymm0[1],ymm3[2],ymm0[2],ymm3[3],ymm0[3],ymm3[4],ymm0[4],ymm3[5],ymm0[
5],ymm3[6],ymm0[6],ymm3[7],ymm0[7],ymm3[16],ymm0[16],ymm3[17],ymm0[17],ymm3[18],ymm0[18],ymm3[
19],ymm0[19],ymm3[20],ymm0[20],ymm3[21],ymm0[21],ymm3[22],ymm0[22],ymm3[23],ymm0[23]
; CHECK-AVX512-NEXT: vpunpcklbw {{.*#+}} ymm1 =
ymm1[0],ymm0[0],ymm1[1],ymm0[1],ymm1[2],ymm0[2],ymm1[3],ymm0[3],ymm1[4],ymm0[4],ymm1[5],ymm0[
5],ymm1[6],ymm0[6],ymm1[7],ymm0[7],ymm1[16],ymm0[16],ymm1[17],ymm0[17],ymm1[18],ymm0[18],ymm1[
19],ymm0[19],ymm1[20],ymm0[20],ymm1[21],ymm0[21],ymm1[22],ymm0[22],ymm1[23],ymm0[23]
; CHECK-AVX512-NEXT: vpmullw %ymm3, %ymm1, %ymm1
; CHECK-AVX512-NEXT: vpand %ymm5, %ymm1, %ymm1
; CHECK-AVX512-NEXT: vpackuswb %ymm4, %ymm1, %ymm1
; CHECK-AVX512-NEXT: vpunpckhbw {{.*#+}} ymm3 =
ymm2[8],ymm0[8],ymm2[9],ymm0[9],ymm2[10],ymm0[10],ymm2[11],ymm0[11],ymm2[12],ymm0[12],ymm2[13
],ymm0[13],ymm2[14],ymm0[14],ymm2[15],ymm0[15],ymm2[24],ymm0[24],ymm2[25],ymm0[25],ymm2[26],ymm
m0[26],ymm2[27],ymm0[27],ymm2[28],ymm0[28],ymm2[29],ymm0[29],ymm2[30],ymm0[30],ymm2[31],ymm0[
31]
;
CHECK-AVX512-NEXT: vpunpckhbw {{.*#+}} ymm4 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-AVX512-NEXT: vpmullw %ymm3, %ymm4, %ymm3
; CHECK-AVX512-NEXT: vpand %ymm5, %ymm3, %ymm3
; CHECK-AVX512-NEXT: vpunpcklbw {{.*#+}} ymm2 =
ymm2[0],ymm0[0],ymm2[1],ymm0[1],ymm2[2],ymm0[2],ymm2[3],ymm0[3],ymm2[4],ymm0[4],ymm2[5],ymm0[
5],ymm2[6],ymm0[6],ymm2[7],ymm0[7],ymm2[16],ymm0[16],ymm2[17],ymm0[17],ymm2[18],ymm0[18],ymm2[
19],ymm0[19],ymm2[20],ymm0[20],ymm2[21],ymm0[21],ymm2[22],ymm0[22],ymm2[23],ymm0[23]
; CHECK-AVX512-NEXT: vpunpcklbw {{.*#+}} ymm0 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-AVX512-NEXT: vpmullw
%ymm2, %ymm0, %ymm0
; CHECK-AVX512-NEXT: vpand %ymm5, %ymm0, %ymm0
; CHECK-AVX512-NEXT: vpackuswb %ymm3, %ymm0, %ymm0

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; CHECK-AVX512-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-AVX512-NEXT: vmovdqa %ymm1, 32(%rdx)
; CHECK-AVX512-NEXT: vzeroupper
; CHECK-AVX512-NEXT: retq
;
; CHECK-VBMI-LABEL: mul256:
; CHECK-VBMI: # %bb.0:
; CHECK-VBMI-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-VBMI-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-VBMI-NEXT: vmovdqa (%rsi), %ymm2
; CHECK-VBMI-NEXT: vmovdqa 32(%rsi), %ymm3
; CHECK-VBMI-NEXT: vpunpckhbw {{.*#+}} ymm4 =
ymm3[8],ymm0[8],ymm3[9],ymm0[9],ymm3[10],ymm0[10],ymm3[11],ymm0[11],ymm3[12],ymm0[12],ymm3[13
],ymm0[13],ymm3[14],ymm0[14],ymm3[15],ymm0[15],ymm3[24],ymm0[24],ymm3[25],ymm0[25],ymm3[26],ymm
m0[26],ymm3[27],ymm0[27],ymm3[28],ymm0[28],ymm3[29],ymm0[29],ymm3[30],ymm0[30],ymm3[31],ymm0[
31]
; CHECK-VBMI-NEXT: vpunpckhbw {{.*#+}} ymm5 =
ymm1[8],ymm0[8],ymm1[9],ymm0[9],ymm1[10],ymm0[10],ymm1[11],ymm0[11],ymm1[12],ymm0[12],ymm1[13
],ymm0[13],ymm1[14],ymm0[14],ymm1[15],ymm0[15],ymm1[24],ymm0[24],ymm1[25],ymm0[25],ymm1[26],ymm
m0[26],ymm1[27],ymm0[27],ymm1[28],ymm0[28],ymm1[29],ymm0[29],ymm1[30],ymm0[30],ymm1[31],ymm0[
31]
;
CHECK-VBMI-NEXT: vpmullw %ymm4, %ymm5, %ymm4
; CHECK-VBMI-NEXT: vpunpcklbw {{.*#+}} ymm3 =
ymm3[0],ymm0[0],ymm3[1],ymm0[1],ymm3[2],ymm0[2],ymm3[3],ymm0[3],ymm3[4],ymm0[4],ymm3[5],ymm0[
5],ymm3[6],ymm0[6],ymm3[7],ymm0[7],ymm3[16],ymm0[16],ymm3[17],ymm0[17],ymm3[18],ymm0[18],ymm3[
19],ymm0[19],ymm3[20],ymm0[20],ymm3[21],ymm0[21],ymm3[22],ymm0[22],ymm3[23],ymm0[23]
; CHECK-VBMI-NEXT: vpunpcklbw {{.*#+}} ymm1 =
ymm1[0],ymm0[0],ymm1[1],ymm0[1],ymm1[2],ymm0[2],ymm1[3],ymm0[3],ymm1[4],ymm0[4],ymm1[5],ymm0[
5],ymm1[6],ymm0[6],ymm1[7],ymm0[7],ymm1[16],ymm0[16],ymm1[17],ymm0[17],ymm1[18],ymm0[18],ymm1[
19],ymm0[19],ymm1[20],ymm0[20],ymm1[21],ymm0[21],ymm1[22],ymm0[22],ymm1[23],ymm0[23]
; CHECK-VBMI-NEXT: vpmullw %ymm3, %ymm1, %ymm1
; CHECK-VBMI-NEXT: vmovdqa {{.*#+}} ymm3 =
[0,2,4,6,8,10,12,14,32,34,36,38,40,42,44,46,16,18,20,22,24,26,28,30,48,50,52,54,56,58,60,62]
;
CHECK-VBMI-NEXT: vpermt2b %ymm4, %ymm3, %ymm1
; CHECK-VBMI-NEXT: vpunpckhbw {{.*#+}} ymm4 =
ymm2[8],ymm0[8],ymm2[9],ymm0[9],ymm2[10],ymm0[10],ymm2[11],ymm0[11],ymm2[12],ymm0[12],ymm2[13
],ymm0[13],ymm2[14],ymm0[14],ymm2[15],ymm0[15],ymm2[24],ymm0[24],ymm2[25],ymm0[25],ymm2[26],ymm
m0[26],ymm2[27],ymm0[27],ymm2[28],ymm0[28],ymm2[29],ymm0[29],ymm2[30],ymm0[30],ymm2[31],ymm0[
31]
; CHECK-VBMI-NEXT: vpunpckhbw {{.*#+}} ymm5 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-VBMI-NEXT: vpmullw %ymm4, %ymm5, %ymm4
; CHECK-VBMI-NEXT: vpunpcklbw {{.*#+}} ymm2 =
ymm2[0],ymm0[0],ymm2[1],ymm0[1],ymm2[2],ymm0[2],ymm2[3],ymm0[3],ymm2[4],ymm0[4],ymm2[5],ymm0[
5],ymm2[6],ymm0[6],ymm2[7],ymm0[7],ymm2[16],ymm0[16],ymm2[17],ymm0[17],ymm2[18],ymm0[18],ymm2[
19],ymm0[19],ymm2[20],ymm0[20],ymm2[21],ymm0[21],ymm2[22],ymm0[22],ymm2[23],ymm0[23]

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; CHECK-AVX512-NEXT: vpmullw %zmm1, %zmm0, %zmm0
; CHECK-AVX512-NEXT: vpandq %zmm3, %zmm0, %zmm0
; CHECK-AVX512-NEXT: vpackuswb %zmm2, %zmm0, %zmm0
; CHECK-AVX512-NEXT: vmovdqa64 %zmm0, (%rdx)
; CHECK-AVX512-NEXT: vzeroupper
;
CHECK-AVX512-NEXT: retq
;
; CHECK-VBMI-LABEL: mul512:
; CHECK-VBMI:    # %bb.0:
; CHECK-VBMI-NEXT: vmovdqa64 (%rdi), %zmm0
; CHECK-VBMI-NEXT: vmovdqa64 (%rsi), %zmm1
; CHECK-VBMI-NEXT: vpunpckhbw {{.*#+}} zmm2 =
zmm1[8],zmm0[8],zmm1[9],zmm0[9],zmm1[10],zmm0[10],zmm1[11],zmm0[11],zmm1[12],zmm0[12],zmm1[13],
zmm0[13],zmm1[14],zmm0[14],zmm1[15],zmm0[15],zmm1[24],zmm0[24],zmm1[25],zmm0[25],zmm1[26],zmm0
[26],zmm1[27],zmm0[27],zmm1[28],zmm0[28],zmm1[29],zmm0[29],zmm1[30],zmm0[30],zmm1[31],zmm0[31],z
mm1[40],zmm0[40],zmm1[41],zmm0[41],zmm1[42],zmm0[42],zmm1[43],zmm0[43],zmm1[44],zmm0[44],zmm1[
45],zmm0[45],zmm1[46],zmm0[46],zmm1[47],zmm0[47],zmm1[56],zmm0[56],zmm1[57],zmm0[57],zmm1[58],z
mm0[58],zmm1[59],zmm0[59],zmm1[60],zmm0[60],zmm1[61],zmm0[61],zmm1[62],zmm0[62],zmm1[63],zmm0[
63]
; CHECK-VBMI-NEXT: vpunpckhbw {{.*#+}} zmm3 =
zmm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31,40,40,41,41,4
2,42,43,43,44,44,45,45,46,46,47,47,56,56,57,57,58,58,59,59,60,60,61,61,62,62,63,63]
;
CHECK-VBMI-NEXT: vpmullw %zmm2, %zmm3, %zmm2
; CHECK-VBMI-NEXT: vpunpcklbw {{.*#+}} zmm1 =
zmm1[0],zmm0[0],zmm1[1],zmm0[1],zmm1[2],zmm0[2],zmm1[3],zmm0[3],zmm1[4],zmm0[4],zmm1[5],zmm0[5]
,zmm1[6],zmm0[6],zmm1[7],zmm0[7],zmm1[16],zmm0[16],zmm1[17],zmm0[17],zmm1[18],zmm0[18],zmm1[19]
,zmm0[19],zmm1[20],zmm0[20],zmm1[21],zmm0[21],zmm1[22],zmm0[22],zmm1[23],zmm0[23],zmm1[32],zmm
0[32],zmm1[33],zmm0[33],zmm1[34],zmm0[34],zmm1[35],zmm0[35],zmm1[36],zmm0[36],zmm1[37],zmm0[37],
zmm1[38],zmm0[38],zmm1[39],zmm0[39],zmm1[48],zmm0[48],zmm1[49],zmm0[49],zmm1[50],zmm0[50],zmm1
[51],zmm0[51],zmm1[52],zmm0[52],zmm1[53],zmm0[53],zmm1[54],zmm0[54],zmm1[55],zmm0[55]
; CHECK-VBMI-NEXT: vpunpcklbw {{.*#+}} zmm0 =
zmm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23,32,32,33,33,34,34,35,35,36,3
6,37,37,38,38,39,39,48,48,49,49,50,50,51,51,52,52,53,53,54,54,55,55]
; CHECK-VBMI-NEXT: vpmullw %zmm1, %zmm0, %zmm0
; CHECK-VBMI-NEXT:
vmovdqa64 {{.*#+}} zmm1 =
[0,2,4,6,8,10,12,14,64,66,68,70,72,74,76,78,16,18,20,22,24,26,28,30,80,82,84,86,88,90,92,94,32,34,36,38,40,42,44,
46,96,98,100,102,104,106,108,110,48,50,52,54,56,58,60,62,112,114,116,118,120,122,124,126]
; CHECK-VBMI-NEXT: vpermi2b %zmm2, %zmm0, %zmm1
; CHECK-VBMI-NEXT: vmovdqa64 %zmm1, (%rdx)
; CHECK-VBMI-NEXT: vzeroupper
; CHECK-VBMI-NEXT: retq
%d = load <64 x i8>, <64 x i8>* %a
%e = load <64 x i8>, <64 x i8>* %b
%f = mul <64 x i8> %d, %e
store <64 x i8> %f, <64 x i8>* %c

```

```

ret void
}

; This threw an assertion at one point.
define <4 x i32> @mload_v4i32(<4 x i32> %trigger, <4 x i32>* %addr, <4 x i32> %dst) "min-legal-vector-width"="256" {
; CHECK-LABEL: mload_v4i32:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vptestnmd %xmm0, %xmm0, %k1
; CHECK-NEXT:  vpblendmd (%rdi), %xmm1, %xmm0 {%k1}
; CHECK-NEXT:  retq
%mask = icmp eq <4 x i32> %trigger, zeroinitializer
%res = call <4 x i32> @llvm.masked.load.v4i32.p0v4i32(<4 x i32>*
%addr, i32 4, <4 x i1> %mask, <4 x i32> %dst)
ret <4 x i32> %res
}
declare <4 x i32> @llvm.masked.load.v4i32.p0v4i32(<4 x i32>*, i32, <4 x i1>, <4 x i32>)

define <16 x i32> @trunc_v16i64_v16i32(<16 x i64>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i64_v16i32:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
; CHECK-NEXT:  vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:  vmovdqa 64(%rdi), %ymm2
; CHECK-NEXT:  vmovdqa 96(%rdi), %ymm3
; CHECK-NEXT:  vpmovqd %ymm0, %xmm0
; CHECK-NEXT:  vpmovqd %ymm1, %xmm1
; CHECK-NEXT:  vinserti128 $1, %xmm1, %ymm0, %ymm0
; CHECK-NEXT:  vpmovqd %ymm2, %xmm1
; CHECK-NEXT:  vpmovqd %ymm3, %xmm2
; CHECK-NEXT:  vinserti128 $1, %xmm2, %ymm1, %ymm1
; CHECK-NEXT:  retq
%a = load <16 x i64>, <16 x i64>* %x
%b = trunc <16 x i64> %a to <16 x i32>
ret <16 x i32> %b
}

define <16 x i8> @trunc_v16i64_v16i8(<16 x i64>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i64_v16i8:
; CHECK:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
; CHECK-NEXT:  vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:  vmovdqa 64(%rdi), %ymm2
; CHECK-NEXT:  vmovdqa 96(%rdi), %ymm3
; CHECK-NEXT:  vpmovqb %ymm3, %xmm3
; CHECK-NEXT:  vpmovqb %ymm2, %xmm2
; CHECK-NEXT:  vpunpckldq { {. *#+} } xmm2 = xmm2[0],xmm3[0],xmm2[1],xmm3[1]

```

```

; CHECK-NEXT: vpmovqb %ymm1, %xmm1
; CHECK-NEXT: vpmovqb %ymm0, %xmm0
; CHECK-NEXT: vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm1[0],xmm0[1],xmm1[1]
; CHECK-NEXT: vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm2[0]
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%a = load <16 x i64>, <16 x i64>* %x
%b = trunc <16 x i64> %a to <16 x i8>
ret <16 x i8> %b
}

define <16 x i8> @trunc_v16i32_v16i8(<16 x i32>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i32_v16i8:
; CHECK:    # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpmovdb %ymm1, %xmm1
; CHECK-NEXT: vpmovdb %ymm0, %xmm0
;
; CHECK-NEXT: vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm1[0]
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%a = load <16 x i32>, <16 x i32>* %x
%b = trunc <16 x i32> %a to <16 x i8>
ret <16 x i8> %b
}

define <8 x i8> @trunc_v8i64_v8i8(<8 x i64>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i8:
; CHECK:    # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpmovqb %ymm1, %xmm1
; CHECK-NEXT: vpmovqb %ymm0, %xmm0
; CHECK-NEXT: vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm1[0],xmm0[1],xmm1[1]
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%a = load <8 x i64>, <8 x i64>* %x
%b = trunc <8 x i64> %a to <8 x i8>
ret <8 x i8> %b
}

define <8 x i16> @trunc_v8i64_v8i16(<8 x i64>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i16:
; CHECK:    # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpmovqw %ymm1,

```

```

%xmm1
; CHECK-NEXT: vpmovqw %ymm0, %xmm0
; CHECK-NEXT: vpunpcklqdq {{.*#+}} xmm0 = xmm0[0],xmm1[0]
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%a = load <8 x i64>, <8 x i64>* %x
%b = trunc <8 x i64> %a to <8 x i16>
ret <8 x i16> %b
}

define <8 x i32> @trunc_v8i64_v8i32_zeroes(<8 x i64>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i32_zeroes:
; CHECK: # %bb.0:
; CHECK-NEXT: vpsrlq $48, 32(%rdi), %ymm1
; CHECK-NEXT: vpsrlq $48, (%rdi), %ymm2
; CHECK-NEXT: vmovdqa {{.*#+}} ymm0 = [0,2,4,6,8,10,12,14,16,18,20,22,24,26,28,30]
; CHECK-NEXT: vpermi2w %ymm1, %ymm2, %ymm0
; CHECK-NEXT: retq
%a = load <8 x i64>, <8 x i64>* %x
%b = lshr <8 x i64> %a, <i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48>
%c = trunc <8 x i64> %b to <8 x i32>
ret <8 x i32> %c
}

define <16 x i16> @trunc_v16i32_v16i16_zeroes(<16 x i32>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i32_v16i16_zeroes:
;
; CHECK: # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm1
; CHECK-NEXT: vmovdqa {{.*#+}} ymm0 = [1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31]
; CHECK-NEXT: vpermi2w 32(%rdi), %ymm1, %ymm0
; CHECK-NEXT: retq
%a = load <16 x i32>, <16 x i32>* %x
%b = lshr <16 x i32> %a, <i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16>
%c = trunc <16 x i32> %b to <16 x i16>
ret <16 x i16> %c
}

define <32 x i8> @trunc_v32i16_v32i8_zeroes(<32 x i16>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-AVX512-LABEL: trunc_v32i16_v32i8_zeroes:
; CHECK-AVX512: # %bb.0:
; CHECK-AVX512-NEXT: vpsrlw $8, 32(%rdi), %ymm0
; CHECK-AVX512-NEXT: vpsrlw $8, (%rdi), %ymm1
; CHECK-AVX512-NEXT: vpackuswb %ymm0, %ymm1, %ymm0
; CHECK-AVX512-NEXT: vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-AVX512-NEXT: retq
;

```



```

store <16 x i64> %a, <16 x i64>* %y
ret void
}

define void @sext_v16i8_v16i64(<16 x i8> %x, <16 x i64>* %y) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: sext_v16i8_v16i64:
; CHECK:      # %bb.0:
; CHECK-NEXT: vpmovsxbw %xmm0, %ymm0
; CHECK-NEXT: vpshufd {{.*#+}} xmm1 = xmm0[2,3,0,1]
; CHECK-NEXT: vpmovsxbw %xmm1, %ymm1
; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm2
; CHECK-NEXT: vpshufd {{.*#+}} xmm3 = xmm2[2,3,0,1]
; CHECK-NEXT: vpmovsxbw %xmm3, %ymm3
; CHECK-NEXT: vpmovsxbw %xmm0, %ymm0
; CHECK-NEXT: vpmovsxbw %xmm2, %ymm2
; CHECK-NEXT: vmovdqa %ymm2, 64(%rdi)
; CHECK-NEXT:
    vmovdqa %ymm0, (%rdi)
; CHECK-NEXT: vmovdqa %ymm3, 96(%rdi)
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
    %a = sext <16 x i8> %x to <16 x i64>
store <16 x i64> %a, <16 x i64>* %y
ret void
}

define void @vselect_split_v8i16_setcc(<8 x i16> %s, <8 x i16> %t, <8 x i64>* %p, <8 x i64>* %q, <8 x i64>*
%r) "min-legal-vector-width"="256" {
; CHECK-LABEL: vselect_split_v8i16_setcc:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rsi), %ymm2
; CHECK-NEXT: vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT: vpcmpeqw %xmm1, %xmm0, %k1
; CHECK-NEXT: kshiftrb $4, %k1, %k2
; CHECK-NEXT: vmovdqa64 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT: vmovdqa64 (%rdi), %ymm2 {%k1}
; CHECK-NEXT: vmovdqa %ymm2, (%rdx)
; CHECK-NEXT: vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
    %x = load <8 x i64>, <8 x i64>* %p
    %y = load <8 x i64>, <8 x i64>* %q
    %a = icmp eq <8 x i16> %s, %t
    %b = select <8 x i16> %a, <8 x i64> %x, <8 x i64>
    %y
store <8 x i64> %b, <8 x i64>* %r
ret void
}

```

```

}

define void @vselect_split_v8i32_setcc(<8 x i32> %s, <8 x i32> %t, <8 x i64>* %p, <8 x i64>* %q, <8 x i64>*
%r) "min-legal-vector-width"="256" {
; CHECK-LABEL: vselect_split_v8i32_setcc:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rsi), %ymm2
; CHECK-NEXT: vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT: vpcmpeqd %ymm1, %ymm0, %k1
; CHECK-NEXT: kshiftrb $4, %k1, %k2
; CHECK-NEXT: vmovdqa64 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT: vmovdqa64 (%rdi), %ymm2 {%k1}
; CHECK-NEXT: vmovdqa %ymm2, (%rdx)
; CHECK-NEXT: vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <8 x i64>, <8 x i64>* %p
%y = load <8 x i64>, <8 x i64>* %q
%a = icmp eq <8 x i32> %s, %t
%b = select <8 x i1> %a, <8 x i64> %x, <8 x i64> %y
store <8 x i64> %b, <8 x i64>* %r
ret void
}

```

```

define void @vselect_split_v16i8_setcc(<16 x i8> %s, <16 x i8> %t, <16 x i32>* %p, <16 x i32>* %q, <16 x
i32>* %r) "min-legal-vector-width"="256"
{
; CHECK-LABEL: vselect_split_v16i8_setcc:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rsi), %ymm2
; CHECK-NEXT: vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT: vpcmpeqb %xmm1, %xmm0, %k1
; CHECK-NEXT: kshiftrw $8, %k1, %k2
; CHECK-NEXT: vmovdqa32 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT: vmovdqa32 (%rdi), %ymm2 {%k1}
; CHECK-NEXT: vmovdqa %ymm2, (%rdx)
; CHECK-NEXT: vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <16 x i32>, <16 x i32>* %p
%y = load <16 x i32>, <16 x i32>* %q
%a = icmp eq <16 x i8> %s, %t
%b = select <16 x i1> %a, <16 x i32> %x, <16 x i32> %y
store <16 x i32> %b, <16 x i32>* %r
ret void
}

```

```

define void @vselect_split_v16i16_setcc(<16 x i16> %s, <16 x i16> %t, <16 x i32>* %p, <16 x i32>* %q, <16 x

```

```

i32>* %r) "min-legal-vector-width"="256" {
; CHECK-LABEL: vselect_split_v16i16_setcc:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vmovdqa (%rsi), %ymm2
; CHECK-NEXT:  vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT:
    vpcmpeqw %ymm1, %ymm0, %k1
; CHECK-NEXT:  kshiftrw $8, %k1, %k2
; CHECK-NEXT:  vmovdqa32 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT:  vmovdqa32 (%rdi), %ymm2 {%k1}
; CHECK-NEXT:  vmovdqa %ymm2, (%rdx)
; CHECK-NEXT:  vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
    %x = load <16 x i32>, <16 x i32>* %p
    %y = load <16 x i32>, <16 x i32>* %q
    %a = icmp eq <16 x i16> %s, %t
    %b = select <16 x i1> %a, <16 x i32> %x, <16 x i32> %y
    store <16 x i32> %b, <16 x i32>* %r
    ret void
}

define <16 x i8> @trunc_packus_v16i32_v16i8(<16 x i32>* %p) "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_packus_v16i32_v16i8:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
; CHECK-NEXT:  vpackusdw 32(%rdi), %ymm0, %ymm0
; CHECK-NEXT:  vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT:  vpmovuswb %ymm0, %xmm0
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
    %a = load <16 x i32>, <16 x i32>* %p
    %b = icmp slt <16 x i32> %a, <i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255>
    %c = select <16 x i1> %b, <16 x i32> %a, <16 x i32> <i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
    %d = icmp sgt <16 x i32> %c, zeroinitializer
    %e = select <16 x i1> %d, <16 x i32> %c, <16 x i32> zeroinitializer
    %f = trunc <16 x i32> %e to <16 x i8>
    ret <16 x i8> %f
}

define void @trunc_packus_v16i32_v16i8_store(<16 x i32>* %p, <16 x i8>* %q) "min-legal-vector-width"="256"
{
; CHECK-LABEL: trunc_packus_v16i32_v16i8_store:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm0

```

```

; CHECK-NEXT: vpackusdw 32(%rdi), %ymm0, %ymm0
; CHECK-NEXT: vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT: vpmovuswb %ymm0, (%rsi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%a = load <16 x i32>, <16 x i32>* %p
%b = icmp slt <16 x i32> %a, <i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255>
%c = select <16 x i1> %b, <16 x i32> %a, <16 x i32> <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32
255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
%d = icmp sgt <16 x i32> %c, zeroinitializer
%e = select <16 x i1> %d, <16 x i32> %c, <16 x i32> zeroinitializer
%f = trunc <16 x i32> %e to <16 x i8>
store <16 x i8> %f, <16 x i8>* %q
ret void
}

```

```

define <64 x i1> @v64i1_argument_return(<64 x i1> %x) "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_argument_return:
; CHECK: # %bb.0:
; CHECK-NEXT: retq
ret <64 x i1> %x
}

```

```

define void @v64i1_shuffle(<64 x i8>* %x, <64 x i8>* %y) "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_shuffle:
; CHECK: # %bb.0: # %entry
; CHECK-NEXT: vmovdqa (%rdi), %ymm1
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm0
; CHECK-NEXT: vptestnmb %ymm1, %ymm1,
%k0
; CHECK-NEXT: kshiftrd $1, %k0, %k1
; CHECK-NEXT: movq $-3, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrl $63, %k0, %k2
; CHECK-NEXT: kshiftrq $62, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-5, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $3, %k0, %k2
; CHECK-NEXT: kshiftrl $63, %k2, %k2
; CHECK-NEXT: kshiftrq $61, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-9, %rax
; CHECK-NEXT: kmovq %rax, %k2

```

```

; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $2, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $60, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-17, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $5, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $59, %k2, %k2
;
CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-33, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $4, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $58, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-65, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $7, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $57, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-129, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $6, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $56, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-257, %rax # imm = 0xFEFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $9, %k0, %k2
; CHECK-NEXT: kshiftrlq $63,
%k2, %k2
; CHECK-NEXT: kshiftrq $55, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-513, %rax # imm = 0xFDFD
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $8, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $54, %k2, %k2

```

```

; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-1025, %rax # imm = 0xFBFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $11, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $53, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-2049, %rax # imm = 0xF7FF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $10, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $52, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-4097, %rax # imm = 0xEFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT:
    kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $13, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $51, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-8193, %rax # imm = 0xDFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $12, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $50, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-16385, %rax # imm = 0xBFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $15, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $49, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-32769, %rax # imm = 0xFFFF7FFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $14, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $48, %k2, %k2
; CHECK-NEXT:
    korq %k2, %k1, %k1
; CHECK-NEXT: movq $-65537, %rax # imm = 0xFFFFEFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1

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```

; CHECK-NEXT: kshiftrd $17, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $47, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-131073, %rax # imm = 0xFFFFDFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $16, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $46, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-262145, %rax # imm = 0xFFFBFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $19, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $45, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-524289, %rax # imm = 0xFFF7FFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT:
    kshiftrd $18, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $44, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-1048577, %rax # imm = 0xFFEFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $21, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $43, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-2097153, %rax # imm = 0xFFDFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $20, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $42, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-4194305, %rax # imm = 0xFFBFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $23, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $41, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
;

```



```

CHECK-NEXT:  movq $-8388609, %rax # imm = 0xFF7FFFFFFF
; CHECK-NEXT:  kmovq %rax, %k2
; CHECK-NEXT:  kandq %k2, %k1, %k1
; CHECK-NEXT:  kshiftrd $22, %k0, %k2
; CHECK-NEXT:  kshiftrlq $63, %k2, %k2
; CHECK-NEXT:  kshiftrq $40, %k2, %k2
; CHECK-NEXT:  korq %k2, %k1, %k1
; CHECK-NEXT:  movq $-16777217, %rax # imm = 0xFEFFFFFFF
; CHECK-NEXT:  kmovq %rax, %k2
; CHECK-NEXT:  kandq %k2, %k1, %k1
; CHECK-NEXT:  kshiftrd $25, %k0, %k2
; CHECK-NEXT:  kshiftrlq $63, %k2, %k2
; CHECK-NEXT:  kshiftrq $39, %k2, %k2
; CHECK-NEXT:  korq %k2, %k1, %k1
; CHECK-NEXT:  movq $-33554433, %rax # imm = 0xFDFFFFFFF
; CHECK-NEXT:  kmovq %rax, %k2
; CHECK-NEXT:  kandq %k2, %k1, %k1
; CHECK-NEXT:  kshiftrd $24, %k0, %k2
; CHECK-NEXT:  kshiftrlq $63, %k2, %k2
; CHECK-NEXT:  kshiftrq $38, %k2, %k2
; CHECK-NEXT:  korq %k2, %k1, %k1
; CHECK-NEXT:  movq $-67108865, %rax # imm = 0xFBFFFFFFF
; CHECK-NEXT:  kmovq %rax, %k2
; CHECK-NEXT:  kandq %k2, %k1, %k1
; CHECK-NEXT:  kshiftrd
$27, %k0, %k2
; CHECK-NEXT:  kshiftrlq $63, %k2, %k2
; CHECK-NEXT:  kshiftrq $37, %k2, %k2
; CHECK-NEXT:  korq %k2, %k1, %k1
; CHECK-NEXT:  movq $-134217729, %rax # imm = 0xF7FFFFFFF
; CHECK-NEXT:  kmovq %rax, %k2
; CHECK-NEXT:  kandq %k2, %k1, %k1
; CHECK-NEXT:  kshiftrd $26, %k0, %k2
; CHECK-NEXT:  kshiftrlq $63, %k2, %k2
; CHECK-NEXT:  kshiftrq $36, %k2, %k2
; CHECK-NEXT:  korq %k2, %k1, %k1
; CHECK-NEXT:  movq $-268435457, %rax # imm = 0xEFFFFFFF
; CHECK-NEXT:  kmovq %rax, %k2
; CHECK-NEXT:  kandq %k2, %k1, %k1
; CHECK-NEXT:  kshiftrd $29, %k0, %k2
; CHECK-NEXT:  kshiftrlq $63, %k2, %k2
; CHECK-NEXT:  kshiftrq $35, %k2, %k2
; CHECK-NEXT:  korq %k2, %k1, %k1
; CHECK-NEXT:  movq $-536870913, %rax # imm = 0xDFFFFFFF
; CHECK-NEXT:  kmovq %rax, %k2
; CHECK-NEXT:  kandq %k2, %k1, %k1
; CHECK-NEXT:  kshiftrd $28, %k0, %k2
; CHECK-NEXT:  kshiftrlq $63, %k2, %k2

```

```

; CHECK-NEXT: kshiftrq $34, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT:
    movq $-1073741825, %rax # imm = 0xBFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $31, %k0, %k2
; CHECK-NEXT: kshiftlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $33, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movabsq $-2147483649, %rax # imm = 0xFFFFFFFF7FFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k2
; CHECK-NEXT: vptestnmb %ymm0, %ymm0, %k1
; CHECK-NEXT: kshiftrd $30, %k0, %k0
; CHECK-NEXT: kshiftlq $63, %k0, %k0
; CHECK-NEXT: kshiftrq $32, %k0, %k0
; CHECK-NEXT: korq %k0, %k2, %k0
; CHECK-NEXT: movabsq $-4294967297, %rax # imm = 0xFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $1, %k1, %k2
; CHECK-NEXT: kshiftlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $31, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-8589934593, %rax # imm = 0xFFFFFFFFDFFFFFFF
; CHECK-NEXT:
    kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftlq $63, %k1, %k2
; CHECK-NEXT: kshiftrq $30, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-17179869185, %rax # imm = 0xFFFFFFFFBFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $3, %k1, %k2
; CHECK-NEXT: kshiftlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $29, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-34359738369, %rax # imm = 0xFFFFFFFF7FFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $2, %k1, %k2
; CHECK-NEXT: kshiftlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $28, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-68719476737, %rax # imm = 0xFFFFFFFFEFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2

```

```

; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $5, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT:
kshiftrq $27, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-137438953473, %rax # imm = 0xFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $4, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $26, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-274877906945, %rax # imm = 0xFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $7, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $25, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-549755813889, %rax # imm = 0xFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $6, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $24, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-1099511627777, %rax
# imm = 0xFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $9, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $23, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-2199023255553, %rax # imm = 0xFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $8, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $22, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-4398046511105, %rax # imm = 0xFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $11, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $21, %k2, %k2

```

```

; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-8796093022209, %rax # imm = 0xFFFFF7FFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT:
    kshiftrd $10, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $20, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-17592186044417, %rax # imm = 0xFFFFEFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $13, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $19, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-35184372088833, %rax # imm = 0xFFFFDFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $12, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $18, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-70368744177665, %rax # imm = 0xFFFFBFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $15, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq
$17, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-140737488355329, %rax # imm = 0xFFFF7FFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $14, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $16, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-281474976710657, %rax # imm = 0xFFFEFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $17, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $15, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-562949953421313, %rax # imm = 0xFFFDFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0

```

```

; CHECK-NEXT: kshiftrd $16, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $14, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-1125899906842625,
%rax # imm = 0xFFFFBFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $19, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $13, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-2251799813685249, %rax # imm = 0xFFF7FFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $18, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $12, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-4503599627370497, %rax # imm = 0xFFEFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $21, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $11, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-9007199254740993, %rax # imm = 0xFFDFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq
%k2, %k0, %k0
; CHECK-NEXT: kshiftrd $20, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $10, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-18014398509481985, %rax # imm = 0xFFBFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $23, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $9, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-36028797018963969, %rax # imm = 0xFF7FFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $22, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $8, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0

```

```

; CHECK-NEXT: movabsq $-72057594037927937, %rax # imm = 0xFEFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $25, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2,
%k2
; CHECK-NEXT: kshiftrq $7, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-144115188075855873, %rax # imm = 0xFDFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $24, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $6, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-288230376151711745, %rax # imm = 0xFBFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $27, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $5, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-576460752303423489, %rax # imm = 0xF7FFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $26, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $4, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT:
movabsq $-1152921504606846977, %rax # imm = 0xEFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $29, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $3, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-2305843009213693953, %rax # imm = 0xDFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $28, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $2, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-4611686018427387905, %rax # imm = 0xBFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $31, %k1, %k2

```

```

; CHECK-NEXT: kshiflq $62, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $30, %k1, %k1
; CHECK-NEXT: kshiflq $1, %k0, %k0
; CHECK-NEXT: kshiftrq $1, %k0, %k0
; CHECK-NEXT:
    kshiflq $63, %k1, %k1
; CHECK-NEXT: korq %k1, %k0, %k1
; CHECK-NEXT: vmovdqu8 %ymm1, (%rsi) {%k1}
; CHECK-NEXT: kshiftrq $32, %k1, %k1
; CHECK-NEXT: vmovdqu8 %ymm0, 32(%rsi) {%k1}
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
entry:
    %a = load <64 x i8>, <64 x i8>* %x
    %b = icmp eq <64 x i8> %a, zeroinitializer
    %shuf = shufflevector <64 x i1> %b, <64 x i1> undef, <64 x i32> <i32 1, i32 0, i32 3, i32 2, i32 5, i32 4, i32 7, i32
6, i32 9, i32 8, i32 11, i32 10, i32 13, i32 12, i32 15, i32 14, i32 17, i32 16, i32 19, i32 18, i32 21, i32 20, i32 23, i32
22, i32 25, i32 24, i32 27, i32 26, i32 29, i32 28, i32 31, i32 30, i32 33, i32 32, i32 35, i32 34, i32 37, i32 36, i32 39,
i32 38, i32 41, i32 40, i32 43, i32 42, i32 45, i32 44, i32 47, i32 46, i32 49, i32 48, i32 51, i32 50, i32 53, i32 52, i32
55, i32 54, i32 57, i32 56, i32 59, i32 58, i32 61, i32 60, i32 63, i32 62>
    call void @llvm.masked.store.v64i8.p0v64i8(<64 x i8> %a, <64 x i8>* %y, i32 1, <64 x i1> %shuf)
    ret void
}
declare void @llvm.masked.store.v64i8.p0v64i8(<64 x i8>, <64 x i8>*, i32, <64 x i1>)

@mem64_dst = global i64 0, align 8
@mem64_src = global i64 0, align 8
define i32 @v64i1_inline_asm("min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_inline_asm:
; CHECK:      # %bb.0:
; CHECK-NEXT: kmovq {{.*}}(%rip), %k0
; CHECK-NEXT: #APP
; CHECK-NEXT: #NO_APP
; CHECK-NEXT: kmovq %k0, {{.*}}(%rip)
; CHECK-NEXT: movl -{[0-9]+}(%rsp), %eax
; CHECK-NEXT: retq
    %1 = alloca i32, align 4
    %2 = load i64, i64* @mem64_src, align 8
    %3 = call i64 asm "", "=k,k,~{dirflag},~{fpsr},~{flags}"(i64 %2)
    store i64 %3, i64* @mem64_dst, align 8
    %4 = load i32, i32* %1, align 4
    ret i32 %4
}
; RUN: llc -O3 -mtriple=powerpc-unknown-linux-gnu -mcpu=e500 -mattr=spe < %s | FileCheck %s

; PowerPC SPE is a rare in-tree target that has the FP_TO_SINT node marked
; as Legal.

```

```

; Verify that fptosi(42.1) isn't simplified when the rounding mode is
; unknown.
; Verify that no gross errors happen.
; CHECK-LABEL: @f20
; COMMON: cfdctsiz
define i32 @f20(double %a) strictfp {
entry:
  %result = call i32 @llvm.experimental.constrained.fptosi.i32.f64(double 42.1,
    metadata !"fpexcept.strict")
    strictfp
ret i32 %result
}

```

```

@llvm.fp.env = thread_local global i8 zeroinitializer, section "llvm.metadata"
declare i32 @llvm.experimental.constrained.fptosi.i32.f64(double, metadata)

```

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```
; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --function-signature --
scrub-attributes
; RUN: opt -S -passes='attributor' -aa-pipeline='basic-aa' -attributor-disable=false -attributor-max-iterations-verify -
attributor-max-iterations=2 <%s | FileCheck %s
; Test that we only promote arguments when the caller/callee have compatible
; function attributes.
```

```
target triple = "x86_64-unknown-linux-gnu"
```

```
; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #0 {
; CHECK-LABEL: define {{{^@+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CHECK-SAME: (<8 x i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* noalias nocapture nofree nonnull readonly align 32 dereferenceable(64) [[ARG1:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 32
;
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 32
; CHECK-NEXT: ret void
;
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}
```

```
define void @avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %arg) #0 {
; CHECK-LABEL: define {{{^@+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CHECK-SAME: (<8 x i64>* nocapture writeonly [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* nonnull align 32 dereferenceable(64) [[TMP3]], i8 0, i64
32, i1 false)
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x
i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64) [[TMP2]], <8 x i64>* noalias
nocapture nofree nonnull readonly
align 32 dereferenceable(64) [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
```

```

call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

```

; This should promote

```

define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #1 {
; CHECK-LABEL: define {{^[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* noalias nocapture nofree nonnull readonly align 32 dereferenceable(64) [[ARG1:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 32
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

```

```

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg) #1 {
; CHECK-LABEL: define {{^[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* nocapture writeonly [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* nonnull align 32 dereferenceable(64) [[TMP3]], i8 0, i64
32, i1 false)
; CHECK-NEXT:
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* noalias
nocapture nofree nonnull writeonly align 32 dereferenceable(64) [[TMP2]], <8 x i64>* noalias nocapture nofree
nonnull readonly align 32 dereferenceable(64) [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x

```



```

i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>*
%arg, <8 x i64>* readonly %arg1) #1 {
; CHECK-LABEL: define {{{^@}+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* noalias nocapture nofree nonnull readonly align 32 dereferenceable(64) [[ARG1:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 32
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %arg) #0 {
; CHECK-LABEL: define {{{^@}+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* nocapture writeonly [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>,
align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* nonnull align 32 dereferenceable(64) [[TMP3]], i8 0, i64
32, i1 false)
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x
i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64) [[TMP2]], <8 x i64>* noalias
nocapture nofree nonnull readonly align 32 dereferenceable(64) [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>,

```

```

<8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #0 {
; CHECK-LABEL: define {{{^@}+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (<8 x i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* noalias nocapture nofree nonnull readonly align 32 dereferenceable(64) [[ARG1:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 32
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %arg) #1 {
; CHECK-LABEL: define {{{^@}+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
;
CHECK-SAME: (<8 x i64>* nocapture writeonly [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* nonnull align 32 dereferenceable(64) [[TMP3]], i8 0, i64
32, i1 false)
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x
i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64) [[TMP2]], <8 x i64>* noalias
nocapture nofree nonnull readonly align 32 dereferenceable(64) [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2

```

```

ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #1 {
; CHECK-LABEL: define {{{^@+}}@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* noalias nocapture nofree nonnull readonly align 32 dereferenceable(64) [[ARG1:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 32
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8
x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg) #2 {
; CHECK-LABEL: define {{{^@+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* nocapture writeonly [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* nonnull align 32 dereferenceable(64) [[TMP3]], i8 0, i64
32, i1 false)
; CHECK-NEXT: call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x
i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64) [[TMP2]], <8 x i64>* noalias
nocapture nofree nonnull readonly align 32 dereferenceable(64) [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align
32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void

```

```

}

; This should not promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #2 {
; CHECK-LABEL: define {{{^@}+}}@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (<8 x i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* noalias nocapture nofree nonnull readonly align 32 dereferenceable(64) [[ARG1:%.*]])
;
CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 32
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %arg) #1 {
; CHECK-LABEL: define {{{^@}+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (<8 x i64>* nocapture writeonly [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* nonnull align 32 dereferenceable(64) [[TMP3]], i8 0, i64
32, i1 false)
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x
i64>* noalias nocapture nofree
nonnull writeonly align 32 dereferenceable(64) [[TMP2]], <8 x i64>* noalias nocapture nofree nonnull readonly
align 32 dereferenceable(64) [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

```

```

; This should promote
define internal fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %arg, <8
x i64>* readonly %arg1) #3 {
; CHECK-LABEL: define {{[^\@]+}}@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256
;
CHECK-SAME: (<8 x i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* noalias nocapture nofree nonnull readonly align 32 dereferenceable(64) [[ARG1:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 32
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %arg) #4 {
; CHECK-LABEL: define {{[^\@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (<8 x i64>* nocapture writeonly [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8*
nonnull align 32 dereferenceable(64) [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>*
noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64) [[TMP2]], <8 x i64>* noalias nocapture
nofree nonnull readonly align 32 dereferenceable(64) [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %tmp2, <8 x i64>*
%tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should promote

```

```

define internal fastcc
  void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %arg, <8 x i64>* readonly
%arg1) #4 {
; CHECK-LABEL: define {{{^@+}}}@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (<8 x i64>* noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* noalias nocapture nofree nonnull readonly align 32 dereferenceable(64) [[ARG1:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 32
; CHECK-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 32
; CHECK-NEXT:  ret void
;
bb:
  %tmp = load <8 x i64>, <8 x i64>* %arg1
  store <8 x i64> %tmp, <8 x i64>* %arg
  ret void
}

define void @avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %arg) #3 {
; CHECK-LABEL: define {{{^@+}}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (<8 x i64>* nocapture writeonly [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT:  [[TMP:%.*]] = alloca
<8 x i64>, align 32
; CHECK-NEXT:  [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:  [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT:  call void @llvm.memset.p0i8.i64(i8* nonnull align 32 dereferenceable(64) [[TMP3]], i8 0, i64
32, i1 false)
; CHECK-NEXT:  call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>*
noalias nocapture nofree nonnull writeonly align 32 dereferenceable(64) [[TMP2]], <8 x i64>* noalias nocapture
nofree nonnull readonly align 32 dereferenceable(64) [[TMP]])
; CHECK-NEXT:  [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT:  store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT:  ret void
;
bb:
  %tmp = alloca <8 x i64>, align 32
  %tmp2 = alloca <8 x i64>, align 32
  %tmp3 = bitcast <8 x i64>* %tmp to i8*
  call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
  call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8
x i64>* %tmp2, <8 x i64>* %tmp)
  %tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
  store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
  ret void
}

; Function Attrs: argmemonly nounwind
declare void @llvm.memset.p0i8.i64(i8* nocapture writeonly, i8, i64, i1) #5

```

```
attributes #0 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="512" }
attributes #1 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="256" }
attributes #2 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="256" "prefer-vector-width"="256" }
attributes #3 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="512"
"prefer-vector-width"="256" }
attributes #4 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="256"
"prefer-vector-width"="256" }
attributes
#5 = { argmemonly nounwind }
```

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; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --function-signature --scrub-attributes

; RUN: opt -S -argpromotion < %s | FileCheck %s

; RUN: opt -S -passes=argpromotion < %s | FileCheck %s

; Test that we only promote arguments when the caller/callee have compatible

; function attributes.

target triple = "x86_64-unknown-linux-gnu"

; This should promote

```
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %arg, <8 x i64>* readonly %arg1) #0 {
```

```
; CHECK-LABEL: define {{{^@+}}} @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512
```

```
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
```

```
; CHECK-NEXT: bb:
```

```
; CHECK-NEXT: store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
```

```
; CHECK-NEXT: ret void
```

```
;
```

```
bb:
```

```
%tmp = load <8 x i64>, <8 x i64>* %arg1
```

```
store <8 x i64> %tmp, <8 x i64>* %arg
```

```
ret void
```

```
}
```

```
define void @avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %arg) #0
```

```
{
```

```
; CHECK-LABEL: define {{{^@+}}} @avx512_legal512_prefer512_call_avx512_legal512_prefer512
```

```
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
```

```
; CHECK-NEXT: bb:
```

```
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
```

```
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
```

```
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
```

```
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
```

```
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
```

```
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* [[TMP2]], <8 x i64> [[TMP_VAL]])
```

```
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
```

```
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
```

```
; CHECK-NEXT: ret void
```

```
;
```

```
bb:
```

```
%tmp = alloca <8 x i64>, align 32
```

```
%tmp2 = alloca <8 x i64>, align 32
```

```
%tmp3 = bitcast <8 x i64>* %tmp to i8*
```

```
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64
```

```

32, i1 false)
call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

```

; This should promote

```

define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #1 {
; CHECK-LABEL: define {{{^@+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

```

```

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg) #1 {
; CHECK-LABEL: define {{{^@+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
;
CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x
i64>* [[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2

```

```

ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #1 {
; CHECK-LABEL: define {{{^@+}}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %arg) #0 {
; CHECK-LABEL: define {{{^@+}}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca
<8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x
i64>* [[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret
void
}

; This should promote

```



```

define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #0 {
; CHECK-LABEL: define {{{^@}+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

```

```

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %arg) #1 {
; CHECK-LABEL: define {{{^@}+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8*
align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x
i64>* [[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

```

; This should not promote

```

define internal fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8
x i64>* %arg, <8 x i64>* readonly %arg1) #1 {
; CHECK-LABEL: define {{{^@}+}}@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64>* readonly [[ARG1:%.*]])
; CHECK-NEXT: bb:

```

```

; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]]
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg) #2 {
; CHECK-LABEL: define {{{^@}+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0,
i64 32, i1 false)
; CHECK-NEXT: call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x
i64>* [[TMP2]], <8 x i64>* [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #2 {
; CHECK-LABEL: define {{{^@}+}}@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
;
CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64>* readonly [[ARG1:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]]
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;

```

```

bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %arg) #1 {
; CHECK-LABEL: define {{{^@+}}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8
x i64>* [[TMP2]], <8 x i64>* [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %arg, <8
x i64>* readonly %arg1) #3 {
; CHECK-LABEL: define {{{^@+}}}@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT:
store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

```

```

define void @avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %arg) #4 {
; CHECK-LABEL: define {{{^@}+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT: call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>*
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store
<8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %tmp2, <8 x i64>*
%tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %arg, <8
x i64>* readonly %arg1) #4 {
; CHECK-LABEL: define {{{^@}+}}@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64>
%tmp, <8 x i64>* %arg
ret void
}

define void @avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %arg) #3 {
; CHECK-LABEL: define {{{^@}+}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:

```

```

; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT: call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>*
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;

```

bb:

```

%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>,
align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %tmp2, <8 x i64>*
%tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

```

; Function Attrs: argmemonly nounwind

declare void @llvm.memset.p0i8.i64(i8* nocapture writeonly, i8, i64, i1) #5

attributes #0 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-width"="512" "prefer-vector-width"="512" }

attributes #1 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-width"="512" "prefer-vector-width"="256" }

attributes #2 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-width"="256" "prefer-vector-width"="256" }

attributes #3 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="512" "prefer-vector-width"="256" }

attributes #4 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="256" "prefer-vector-width"="256" }

attributes #5 = { argmemonly nounwind }

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Zbigniew Skowron <zbychs@gmail.com>
add_lldb_library(lldbPluginObjectContainerBSDArchive PLUGIN
ObjectContainerBSDArchive.cpp

LINK_LIBS

lldbCore
lldbHost
lldbSymbol

LINK_COMPONENTS

Support
)

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```
; RUN: llc < %s -mtriple=x86_64-linux-android -mattr=+mmx -enable-legalize-types-checking | FileCheck %s  
;  
; D31946  
; Check that we dont end up with the ""LLVM ERROR: Cannot select" error.  
; Additionally ensure that the output code actually put fp128 values in SSE registers.
```

```
declare fp128 @llvm.fabs.f128(fp128)  
declare fp128 @llvm.copysign.f128(fp128, fp128)
```

```
define fp128 @TestSelect(fp128 %a, fp128 %b) {  
  %cmp = fcmp ogt fp128 %a, %b  
  %sub = fsub fp128 %a, %b  
  %res = select i1 %cmp, fp128 %sub, fp128 0xL00000000000000000000000000000000  
  ret fp128 %res  
; CHECK-LABEL: TestSelect:  
; CHECK      movaps 16(%rsp), %xmm1  
; CHECK-NEXT  callq __subtf3
```

```

; CHECK-NEXT testl %ebx, %ebx
; CHECK-NEXT jg .LBB0_2
; CHECK-NEXT # %bb.1:
; CHECK-NEXT movaps .LCPI0_0(%rip), %xmm0
; CHECK-NEXT .LBB0_2:
; CHECK-NEXT addq $32, %rsp
; CHECK-NEXT popq %rbx
; CHECK-NEXT retq
}

```

```

define fp128 @TestFabs(fp128 %a) {
%res = call fp128 @llvm.fabs.f128(fp128 %a)
ret fp128 %res
; CHECK-LABEL: TestFabs:
;
CHECK andps .LCPI1_0(%rip), %xmm0
; CHECK-NEXT retq
}

```

```

define fp128 @TestCopysign(fp128 %a, fp128 %b) {
%res = call fp128 @llvm.copysign.f128(fp128 %a, fp128 %b)
ret fp128 %res
; CHECK-LABEL: TestCopysign:
; CHECK andps .LCPI2_1(%rip), %xmm0
; CHECK-NEXT orps %xmm1, %xmm0
; CHECK-NEXT retq
}

```

```

define fp128 @TestFneg(fp128 %a) {
%mul = fmul fp128 %a, %a
%res = fsub fp128 0xL00000000000000008000000000000000, %mul
ret fp128 %res
; CHECK-LABEL: TestFneg:
; CHECK movaps %xmm0, %xmm1
; CHECK-NEXT callq __multf3
; CHECK-NEXT xorps .LCPI3_0(%rip), %xmm0
; CHECK-NEXT popq %rax
; CHECK-NEXT retq
}

```

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